



*Egan Neuhengen*

# ANCAR

Master Rules

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# Attributes

Attributes are the basic statistics that define a character's general strengths and weaknesses. While they won't describe a character's stunning ability to sing or a complete inability to wield a sword, they do describe characters from a broader perspective. Attributes determine character aspects such as physical strength, speed, logical intelligence, and social aptitude. Attributes are used in most aspects of a character, particularly skills.

Each attribute has numbers: a Base value and a Calculated value. The base value usually ranges between 1 and 20. Values of 1 or 2 are crippling. Values of 4 to 6 are middle road, not amazing but not poor either. Values of 10 are quite good, and attribute scores above that start to become downright uncanny.

Calculated values are equal to the Base value of the same attribute multiplied by 5. They may also be altered through techniques and items. These values are used more often than their Base counterparts; they directly affect skills and most combat statistics.

There are 10 attributes that every character has a score in.

## *Power (POW)*

The physical strength of a character. It allows characters to manipulate heavy objects and swing weapons with brute force.

Skills associated: Break, Climb, Grip, Push/Pull, Ride, Swim

## *Vitality (VIT)*

The bodily health of a character. It allows characters to withstand harm, resist ailments, and endure harsh situations.

Skills associated: Endurance, Fortitude, Stability

## *Coordination (COR)*

The dexterity and hand precision of a character. It allows characters to manipulate delicate objects, disable devices, and strike with a high accuracy.

Skills associated: Conceal, Medical, Steal

## *Perception (PER)*

The sensory awareness of a character. It allows characters to detect subtleties

through sight, sound, or smell and hit their targets with projectile weapons.

Skills associated: Alertness, Investigation, Navigation

## *Agility (AGI)*

The speed and flexibility of a character. It allows characters to avoid danger, dodge blows, and move quickly.

Skills associated: Balance, Hide, Jump, Silent Act, Sneak, Tumble

## *Wits (WIT)*

The capability of fast thought and action of a character. It allows characters to avoid being caught off guard and can be used to execute impressive combat techniques.

Skills associated: Composure, Initiative, Reaction

## *Willpower (WIL)*

The strength of mind and mental resolve of a character. It allows characters to use and resist magical techniques and detect lies and persuasion.

Skills associated: Focus, Identify Spell, Intuition, Magic Sense, Resist, Spell Link

## *Logic (LOG)*

The rational, left-brain cognitive capabilities of a character. It allows characters to analyze situations and predict enemy movement.

Skills associated: Analysis, Craft, Memory

## *Personality (PSN)*

The interpersonal skills of a character. It allows characters to manipulate individuals, inspire loyalty through leadership, and develop affinities with elemental spheres.

Skills associated: Appearance, Charm, Diplomacy, Intimidation, Manipulation, Subterfuge

## *Luck (LUK)*

The essence of fate and karma surrounding a character. It raises characters' chances of executing critical hits and improves the karmic fortune of the character.

Skills associated: None

# Skill

Skills are aptitudes that characters have that are much more specific than Attributes. Whether climbing a mountain, hiding from a watchful castle guard, or lying to save your life, a character will have a difficult time surviving without the necessary skills. Skills are a character's internal toolbox to accomplish a task.

While a character's attributes play an important role in the success of these tasks, the most essential way to have good skills are to train. As you improve skills, not only does the character's chances of success rise, but new abilities become unlocked and simpler tasks no longer have a chance of failure. The benefits you gain from having a high skill depends on the level of training. There are five levels of training

- 0-24: Untrained (UT)
- 25-49: Trained (TR)
- 50-74: Advanced (AV)
- 75-99: Master (MA)
- 100: Perfect (PE)

To use a skill, roll a percentile dice (d100) and add two scores: The box of the **skillset** and the circle of the **skill**. The Skillset (e.g. Athletics, Stealth) represents innate ability for certain types of skills. It is determined by Attributes and not affected by training. The Skill is the amount of ability the character has accumulated, and increases as the character improves. Special Skill benefits (detailed below) due to training do not require a separate roll.

## Athletics

**Climb** Move on slopes, ledges, and other steep or horizontal terrain. Movement is halved when climbing.

TR Basic(40) and Simple(60) climbing is at full movement speed.

AV Actions using 1 hand may be taken while climbing at no penalty.

MA Easy(80) and Normal (100) climbing is at full movement speed.

PE Climbing is like normal moving- It is done at full movement speed and any action can be used at no penalty.

**Ride** Ride on top of or on the back of a creature or machine for transportation or for battle without falling off.

TR Actions using 1 hand may be taken while riding with no penalty. Also unlocks most mounted techniques.

AV Amount of time taken to mount a horse or other means of transportation is halved, rounded down.

MA Any action may be taken while riding with no penalty or Focus attempt.

PE Can move all ridden creatures or vehicles (unless it is physically impossible to do so) in any direction without taking extra Action Points to turn.

**Swim:** Propel the body in pools, rivers, oceans, and other bodies of water or another liquid. Movement is halved when swimming.

TR: Basic(40) and Simple(60) swimming is at full movement speed.

AV: Actions that do not require over 5 feet of movement may be taken at no penalty while swimming at the surface of water. Also, +15 Water Protection.

MA: Easy(80) and Normal(100) swimming is at full movement speed. Movement-based actions may be taken at no penalty while swimming at the surface of the water.

PE: Swimming is at full movement speed. Any action may be taken under water at no penalty. Also, +25 Water Protection.

### Might

**Break:** Use fists, tools, or weapons to break or destroy objects.

TR: Unlocks Sunder technique.

AV: Succeeding a break attempt (even with your bare hands) on any material causes no damage to you.

MA: Break attempts deal no damage to you. Also unlocks Limb Shatter technique.

PE: When attempting to break an object or other nonliving thing, its protection is halved. Also unlocks Limb Sever technique.

**Push/Pull:** Use force to move an object forward or away from you- for example, kick in a door or yank a pinned foot out of fallen debris.

TR: Unlocks Knockback techniques. Also unlocks Disarm technique. Also, +5 Earth Protection.

AV: Unlocks Wrestling techniques. Also, +10 Earth Protection.

MA: Can aid other characters' jump attempts, automatically adding +30 to their roll.

PE: Adds +20 to Attack and Damage when using Throwing attacks. Also, +25 Earth Protection.

**Grip:** Hold on to objects and retain a strong, effective grasp.

TR: Unlocks Catch Attack technique.

AV: While gripping a limb, you can inflict pain on the character, dealing 3 WC damage each turn. While gripping a neck, you deal 10 WC damage each turn.

MA: Sharp objects such as swords can be grasped without taking damage

PE: You cannot be disarmed. Also, if you grab a character's neck, you can deal 100 Health damage the resulting turn.

### Toughness

**Endurance:** Exert energy for a long period of time, resist pain, or endure the elements.

TR: +5 Protection against Fire, Ice, Wind, and Lightning spheres.

AV: +15 Protection against Fire, Ice, Wind, and Lightning spheres. Also +10 HP.

MA: Cannot become stunned.

PE: +30 Protection against Fire, Ice, Wind, and Lightning spheres.

**Fortitude:** Resist poisons, diseases, and other physical effects.

TR: +10 Protection against Bio and Time spheres.  
AV: Poison and Disease damage is halved.  
MA: +30 Protection against Bio and Time spheres.  
PE: Immune to Disease.

**Stability:** Stay conscious and prevent bleeding. Stability attempts must be rolled when you are damaged to below 50 health.

TR: Stability attempts must be rolled when you are damaged to below 40 health.

AV: Stability attempts must be rolled when you are damaged to below 30 health.  
Penalties due to low health are halved.

MA: Cannot fall unconscious due to damage. You have no penalties due to low health.

PE: Continue to live until Health is -20. Techniques and skills cannot be used when Health is below 0. If you aren't already bleeding at least 3 points, you are bleeding for 3 points.

### Dexterity

**Conceal:** Hide objects (or creatures) on your person or elsewhere. You cannot Quick Draw concealed objects.

TR: items concealed on your person can be drawn with the 'Quick Draw' talent.

AV: With a concealed weapon, you can use the Sneak Attack technique even if the opponent is not aware of your presence. This only works if the opponent is unaware of the concealed weapon.

MA: The Sneak Attack technique works even if the opponent is aware of the concealed weapon.

PE: When attacking with a concealed weapon, attack is +20.

**Disable:** Render traps, locks, and other devices harmless or ineffectual. If you fail a Disable attempt by a margin of 30 or more, you spring the trap, jam the lock or suffer another consequence based on the object at hand.

TR: The margin at which you suffer consequences for failure is 40.

AV: On a roll of 20 or higher above the goal when attempting to disable a trap or other device, all components are intact and, if not built into something, can be acquired.

MA: Magically triggered traps or magic locks can be disabled without special tools or magic.

PE: There is no chance of suffering consequences for failure.

**Steal:** grab objects effectively and with minimum disturbance. This skill is not always used for thievery. It can be used to snatch thrown projectiles and arrows out of the sky. The most awe-inspiring users can even catch bullets. Stealing untethered items takes 8 AP.

TR: Unlocks the Steal Weapon technique.

AV: Stealing untethered items only uses 4 AP.

MA: Unlocks the Steal Armor technique.

PE: You are able to catch any projectile, including magical projectiles and bullets.

### Sense

**Alertness:** Detect movements and sound and recognize sneaking dangers. If either eyesight or hearing is disabled or otherwise not available, a -40 penalty to Alertness is incurred.

TR: The penalty lacking either eyesight or hearing is only -20.

AV: As long as you are alerted to a character's presence, concealment penalties to attacks, techniques, and skills toward that character are reduced by 10.

MA: There is no penalty to Alertness if you are lacking either eyesight or hearing.

PE: As long as you are alerted to a character's presence, no amount of concealment will cause penalties to attacks, techniques, or skills toward that person.

**Investigation:** Search areas thoroughly and discover hidden passages, doorways, traps, and items. Also spot hidden enemies.

TR: Unlocks Finding spells.

AV: On a failure of 20 or less, you become aware that you might have missed something in that investigation.

MA: Investigation attempts are rolled automatically if you pass by a hidden door, trap, or character.

PE: You become immediately aware when some secret might be in the vicinity.

**Navigation:** find your way through areas without getting disoriented or getting lost.

TR: You can gain exact dimensions of areas without exact measurement. You can also find the North star.

AV: You have an internal compass- you always know which direction is North.

MA: Maps of areas can be drawn automatically for you.

PE: You can uncannily point out where on a map your destination is, even if the map doesn't cover the area around it.

### Acrobatics

**Balance:** Retain posture and as strong sense of Center to avoid faltering or being knocked down.

TR: +10 to grappling.

AV: Damage from falling is reduced by 20.

MA: Immune to knockdown.

PE: Immune to knockback.

**Jump:** project yourself into the air. Jump over dangers, above heads, and up onto platforms.

TR: Unlocks jumping techniques.

AV: Damage from falling is reduced by 20.

MA: You can jump from any angle of surface, including walls and ceilings. Each consecutive jump of a surface at least 45 degrees to the ground incurs a



cumulative -10 penalty to the attempt.

PE: You can jump from a liquid surface, such as water, as though it were land. You cannot stand on water, however.

**Tumble:** Fall and roll gracefully and with minimum damage.

TR: Unlocks some Defensive techniques.

AV: Opponents cannot take parting blows at you.

MA: Movement-based defensive techniques such as Dodge and Sidestep grant an additional 10 Evade.

PE: You do not take falling damage from falls shorter than 200 feet.

### Stealth

**Hide:** Remain silent and unmoving to avoid detection. Characters who recognized you previously with the same outfit get a +20 bonus on their Investigation attempts to find you.

TR: Hiding behind cover grants an additional +10 Evade.

AV: Characters who recognized you previously get no bonus to their Investigation attempts to find you.

MA: Finding magic is useless against you.

PE: You can go into hiding even if a character is looking directly at you. The characters previously looking at you get +20 on their Investigation attempts to find you.

**Silent Action:** Perform a technique, use an item, make an attack, or utilize a skill noiselessly.

TR: If you make an attack or other offensive action against an unaware opponent that would kill or render unconscious, the opponent can make no Reaction attempt to make a noise, and the Silent Action attempt also evaluates how quietly the opponent goes down.

AV: Any technique, including spells, can be done omitting explicit noise without penalty.

MA: Silent Actions you make are also subtle- even if a character sees you and the action attempted, an alertness attempt must be made to determine whether you actually did the action. This doesn't apply in circumstances where it is painfully obvious (e.g. you are the only character in the room)

PE: Any character who cannot see for any reason cannot dodge or use shields against any technique you use.

**Sneak:** Move noiselessly and sneakily so as not to attract detection.

TR: You are able to use shadows very well- you gain an additional +10 to Sneak and Hide when in shadows.

AV: While sneaking, you gain +20 to Reaction attempts.

MA: While sneaking, you naturally do not leave footprints or any other trail except in deep snow or more difficult surfaces.

PE: While sneaking, you cannot set off traps, even magical ones.

### Reflex

**Composure:** Prevent yourself from being surprised.

**Initiative:** Spring into action quickly and get the act before other characters.

TR: You can delay your initiative to any number below your current one.

AV: If you roll less than a 100 on an Initiative attempt, it is increased to 100.

MA: If you have the highest initiative and it is double the next highest Initiative number, you can halve your initiative and take an extra turn.

PE: As long as you are aware that there is combat going on, you suffer no Evade penalty and can use Defensive techniques.

**Reaction:** Respond to threats and changes in circumstances on the fly.

TR: You can “prepare” an action at any time to be done later in the round. At least one whole turn must pass between preparing the action and executing the action. The action cannot exceed 6 AP.

AV: You can execute any one action at the end of any turn with no preparation necessary. This can be done more than once between your previous turn and your next turn. The action cannot exceed 8 AP.

MA: You are allowed to normally roll Reaction attempts against threats and changes you cannot normally detect. You do not automatically discover what the threat is, however.

PE: You can perform any action or string of actions after any other action by any player. For example, after an opponent attacks you, you can use a healing item and follow up with an attack chain before the character has a chance to make another action.

## Magic

Note on this skill set: If you do not have the Magical Gift talent, this is automatically a weak skill set unless it is designated as primary. Only characters with the Magical Gift talent can designate this skill set as one of their two weak sets.

**Identify Spell:** Determine the nature of a spell before, during, or after it has been cast.

TR: Training this far is required to use this skill. Success of Identify Spell reveals name and function(s).

AV: Success of Identify Spell reveals statistics such as Attack and Weapon Class. Also unlocks the Counter Spell and Copy Spell technique.

MA: You gain +5 Evade and +10 M. Evade against spells you identify. Success of Identify Spell reveals everything about the spell, including Quintessence cost and history.

PE: Immune to Illusion spells, and are able to see right through them.

**Magic Sense:** Detect magical auras, bursts, and traces.

TR: Training this far is required to use this skill.

AV: You automatically sense active magic with a 30 foot radius.

MA: You get +15 M. Evade against Mind-affecting spells.

PE: Immune to Invisible spells, and are able to see them as clearly as any visible thing.

**Spell Link:** Create magical chains between you and spells so that they remain for extended periods of time. Linked spells end when you dispel them, rest, are damaged into unconsciousness, or die. If the spell is an entity, the link breaks when the entity is destroyed. The difficulty to link a spell you cast is equal to 80 + the Quintessence cost of the spell. The maximum cost of a spell you can link is equal to the value of this skill.

TR: Training this far is required to use this skill.

AV: Links do not end when you rest.

MA: Links do not end when you are damaged into unconsciousness. If you are linked to an entity, you can still access the entity when unconscious.

PE: There is no limit to the cost of a linked spell. You can link unlinkable spells with lasting effects at any time, but the cost is multiplied by 150% for that use.

#### Wisdom

**Focus:** develop and maintain intent concentration on a task or subject.

TR: ???

AV: You can add 2 AP and use 10 Quintessence of any type to add +10 to any skill attempt.

MA: You can focus on a single target. Choose the focus at the beginning of a combat round. You gain +10 Evade and +5 Attack against the target.

PE: You can add 4 AP and use 15 Quintessence of any type to add +20 to any skill attempt.

**Intuition:** Ascertain truth from subtle cues. Tell whether a character is lying to you, or pick up a signal from an ally.

TR: You can use this skill to attempt to gain a clue regarding choices, such as which door to walk through.

AV: +20 Protection against Sonic and Chaos spheres.

MA: You have Danger sense. This sense rises when threats are nearby. This includes characters but not stationary objects such as traps.

PE: Your Danger sense includes traps.

**Resist:** Keep a clear head and protect yourself from suggestion and attacks to the mind.

TR: +10 Protection against Light, Dark, and Mind spheres.

AV: +20 Protection against Light, Dark, and Mind spheres. +5 M.Evade.

MA: Additional +10 Protection against all spheres.

PE: Immune to Control spells. +30 Protection against Light and Dark spheres.

#### Intellect

**Analysis:** Observe and study a character, object, area, or situation to uncover important information and prediction.

TR: When analyzing an object or body, you can use proper tools for a +20 bonus to the Analysis attempt.

AV: Unlocks Copy techniques.

**MA:** You can make no action on your turn to analyze an opponent. You gain +10 Evade and +5 Attack against the opponent for the rest of the fight. This does not use AP, so you can still use Defensive techniques on that turn.

**PE:** You can analyze an opponent without losing your turn. You can only analyze one character per turn.

**Literacy:** Read and make sense of complicated or foreign texts. Figure out encrypted messages and magically obscured text. The maximum cost of inscribed spells you can read is equal to the value of this skill.

**TR:** You can read and use inscribed spells.

**AV:** You can make literacy attempts to read through and destroy magical obstruction on texts.

**MA:** You can inscribe spells.

**PE:** There is no limit to the cost of inscribed spells you can read.

**Memory:** Recall information you discovered or experienced in the past.

**TR:** +10 Protection against Mind and Chaos spheres.

**AV:** You gain +30 to Navigation attempts in areas you have already seen.

**MA:** +20 Protection against Mind and Chaos spheres.

**PE:** Make Memory attempts to recall information that you shouldn't even have in your memory.

## Charisma

**Appearance:** Your outward handsomeness/beauty. Use your appearance to distinguish yourself or disguise yourself. When you are dealt damage and your health is reduced to below 70, your Appearance is at -20. When your health is below 40, your Appearance is at -40.

**TR:** You can wear expensive clothes to increase your Appearance attempts by 10. You can also use disguise kits to increase Appearance attempts by 10 for the purpose of disguising yourself.

**AV:** In situations that call for it and that you are dressed appropriately for, you can roll Appearance attempts instead of Intimidation or Manipulation attempts.

**MA:** Damage does not affect your Appearance.

**PE:** All opponents must roll Resist attempts against your total Appearance to avoid distraction, getting -10 Evade and -5 Attack when targeting you.

**Charm:** The way you portray yourself to others, including words, social mannerisms, and cultural etiquette.

**TR:** If you commit a non-major misdeed within a town or city, the population has a 25% chance of finding it within their hearts to forgive you, regardless of circumstance (break-in robbery and murder are major crimes!).

**AV:** Characters who ordinarily have no disposition to you are automatically friendly.

MA: Spells can have any outward appearance you want.

PE: your good deeds (or any deeds you wish) always become known to the public of every population within up to 100 miles.

**Intimidation:** Scare or bully a character into giving information or performing a task for you.

TR: Unlocks Battle Cry technique.

AV: Unlocks Stare technique.

MA: All opponents, upon seeing you, must roll a Resist attempt against your total Intimidation + 20. Those who fail are frightened, getting -10 to attacks, evades, and skills.

PE: +10 to rolls and opponents' goals for Dark magic.

Speechcraft

**Diplomacy:** Effectively communicate to others and convey your ideas and perspectives understandably.

# Traits and Talents

Traits are innate abilities given to you at birth or by a drastic situation in your life. They may only be taken at creation or if you are given specific permission.

Talents are distinguishing merits you have developed. These can be acquired as you gain levels in Talents. You cannot take any trait or talent more than once unless the particular trait or talent states otherwise.

## Traits

- (◆◆) Blind: You cannot see. You get -30 to Melee and -40 to Ranged. You get -20 to Sense, but +10 to Alertness.
- ◆ Gifted: You only have 1 weak skillset instead of 2.
- ◆ Jinxed: Gain +3 Critical chance. However, Critical miss chance is 9% instead of 5%.
- ◆ Sphere Affinity: Choose a sphere. Your soul is partially infused with that sphere's essence. Gain +10 protection against the chosen sphere. Gain +20 protection against the lesser sphere to the chosen sphere. Get -20 protection against the greater sphere to the chosen sphere. This talent may be taken more than once for different spheres, but because the soul strives not to have conflict within itself, this trait may not be taken when the a sphere from the same triangle has been chosen already. Each time this trait is taken, the cost is increased by 1.
- ◆◆ Large: Gain large size, +20 to Health, and -10 to Evade. You are able to wield Heavy melee weapons without a penalty.
- ◆◆ Small: Gain small size, -20 to Health, and +10 to Evade.

## Proficiencies

- ◆ Armor Proficiency (Light): Able to use armor with weight of 10 or less without doubling weight
- ◆ Armor Proficiency (Strong): Able to use armor with weight of 15 or less without doubling weight (**Req: Armor Proficiency (Light)**)
- ◆ Armor Proficiency (Heavy): Able to use armor with weight of 30 or less without doubling weight (**Req: Armor Proficiency (Strong)**)
- ◆ Shield Proficiency: Able to use shields without doubling attack penalty or halving Evade bonus
- ◆◆ Shield Focus: Able to use shields as weapons. Shields sizes correspond to weapons of the same sizes. A minimal shield is equivalent to a short melee weapon. Full shields cannot be used as weapons. You do not take any attack penalty for wielding the

- shield, but during any round in which you attack with a shield, that shield's Evade bonus is halved. **(Req: Shield Proficiency)**
- ◆ Weapon Proficiency: Gain aptitude for a certain weapon type. You do not have a natural penalty in attacks with the weapon. You can take this talent once for each type of weapon (Swords, Lances, Bludgeons, Bows, Crossbows, Thrown Projectiles, Whips, etc.)
  - ◆◆ Weapon Expertise: Use a certain weapon type to the best of its ability. Use a Weapon Technique if the 1's place of the attack roll is a 1 (91, 81, 71, etc.). You may choose to change this number to any number you want. You can take this talent for each type of weapon you possess the requirements for. **(Req: Talent LVL 3, Weapon Proficiency (same type))**
  - ◆◆ Weapon Focus: Gain impressive skill for a certain weapon type. You gain a +10 bonus on attacks with the weapon. You can take this talent for each type of weapon you possess the requirements for. **(Req: Talent LVL 4, Weapon Proficiency (same type))**
  - ◆◆◆ Weapon Mastery: Gain perfect skill for a certain weapon type. You gain a +20 bonus on attacks and a +10 bonus on damage with the weapon. This does not stack with the +10 bonus gained from Weapon Focus. You can take this talent for each type of weapon you possess the requirements for. **(Req: Talent LVL 6, Weapon Focus (same type))**
  - ◆◆ Magical Gift: You are able to cast spells.

#### Talents (Standard)

- ◆ Bravery: You gain 15 Protection against fear-related effects **(Req: Resist TR)**
- ◆ Caution: When your guard is down, the penalty to Evade is only 10. Can't be used with Safety. **(Req: Reaction TR)**
- ◆ Diehard: Goal for Stability attempts in the purposes of retaining consciousness is reduced by 20. This does not change the goal for bleeding. **(Req: Stability TR)**
- ◆ Flip Up: You can stand up from prone using 2 AP after any turn (yours or another character's) without letting down your guard. **(Req: Tumble TR, AGI 30)**
- ◆ Focused: You gain an additional 10 points in any single skillset.
- ◆ Foreign Technique: You may choose an additional technique from a chosen pool that is not your primary
- ◆ Insightful Evasion: Dodge abilities may be used to apply an Evade bonus to an additional attack at the same time- applies to multi-weapon fighting and barrages of projectiles (may be taken more than once)
- ◆ Knockback Recovery: You may roll a Balance or Tumble attempt with a goal of damaged dealt + distance traveled to avoid being

knocked prone by an attack that knocks you back. You travel an additional 5 feet. **(Req: Balance TR)**

- ◆ Lifeblood Control: Gain the ability to remove up to 20 health from yourself each turn, expending no AP. **(Req: Focus TR)**
- ◆ Protector: If you are in combat protecting a character who can't effectively defend him or her self from harm, you get +5 protection and using Karma to increase die rolls, prevent damage, or gain Health provides a +6 bonus instead of +4.
- ◆ Quickdraw: Drawing a weapon only costs 1 AP
- ◆ Rock Steady: The knockback threshold against you is increased by 10 **(Req: Push/Pull TR)**
- ◆ Sphere level I: You can use Offensive and Defensive sphere abilities. (SPECIAL: Taking a sphere in the same triangle as one you already have costs 2 Talent points instead of 1)
- ◆ Sphere Resistance: +10 Protection against the chosen sphere. This can be taken multiple times, but no two spheres from the same triangle may be chosen. Also, if you have Sphere Affinity, the sphere may not be the weaker sphere of that talent. **(Req: Resist TR)**
- ◆◆ Blind Fighter: Attack penalties for darkness/blindness are halved. This does not effect perception or ranged attacks.
- ◆◆ Extended Lifeblood Control: Maximum amount of health that can be removed with Lifeblood Control becomes 40. **(Req: Lifeblood Control)**
- ◆◆ Lifeblood Conversion: Health lost with Lifeblood Control can be gained in Quintessence of any pool. **(Req: Lifeblood Control)**
- ◆◆ Miracle: Preventing death and becoming at 0 HP, 1 Health, not bleeding/burning and unconscious requires 2 less karma.
- ◆◆ Monkey Grip: Wield Heavy melee weapons without a -10 Attack penalty. **(Req: Grip TR)**
- ◆◆ Prone Fighter: The penalty to Evade and Melee Attack while prone is only at -10. Dodging gives full bonus rather than the usual -10.
- ◆◆ Quick Consumption: The use of consumable items costs 1 less AP (final AP can't be below 2)
- ◆◆ Quintessence Regeneration: The time it takes for Quintessence in a single pool to be restored is reduced by 1 hour. This Talent can be taken up to 3 times per Quintessence pool.
- ◆◆ Safety: When your guard is down, you do not get a penalty to your Evade. **(Req: Reaction AV)**
- ◆◆ Signature Expertise: Add an additional, separate cost to any one signature ability. Either the original or alternate cost can be chosen to use the signature ability.
- ◆◆ Sphere level II: You can use Offensive and Defensive sphere spell abilities. In addition, you can use the sphere stance and can perform minor prestidigitations of your sphere. You gain +10 Sphere Protection against the sphere that yours is stronger than.



- (Req: Level 3, Sphere level I of same sphere)**
- ◆◆ Two-weapon Defense: +5 Evade if you are wielding two melee weapons in combat and your guard is up **(Req: Two-weapon Style)**
  - ◆◆◆ Blind Expert: Perception penalties in darkness/blindness are halved. **(Req: Blind Warrior)**
  - ◆◆◆ Blind Warrior: No penalties to melee attacks in darkness/blindness. This does not effect perception or ranged attacks. **(Req: Blind Fighter)**
  - ◆◆◆ Heavy Hitter: Knockback threshold (enemy is thrown 5 feet back per 5 feet beyond the knockback threshold) is reduced by 5. **(Req: Push/Pull TR)**
  - ◆◆◆ Lifeblood Sacrifice: Health lost with Lifeblood Control can be sent to another character within 10 feet. **(Req: Lifeblood Control)**
  - ◆◆◆ Obstinate Resolve: Quintessence for one pool is completely regained when brought below 50 Health in combat (does not work from damage you wish to take i.e. self- or friend- inflicted) **(Req: WIL 30)**
  - ◆◆◆ Precise Fighter: For a melee attack of AP 6 or less, Perception can be used to calculate the attack value instead of Coordination, but damage is reduced by 10.
  - ◆◆◆ Regeneration level I: You automatically gain 1 HP every minute. **(Req: VIT 50)**
  - ◆◆◆ Sphere level III: You can use Final sphere abilities. You gain +10 Sphere Protection against this sphere. **(Req: Level 5, Sphere level II of same sphere)**
  - ◆◆◆ Skillful Critical: +2 Critical chance.
  - ◆◆◆ Two-weapon Style: Hold two melee weapons and use them to attack more quickly in combat. AP for each is halved (rounded up) if used consecutively in the same turn, but at -10 to attack and -5 for each WC of weapon beyond 4 (not counting WC bonuses not from size or weight).
  - ◆◆◆ Unarmed Expertise: +2 WC for unarmed attacks
  - ◆◆◆ Unarmed Mastery: Additional +1 WC for unarmed attacks **(Req: Talent LVL 4)**
  - ◆◆◆◆ Blind Master: There is nearly no difference between seeing and not seeing unless the source is completely silent. **(Req: Blind Expert)**
  - ◆◆◆◆ Monster Critical: +1 Critical WC **(Req: Skillful Critical)**
  - ◆◆◆◆ Regeneration Level II: You automatically gain 1 HP every round (10 seconds). Ignore abilities of previous Regeneration talents. **(Req: VIT 60, Regeneration Level I)**
  - ◆◆◆◆ Regeneration Level III: You automatically gain 5 HP every round (10 seconds). You also automatically gain 1 Health every minute. Ignore abilities of previous Regeneration talents. **(Req: VIT 75, Regeneration Level II)**

◆◆◆◆ Specialized Training: +10 Evade and M. Evade against melee attacks, projectile attacks, or magic. **(Req: Talent LVL 6)**

# Techniques

## *Introduction to Techniques*

Techniques are, put simply, abilities or options characters can use, usually during combat. Every technique, when used, costs a certain amount of Quintessence. If you do not have the amount of Quintessence required to use the technique, you cannot execute it until some or all of your Quintessence is restored.

Techniques fall into one of three categories: Abilities, Spells, and Spell Styles.

**Abilities** are actions characters can do without the use of magic. They range from normal combat actions, like tripping and evading, to extravagant or impossible actions, like deadly spinning attacks and moving short distances at a literally instantaneous speed.

**Spells** are magical, supernatural powers. Religious and scientific figures have numerous potential explanations for these strange abilities, but regardless of how it truly works, magic allows characters to perform feats such as summoning spirits, changing shape, and launching devastating elemental fury at the caster's enemies. Spells tend to require more time and focus than abilities, so they have higher AP costs. You cannot cast any spells unless you have the rare innate magical ability- this is acquired by taking the "Magical Gift" talent.

**Spell Styles** are special options that can "combine" with your spells. You cannot use a spell style on its own- you choose a spell, and then give that spell extra

abilities by adding costs of different Spell Styles. You can make spells silent, speed them up, give them blast radii, or even have them use your own life force to cast instead of Quintessence.

## *Quintessence and its Pools*

Each and every character has an internal source of energy. This energy is called Quintessence. It may be derived from self-determination or mind power, or it may consist of magical energy. Regardless, there is *something* there that allows the character to reach his or her potential.

There is only so much a character can do before exhausting this energy and becoming tired. Each technique a character uses lowers Quintessence (temporarily) until there is not enough left to use any techniques.

While there is no "practical" disadvantage to running your Quintessence to the ground (besides not being able to use any more techniques), it is exhausting. As Quintessence represents the character's energy, regardless of what type, characters with no energy left will require rest much more quickly than characters who still have plenty.

There are four different types of Quintessence. These are called Quintessence Pools. Player Characters choose 2 of these pools at creation. One is the primary pool, and it has a maximum value of twice the character's calculated corresponding attribute (corresponding attributes below). The other is the secondary pool, and its maximum is

simply the calculated corresponding attribute.

Different techniques require different Quintessence pools to use. Some techniques have a “preferred” pool with a lower cost, but also allow the use of other pools at a higher cost.

The five Quintessence Pools are Drive, Guts, Spirit, and Magic.

**Drive (Corresponding Attribute: Wits)** is a character’s determination and physical energy. Techniques that use this pool are physical in nature and are often offensive, straightforward, and strong in nature. Techniques like Charge, Power Attack, and Whirlwind use the Drive pool. Drive is fully restored after 4 hours.

**Guts (Corresponding Attribute: Wits)** is a character’s cleverness and expertise. Techniques that use this pool are physical in nature, but relies on speed and quick thinking rather than strength. Techniques like Parry, Reprisal, and Sneak Attack use the Guts pool. Guts is fully restored after 4 hours.

**Spirit (Corresponding Attribute: Will)** is a character’s spiritual and emotional energy. Techniques that use this pool may be physical or magical in nature. Abilities that use Spirit often combine physical and magical elements. Techniques like Soul Strike, Cure, and Fear use the Spirit pool. At creation, the player chooses whether Spirit’s corresponding attribute is Wits or Will. If the character uses or intends to use spells with Spirit, Spirit’s corresponding attribute must be Will. Spirit is fully restored after 6 hours.

**Magic (Corresponding Attribute: Will)** is a character’s magical energy. Character that use this pool, often called Casters, can use this pool to create powerful supernatural effects. Most spells use this pool. Magic is fully restored after 6 hours

## *Acquiring Techniques*

At creation and after gaining levels in Techniques, you gain a certain amount of Technique Points to spend. Each technique has a Technique Point cost, symbolized by black diamonds to the right of the technique name. The number of diamonds is equal to the point cost. A technique will cost between 1 and 5 points.

At creation, characters only have access to techniques that cost between 1 and 3 points. Once they reach Technique Level 5, they may purchase 4-point techniques, and at Technique Level 10 they may purchase powerful 5-point techniques.

Some techniques have more than one Quintessence type associated- for example, the Aim technique either has a Guts cost of 6 or a Drive cost of 8. When acquiring the technique, choose a pool. You cannot change which pool it is at a later time.

For the most part, you do not have to pay additional Technique points to upgrade techniques; simply increase the Quintessence cost of the spell. However, some options have diamonds next to them. These indicate that you have to pay that cost in addition to the cost of the technique to acquire that option. If you can take that option more than once, you only have to pay the technique point cost the first time you take it.

## *Using Techniques*

Techniques can be used in or out of combat. When you use a technique:

- Pay the quintessence cost – subtract it from its associated pool. If do not have enough

quintessence, you cannot use the technique.

- Take the time – in combat, use the required AP. Of course, you must have the AP required by the technique to use it. Outside of combat, 2 AP is equal to 1 second.
- Execute the technique – You now get to do whatever the technique says you can do.

In combat, there are rules governing when you can use which techniques. There are four technique types: **Offense**, **Defense**, **Stance**, and **Other**.

**Offense** techniques can only be used during your turn. Typically, they will target one or more opponents.

**Defense** techniques can be used during your turn or during other turns. There will often be certain times when a defensive technique is appropriate, like when you are being attacked. These techniques are usually life-protecting measures like dodging and blocking, but some attacks are defense, like reprisal, which counters an attack with a swing of your own.

**Stance** techniques can only be used at the beginning of your turn, before you perform any other actions. You can only use one stance per turn, and stances generally last until the beginning of your next turn.

**Other** techniques, like offense, can only be used during your turn. Many 'other' techniques take a while to cast, and are not meant to be used in combat.

Some techniques are labeled **Advanced**. Once you perform an advanced technique, your turn is over. You can still use defensive techniques later, however.

## *Technique Layout*

<b>Technique Name</b>	◆x?	<b>Type</b>
<b>REQ:</b> <Requirements>		
Description		
Cost 1 x	Cost 2 x	Cost 3 x      x□
x	Option 1	
x	Option 2	

The first line provides three pieces of information, from left to right: the name of the technique, the cost to acquire the technique (the diamonds represent the points required), and the technique type. This can be Offense, Defense, Stance, or Other.

The second line lists the requirements the character must have to acquire the technique. Some techniques do not have this. This may be a certain Technique level you must be at, a training level you must have in a skill (TR, AV, MA, or PE), a talent you must have, or another technique.

Following the requirements is the description of the technique. This states what happens when you use the technique.

The line after the description includes the Quintessence costs. Upon acquiring a technique, one of the available pools must be chosen. Any technique will allow 1 to 3 separate costs. To the right of the costs is the number of Action Points it takes to use the technique.

Each item beyond is an Option. To improve a technique by adding options, just add the cost at the left of the desired option to the quintessence cost. Some costs have diamonds next to them, indicating that additional technique points must be added for the character to be able to use the option. If a cost has an asterisk (\*) next to it, that option may be applied at any time, including during combat. You can only take options more than once if they give a maximum.

# Abilities

## Acrobatic Stance



### Stance

**REQ:** Level 3, Evasive Stance

You get +20 to Evade and Acrobatics during the round. All Defensive techniques have a +5 bonus, either to Evade, M. Evade, or Attack. You cannot use Bonus AP on your turn.

Guts **14** 2□

## Action Burst



### Stance

**REQ:** Level 3

Using chains, up to double the maximum AP pool can be used, regardless of your current bonus AP. This does not change Base AP or the 4 bonus AP that can be used without chains. Bonus AP are then blocked (cannot be used) for the next two consecutive turns

Spirit **12** Drive **14** Guts **14**

## Aim



### Offense

Use when attacking. Increase the AP of an attack (melee or ranged) by 2□ and get +5 to the attack roll for each AP increased.

Guts **6** Drive **8** 2□

**2\*** +1 increase to AP (**Max 5**)

**3\*** +1 increase to AP (**Max 8**)

## Bash



### Offense

**REQ:** Shield Proficiency

Slam into a target with your shield with great force. Make an attack with your shield without a penalty (as you would do with the Shield Focus talent). If you hit and your damage exceeds the target's Build, your opponent is knocked back 5 feet and must roll an Endurance attempt, goal 60, or become stunned. Bash does not knock the target to the ground.

Drive **8**

**1** +5 Endurance goal (**Max 90**)

**2** +5 Endurance goal (**Max 120**)

**7** Target is knocked down if knocked back.

## Battle Cry



### Offense

**REQ:** Intimidation TR

Let out a mighty, fearsome yell. Roll an Intimidation attempt. All enemies within a range of 60 feet must roll a Resist attempt against the result. On a failure, the affected characters become frightened, getting -10 to attacks, evades, and skills. Each turn, affected characters must roll again to

attempt to surpass your original Intimidation roll at a cumulative +10 bonus. Once the character succeeds, (s)he is no longer frightened and no longer has to roll Resist attempts.

Drive **13** Spirit **15** 5□

**1** +10 Range (**Max 200**)

**2** +5 to Intimidation attempt (**Max 40**)

**3** +5 to all penalties for enemies (**Max 40**)

**5** Enemies may flee or become paralyzed, as the Fear spell

**5** You get +10 Attack and Damage (**Max 20**)

**8** Allies in range gain morale, getting +10 to attacks, evades, and skills for 3 rounds (**Max 20**)

## Block Magic



### Defense

**REQ:** Resist TR

Use when defending against a magical attack.

Add +15 to M. Evade.

Magic **5** Spirit **6** 2□

**2** Succeed a Resist roll, goal 100, to add an additional +5 to M. Evade.

**3** +5 M. Evade (**Max 25**)

## Catch Attack



### Defense

**REQ:** Grip TR, Steal TR

Roll a Steal attempt against an opponent's attack roll to attempt to grab the weapon (whether it hits or misses). If unprotected, your hand is dealt half the damage of the attack. If the opponent is holding the weapon, he must roll a Grip attempt against your own to wrest it away.

Guts **7** Drive **9** 2□

**6♦** You are able to catch magical projectiles **Steal AV** and bullets with this technique.

## Chain: Aggressive



### Offense

**REQ:** Level 3

Use after making a successful melee attack. Make an additional melee attack against the same target using bonus AP. This AP does not count against your 14 AP turn limit.

Drive **13** Guts **15**

## Chain: Attack



### Offense

Use after making a melee attack with a natural attack roll of 70 or higher. Make an additional melee attack against the same target using bonus AP. This AP does not count against your 14 AP turn limit.

Drive **7** Guts **9**

## Chain: Dragon



### Offense

**REQ:** Level 4, Chain: Lion

Use after making a successful unarmed attack. Make an additional unarmed attack followed by an offensive unarmed ability or spell, all against the same target using bonus AP. This AP does not count against your 14 AP turn limit. **(Advanced)**  
Drive 15 Guts 16

**Chain: Fierce** ♦♦ **Offense**

**REQ:** Level 5

Use after making a successful attack. Make an additional melee attack at +10 Attack against the same target using bonus AP. This AP does not count against your 14 AP turn limit. The attack bonus is cumulative with other Fierce chains on the same turn (a second Fierce Chain would have a +20 Attack bonus, etc.)  
Drive 15 Guts 18

**Chain: Lion** ♦ **Offense**

Use after making a successful unarmed attack. Make an additional unarmed attack or ability against the same target using bonus AP. This AP does not count against your 14 AP turn limit.  
Drive 8 Guts 9

**Chain: Master** ♦♦♦ **Offense**

**REQ:** Level 7, Chain: Technique

Use after executing a successful technique against a target. Make two additional techniques against the same target using bonus AP. This AP does not count against your 14 AP turn limit.  
Guts 21 Drive 22

**Chain: Relay** ♦ **Offense**

Use after a successful melee attack or technique made by an ally immediately before your turn. That action must be the last action of the turn, and cannot be before any movement. move up to 10 feet and make a melee attack against the same target using bonus AP. The AP cost of your attack is 2 less than it would normally be. This AP does not count against your 14 AP turn limit. If you use an additional chain immediately after this, the Quintessence cost of that chain is halved.  
Drive 11 Guts 13

**Chain: Spell** ♦ **Offense**

Use after successfully casting a spell. Cast an additional spell using bonus AP. This AP does not count against your 14 AP turn limit.  
Magic 11

**Chain: Technique** ♦ **Offense**

Use after making a melee attack or ability that requires an attack roll with a natural attack roll of 70 or higher. Execute an additional ability against the same target using bonus AP. This AP does not count against your 14 AP turn limit.  
Drive 9 Guts 11

**Charge** ♦ **Offense**

Rush at an opponent with awe-inspiring speed and immediately make a melee attack against an opponent ahead of you. You can only move in one direction- you cannot change direction. Movement is at 10 feet per AP. If you move at least 20 feet, your attack receives +10 attack bonus, but your Evade is reduced by 5 until your next turn. If you use charge, you must make the melee attack.  
Drive 8

2 +5 attack bonus (**Max 20**)

2 +5 damage bonus (**Max 20**)

12♦ You move 15 feet per AP.

**Copy Technique** ♦♦♦ **Defense**

**REQ:** Analysis AV

Memorize a technique executed by another character so that you can use the exact technique. When a character is using a technique, roll an Analysis attempt against 80 + the Quintessence cost of the technique. If you succeed, you have memorized the technique and can use it when you can normally use the technique. To use it, pay the same quintessence cost as the technique cost, in the same pool that Copy Technique uses. The duration in which you can keep the technique memorized is Focus.

Spirit 9 Magic 11 Guts 11 4□

8 Use technique immediately after the character you are copying uses it.

15♦ Use technique immediately before the character you are copying uses it.

**Crescent Moon** ♦♦ **Offense**

Swing a weapon in a semicircle that strikes every target within almost 180 degrees. For example, on a square grid, strike everything in 4 adjacent spaces around you. The attack cannot be made through walls or other obstacles. Make a single attack roll that is compared to each target's Evade. The attack is at a -5 penalty per target. Damage is also determined in a single roll.  
Drive 14

14♦ No attack penalty for multiple targets.

**Crippling Strike** ♦♦ **Offense**

An attack damages the target's functional ability and causes physical disability. The target must make an Endurance attempt goal 80 to avoid the effect. Numbers in brackets next to effects below increase the target's roll to succeed.

Drive **10** Guts **10**

- 1** +2 damage to any attribute (**Max 10**)
- 1** +1 damage to any attribute (**Max 40**)
- 2** +5 Endurance goal (**Max 140**)
- 7** Cripple Movement – Movement is halved [+10 Endurance attempt]
- 12** Stop Movement [+20 Endurance attempt]

**Deflect Projectile** ◆ **Defense**

Use when defending against a ranged attack. Use a melee weapon to deflect against a projectile, adding half the deflecting weapon's attack bonus (rounded down) to your Evade.

Guts **10** Drive **11** 3□

- 8**◆ If the attack misses, roll your own ranged attack to attempt to deflect the projectile back at the attacker.

**Disarm** ◆ **Defense**

You may use this during your turn or when an opponent attacks. Roll an attack roll with a weapon against the opponent's Grip attempt. The character with the larger weapon gets a +5 bonus per category. On a success, the opponent's weapon hits the ground 5 feet away. On a success by more than 30, the weapon flies 10 feet away instead.

Guts **7** Drive **8**

- 8** No weapon size bonus
- 8** Double weapon size bonus

**Dodge** ◆ **Defense**

Add +15 to your Evade when evading a single attack.

Guts **7** Any **9** 2□

- 2**\* Succeed a Tumble roll, goal 100, to add an **Tumble TR** additional 5 to your Evade.
- 4**\* +5 Evade (**Max 25**)

**Dual Weapon Strike** ◆◆ **Offense**

**REQ:** Two-Weapon Style

Attack with two weapons at the same time. Instead of the lighter weapon's AP cost being reduced, both weapons' AP costs are cut in half. Also, there is no attack penalty for lighter weapons, though the penalty for using heavier weapons still applies.

Drive **12**

- 3** +5 Damage (**Max 10**)

- 6** No weapon size penalty

**Elemental Attack** ◆◆ **Offense**

**REQ:** Sphere (choose one)

Make an attack with the fury of one of the great spheres. The type of damage dealt is of the chosen sphere. Sphere spell abilities may be used with this technique even though it is not a spell.

Spirit **12** Drive **15** Magic **15**

- 2** +5 Attack (**Max 20**)
- 2** +5 Damage (**Max 20**)

**Escaping Dive** ◆ **Defense**

Leap out of the way of an attack or other harmful situation. You move 10 feet in any direction. This adds +30 to Evade against projectiles, but only +10 Evade against melee attacks. After the dive, you're prone on the ground. This is effective for avoiding explosive blasts.

Guts **7** Any **9** 3□

- 2**\* Succeed a Jump roll, goal 100, to move an **Jump TR** additional 5 feet.
- 2**\* Succeed a Tumble roll, goal 100, to land **Tumble TR** on your feet.

**Evasive Stance** ◆ **Stance**

You get +10 to Evade during the round. All Defensive techniques have a +5 bonus, either to Evade, M. Evade, or Attack. You cannot use Bonus AP on your turn.

Guts **7** 2□

**Guard** ◆ **Defense**

Protect yourself against an oncoming attack. Add +20 to your protection against the attack.

Drive **7** Spirit **9** 2□

- 3** +5 Protection (**Max 30**)
- 4**◆ +5 Protection (**Max 50**)

**Guardian Stance** ◆◆ **Stance**

**REQ:** Level 3, Protective Stance

You get +15 Protection during the round. Allies gain +10 Protection as long as they are adjacent to you. You cannot use Bonus AP on your turn.

Spirit **10** 2□

**Guard Other** ◆ **Defense**

Protect an ally from harm against an oncoming attack. Adds +15 to the ally's Evade. If the ally is hit, damage is split evenly between you and your ally unless a critical hit was made.

Spirit **6** Drive **8** 3□

- 5** +5 Evade (**Max 25**)



**Hamedo** ◆◆ **Defense**

**REQ:** Analysis AV, Reprisal

Determine an opponent's attack and strike first. Make a melee attack against an opponent immediately before that opponent attacks. Your attack's AP cost is reduced by 2.

Guts **13**

**3** Succeed a Intuition roll, goal 100, to Intuition TR reduce your attack's AP by an additional 1.

**Harmonic Stance** ◆◆ **Stance**

**REQ:** Level 3, Meditative Stance

You get +20 to M. Evade during the round. You gain 10 HP at the beginning of your turn. You cannot use Bonus AP on your turn.

Spirit **12**

2□

**Heart of Fire** ◆ **Offense**

Use when you critically hit. Critical WC is increased by 2.

Spirit **6** Drive **8**

**Heavy Swing** ◆◆ **Offense**

**REQ:** Push/Pull AV, Knockback Attack

Knock back an opponent. The target gets -20 Build. You can also hit the target in a direction up to a 45 degree angle left or right from where you hit.

Drive **16**

**3** -5 to target's Build (**Max 40**)

**3** +5 Maximum Distance (**Max 30**)

**Iaijutsu** ◆◆ **Offense**

**REQ:** Initiative AV, Quickdraw

Unsheathe a sword and attack with it in a single movement. No AP is required to draw a sword before an attack or technique using the sword. The attack gets +10 damage. -15 Attack for Heavy swords.

Spirit **10** Guts **13**

**1** +5 Damage if target's guard is down or the target hasn't taken a turn yet (**Max 40**)

**2** +5 Attack if target's guard is down or the target hasn't taken a turn yet (**Max 30**)

**2** +2 Critical Chance (**Max 10**)

**2** +1 Critical Chance (**Max 20**)

**Icicle Stab** ◆ **Offense**

Use when you critically hit. You stab through the opponent and cause heavy bleeding (8)

Guts **7**

**Illusory Strike** ◆◆ **Offense**

**REQ:** Initiative AV, Quickdraw

Create an illusion of yourself that appears where you are and "attacks" a target with no chance of hitting, while you instantaneously move behind the target. To recognize the illusion, the target must roll an Intuition attempt goal 100. Otherwise, the target's guard is down against you should you choose to attack. You cannot move through obstructions and you must travel in a straight line.

Spirit **16** Guts **17** Magic **18**

**2** +5 Intuition Goal (**Max 140**)

**Knockback Attack** ◆ **Offense**

**REQ:** Push/Pull TR

Knock back an opponent. The maximum distance is increased by 10.

Drive **9**

**3** -5 to target's Build (**Max 20**)

**4** +5 Maximum Distance (**Max 30**)

**Launch Upward** ◆◆ **Offense**

**REQ:** Knockback Attack

Knock back an opponent. Instead of hitting target backward, target is lifted into the air by the distance. If target is hit at least 20 feet into the air, falling time is detracted from the AP on the target's next turn. Once hitting the ground, the foe is dealt impact damage of 10 per 5 feet (bypassing armor).

Drive **9**

**3** -5 to target's Build (**Max 20**)

**4** +5 Maximum Distance (**Max 30**)

**Life Steal** ◆ **Offense**

Use when you critically hit. Gain the critical damage in Health.

Spirit **8**

**Lightning Strike** ◆◆ **Offense**

**REQ:** AGI 40

Use when attacking. The AP of the attack is reduced by 1.

Guts **12**

**10**◆ Reduce AP by an additional 1.

**Meditative Stance** ◆ **Stance**

You get +10 to M. Evade during the round. You regain 2 Bonus AP at the beginning of your turn. You cannot use Bonus AP on your turn.

Spirit **6**

2□

**Meteor Smash** ◆ **Offense**

Use when you critically hit. Knock back the target. Compare the combined normal and critical damage against the opponent's Build. Maximum distance is doubled. Also, the opponent can be hit up to a 90 degree angle from the direction currently facing with no penalty. Usable with bludgeons with AP 6 or more or unarmed attacks only.

Drive **8** Spirit **12**

**Mighty Shot** ◆ **Offense**

**REQ:** POW 30

Using a bow or other projectile weapon that requires some physical strength, add your calculated Power to the damage, as you would do for a melee attack. You cannot use this if your Power is already added to the damage.

Drive **12**

**3\*** +5 Damage (**Max 20**)

**Mindblock** ◆ **Defense**

**REQ:** Resist TR

Defend against an attack with your mind. The attack must beat your M. Evade instead of your Evade to hit you.

Magic **6** Spirit **9** 2□

**4** +5 M. Evade (**Max 20**)

**Multi-Throw** ◆ **Offense**

**REQ:** COR 30

Throw multiple weapons in the same toss. Throw all items at -5 per additional item thrown. Maximum of 4 shuriken/dart-sized items per hand. Maximum of 1 larger item per hand.

Guts **7**

**10◆** No attack penalty for multiple items

**Parry** ◆ **Defense**

Defend against an attack with your weapon. Add half of the parrying weapon's attack bonus (rounded down) to your Evade against a single melee attack. For every WC the parrying weapon is below the attacking weapon, a -5 penalty is taken. For every WC above the attacking weapon, a +5 bonus is granted. AP cost is your weapon's AP - 3, with a minimum cost of 2.

Guts **12** Drive **13**

**Perfect Defense** ◆◆ **Stance**

**REQ:** Level 5, Guardian Stance

You get +40 Protection during the round. Allies gain +20 Protection as long as they are adjacent to you. You cannot use Bonus AP on your turn.

Spirit **19** 3□

**Power Attack** ◆ **Offense**

**REQ:** POW 30

Make a wild, powerful swing. Your attack bonus on a melee attack is reduced by 10, but your damage bonus is increased by 10.

Drive **6**

**1\*** +5 Damage and -5 Attack (**Max 30**)

**2\*** Attack penalty lowered by 5

**Protective Stance** ◆ **Stance**

You get +10 Protection during the round. You cannot use Bonus AP on your turn.

Spirit **19** 2□

**Radiance** ◆◆◆ **Stance**

**REQ:** Level 5, Harmonic Stance

You get +20 to M. Evade, +10 to Protection against magic, and +10 to all magic-related rolls during the round. All allies within 60 feet get a bonus of +10 M. Evade. You and all allies within 60 feet gain 15 HP at the beginning of your turn. You cannot use Bonus AP on your turn.

Spirit **19** 2□

**Reflective Shot** ◆ **Offense**

Using a ranged weapon, fire a shot or throw a weapon that bounces off walls. Each bounce incurs a -5 penalty to attack against the target. The shot can make a maximum of 3 bounces.

Guts **6** Drive **8**

**3\*** +1 additional bounce (**Max 10**)

**6◆** Shots bounce off creatures at -10 damage.

**8◆** Bounces do not incur attack penalties.

**Reckless Stance** ◆ **Stance**

You gain 2 AP that you can use during your turn. You get -5 to Evade and M. Evade, and all dodges give 5 less Evade.

Drive **5** Guts **8** -2□

**Reprisal** ◆ **Defense**

Make a melee attack immediately after an opponent's attack and against the same opponent. The AP cost of the attack is reduced by 2.

Guts **5** Any **8**

**2\*** AP cost is an additional 1 less if used after another defensive technique

**2** +5 Attack (**Max 20**)

**2** +5 Damage (**Max 20**)

**Return Throw** ◆ **Offense**

Toss a thrown weapon at a target. If the attack roll is naturally 40 or higher, the weapon returns to your hands. Weapons that cannot be thrown in a circular motion, like javelins, cannot be used with this technique.

Guts **6** Drive **8**

**6** Weapon returns regardless of roll

### **River Blade**



### **Offense**

Use when you critically hit. Gain a follow-up attack with the same weapon without spending extra AP. You can only use this technique with swords or axes with AP of 6 or less.

Guts **8** Drive **10** Spirit **10**

### **Rogue Stance**



### **Stance**

You gain 2 AP that you can use during your turn.

Guts **13**

**-2**□

### **Roundhouse Kick**



### **Offense**

Deliver a powerful kick (unarmed) that deals +10 damage. In addition, your chance to deliver a Weapon Technique is increased by 1 (if the natural attack roll has a ones place of 0 OR 1, you perform a Weapon Technique).

Drive **11**

**3** +5 Damage (**Max 30**)

**4** +5 Attack (**Max 10**)

**9**◆ To the face- bypasses armor

### **Sidestep**



### **Defense**

Step 5 feet to the side or backward to dodge an attack. Add +25 to Evade.

Guts **11** Any **14** **3**□

**2\*** Succeed a Tumble roll, goal 100, to add an **Tumble TR** additional 5 to your Evade.

**5\*** +5 Evade (**Max 30**)

### **Sneak Attack**



### **Offense**

If an opponent/victim is not aware to your presence, you can take advantage and execute a deadly attack. The attack and damage bonus is increased by 20. The attack's critical chance is doubled, and armor is ignored.

Guts **15**

**2** +5 Damage (**Max 40**)

**2** +5 Attack (**Max 40**)

**4** +1 Critical WC (**Max 10**)

**12**◆ Triple Critical chance instead of double

### **Soul Strike**



### **Offense**

**REQ:** WIL 40, Sphere (Dark)

Use when attacking. Add dark energy to your attack, stealing some of your opponent's life. Half of the damage you deal, after it's reduced by protection, is also the amount of HP you gain.

Spirit **15**

**5** You gain all the damage dealt in HP.

**8** You gain Health instead of HP.

### **Space Jump**



### **Defense**

**REQ:** Jump TR

Roll a Jump attempt. For every 10 points of the result beyond 60, 5 feet can be jumped upward, up to a maximum of 30 feet. If you succeed in jumping, you get +20 to Evade against an attack (if you are using this technique defensively). Unless you are distracted or damaged before landing, no falling damage is taken so long as the landing location is at the same height or higher than where you jumped from.

Guts **14**

**3**□

**1\*** +5 maximum height (**Max 100**)

### **Speed Burst**



### **Other**

An incredible feat of quickness allows you to use up to 8 AP moving twice as fast as you normally do. Assuming you normally move 5 feet per AP, you are now moving 10 feet per AP, up to 80 feet. You sprint in one direction only- you cannot change direction while using Speed Burst.

Guts **9** Drive **10**

**2\*** +5 maximum AP (**Max 14**)

**12**◆ You can move 3 times as fast as you **AGI 40** normally do.

### **Spell Deflection**



### **Defense**

**REQ:** Resist TR

Roll a Resist attempt against goal 80 + the Quintessence cost of a spell of which you are a target. On a success, the effect is deflected in a random direction. Use a dice to determine direction (N, NE, E, SE, S, SW, W, NW, Up, Down, respectively), and the distance is equal to the spell's range. If the spell must target a creature (effects the mind, etc.), it targets a random character within the spell's range. Maximum Quintessence cost of the spell to be deflected is 20.

Magic **13** Spirit **15** **2**□

**1\*** +5 maximum Quintessence cost (**Max 40**)

**2\***◆ +5 maximum Quintessence cost (**Max 80**)

**7** The spell cannot be deflected at allies

### **Spell Reflection**



### **Defense**

**REQ:** Resist AV, Spell Deflection

Roll a Resist attempt against goal 80 + the Quintessence cost of a spell of which you are a target. On a success, the effect of the spell targets the caster instead. Maximum Quintessence cost of the spell to be deflected is 20.

Magic **18** Spirit **20** 2□  
2\* +5 maximum Quintessence cost (**Max 40**)  
3\*♦ +5 maximum Quintessence cost (**Max 80**)

**Stunning Blow** ♦♦ **Offense**

Use when attacking. The opponent must roll an Endurance attempt at goal 80. On a failure, the target is stunned (see Combat). The technique is designed for unarmed attacks. Armed attacks get -5 to Attack and -5 to the Endurance goal. Bladed weapons cannot execute the technique.

Drive **13** Spirit **16**  
2 +5 Endurance goal (**Max 100**)  
4♦ +5 Endurance goal (**Max 130**)

**Take Balance** ♦ **Offense**

**REQ:** Steal TR or Balance TR

Make an opposed Balance roll against an opponent. You may substitute Steal if you wish. If you win, the opponent loses balance. The opponent's guard is down against the next action you perform during the turn.

Guts **5** 2□

**Tempest** ♦♦♦ **Stance**

**REQ:** Level 5, Rogue Stance

You gain 4 AP that you can use during your turn.

Guts **16** -4□

**Thorn Wound** ♦ **Offense**

Use when you critically hit. Leave the weapon inside the opponent, causing bleeding (15) as long as the weapon remains. It takes 5 AP and a successful Push/Pull attempt (goal 60) to dislodge the weapon. You can only use this technique with daggers, lances, or axes with AP of 6 or less.

Guts **8** Spirit **9**

**Throw Item** ♦ **Offense**

**REQ:** Proficiency (Thrown)

Throw any item at a target even if it's not used for throwing. Use the WC and AP that the item would have as a melee weapon. If the weapon can't be used as a melee weapon, compare it to a thrown weapon of the same size. Soft items have -1 WC.

Guts **5**

**Trip** ♦ **Offense**

Use when attacking. Make an attack roll against the opponent's Balance skill attempt instead of Evade. Opponent may dodge or use other defensive techniques to increase their roll as normal. On a success, the opponent is tripped and falls prone (-20 Evade, -20 Attack, -10 Evade bonus from techniques that increase Evade, takes 4 AP to stand up).

Guts **6** Drive **7**

**Whirlwind** ♦♦ **Offense**

**REQ:** Level 3, Crescent Moon

Swing a weapon so it strikes every reachable target. The attack cannot be made through walls or other obstacles. Make a single attack roll that is compared to each target's Evade. The attack is at a -5 penalty per target.

Drive **17**  
15♦ No attack penalty for multiple targets.

## Spells

**Animate Dead** ♦♦ **Other**

Raise a character from death to undeath. HP is reduced by 100 (minimum 0). Base AGI and WIT are reduced by 2. WIL, LOG, PSN, and LUK don't exist. Wearing armor, undead find themselves unable to move or attack. Similarly, undead are naturally inept at using weapons. Maximum level is 1. Duration type is Spell Link.

Spirit **10** Magic **12** 20□

1 +10 Health (**Max 100**)

3 +1 Power (**Max 3**)

5♦ +1 Power (**Max 5**)

3 +1 Level (**Max 4**)

5♦ +1 Level (**Max 10**)

5♦ Undead can wear armor.

10♦ Undead can wield weapons.

**Armor** ♦ **Defense**

Construct mystical armor that reduces the damage of physical attacks. Adds 10 to Protection. This does not stack with other armor. Duration type is Drain (5/R). You can only use this spell on yourself.

Spirit **8** Magic **10** 8□

- 1 Increases protection against a sphere instead (you must have the same or the stronger sphere)
- 3 +5 Protection (**Max 30**)
- 4♦ +5 Protection (**Max 60**)
- 5 Targets a character within 10 feet.

**Barrier**



**Defense**

Create a personal barrier that protects against a certain amount of damage before breaking. Against most attacks against the barrier, you take no damage even if the barrier breaks. If you are caught in area effect damage, the remaining damage is dealt to you. Absorbs 20 damage. Duration type is Focus.

- Magic **11** Spirit **14** **8**□
- 1 +5 damage absorption (**Max 60**)
  - 2 +5 damage absorption (**Max 200**)
  - 6 Targets a character within 10 feet
  - 6 You take no damage from area effects.

**Call Spirit**



**Other**

Call a spirit to fight with or aid you. Health is 100. Attack is 20. The spirit's weapon's AP is 6, and its WC is 4. Evade is 70. M. Evade is 80. Bonus AP are 0. Critical is 5%. Quintessence is 0. Spirits cannot summon or create other creatures or items. Spirit can be called anywhere within 10 feet of caster. Duration type is Spell Link.

- Spirit **10** Magic **12** **20**□
- 2 Health only 50
  - 1 Duration type is Focus.
  - 1 +10 Health (**Max 250**)
  - 1♦ +10 Health (**Max 400**)
  - 1 +10 Quintessence (**Max 100**)
  - 1♦ +5 Attack Range
  - 1 +5 Attack (**Max 60**)
  - 1 +5 Evade (**Max 100**)
  - 2♦ +5 Evade (**Max 140**)
  - 1 +5 M. Evade (**Max 110**)
  - 2♦ +5 M. Evade (**Max 150**)
  - 1 +4 Bonus AP (**Max 12**)
  - 2 +4 Bonus AP (**Max 40**)
  - 1 +1 Critical Chance (**Max 10**)
  - 2 Duration type is Drain (5/R)
  - 2 +1 Technique Point
  - 2 +5 Protection (**Max 40**)
  - 3 +1 WC (**Max 10**)
  - 5 -1 AP (**Min 4**)
  - 10 Casting time is 8.
  - 11 Spirit is Flying.

**Clone**



**Other**

Create an identical clone of yourself. The clone gets -2 to all attributes. The clone's health is cut in half. Weapons and armor are replicated on the clone, but any magical auras or extra items the original character had do not exist on the clone. The clone has 0 Quintessence, 0 karma, and cannot use Signature Abilities. Caster has complete command of the clone. Clones cannot summon or create other creatures or items. Duration type is Spell Link.

- Spirit **15** Magic **17** **12**□
- 2 Duration type is Focus.
  - 2 +5 Quintessence (**Max your total Q.**)
  - 3 Duration is Drain (5/R)
  - 5 Casting time is 8.
  - 8 +1 to all attributes (**Max 0**)
  - 11 Health is not halved.

**Cure**



**Defense**

Heal physical and some magical wounds of a target within 10 feet, restoring HP. Roll a single die and multiply the result by the Healing Class. The Healing Class is 4.

- Spirit **9** Magic **13** **8**□
- 1 +1 point of bleeding cured (**Max 20**)
  - 2 +5 Range (**Max 50**)
  - 3 +1 Healing Class (**Max 7**)
  - 4♦ +1 Healing Class (**Max 12**)
  - 6♦ Mending- all points that would bring HP beyond the maximum restore health

**Curse Creature**



**Offense**

Drain a target's ability. On a successful roll against M. Evade, reduce a chosen skill of the target by 10. Attack is +10. Range is 20. Duration type is Focus.

- Magic **8** Spirit **8** **8**□
- 1 +5 Range (**Max 80**)
  - 2 +5 Attack (**Max 40**)
  - 3♦ +5 Attack (**Max 100**)
  - 3 +5 Drain (**Max 30**)
  - 4♦ +5 Drain (**Max 80**)
  - 3 Reduce any one resistance instead
  - 3 Duration type is Drain (5/R)
  - 5 Duration type is Spell Link
  - 6 Reduce Melee or Ranged attack instead
  - 9♦ Reduce any 1 attribute instead

**Drain**



**Offense**

**REQ:** Sphere (Dark)

Damage a target's essence and feed upon the life force. All damage is restored in HP. Attack is +20. WC is 4. Range is 10 feet. The spell is against

the target's M. Evade and deals Dark damage.  
Spirit **12** Magic **14** **8**□  
-5 Drains Quintessence instead of HP

**15 Health**

- 1** +5 Range (**Max 80**)
- 2** +5 Attack (**Max 50**)
- 3**♦ +5 Attack (**Max 100**)
- 3** +1 WC (**Max 7**)
- 4**♦ +1 WC (**Max 10**)
- 8**♦ Mending- all points that would bring HP beyond the maximum restore health
- 11**♦ Damages health directly

**Elemental**



**Offense**

**REQ:** Sphere (Any)

Inflict elemental damage to a target. You can choose the style in which the spell damages the opponent, but all spheres except Mind must have a plain visible effect. It is a magical attack against the target's M. Evade. WC is 6. Attack is 20. Range is 30.

Magic **8** Spirit **13** **6**□

- 2 You must be no more than 5 feet away from the target.
- 1** +5 Range (**Max 80**)
- 2** +5 Attack (**Max 50**)
- 3**♦ +5 Attack (**Max 120**)
- 2** +1 WC (**Max 9**)
- 3**♦ +1 WC (**Max 12**)
- 14**♦ Damages health directly

**Enchant Creature**



**Defense**

Improve an ability of a target. Increase any skill by 10 (this bonus does not count for training levels). Range is 10. Duration type is Drain (5/R).

Magic **8** Spirit **8** **8**□

- 0** Improve any one resistance instead.
- 1** +5 Range (**Max 80**)
- 3** +5 Improvement (**Max 30**)
- 4**♦ +5 Improvement (**Max 80**)
- 6**♦ Improve Melee or Ranged attack instead
- 9**♦ Reduce any 1 attribute instead

**Explosion**



**Offense**

**REQ:** Sphere (Any)

Cause an explosion to erupt at a target. Deals WC 5 + 40 damage to the epicenter. All characters within the radius (20 feet) take that much damage - 10 per 5 feet they are away from the radius. Range is 50.

Magic **15** **8**□

- 2 You must be no more than 5 feet away from the target.
- 1** +5 Range (**Max 80**)

- 2** +5 Attack (**Max 50**)
- 3**♦ +5 Attack (**Max 120**)
- 2** +1 WC (**Max 9**)
- 3**♦ +1 WC (**Max 12**)
- 14**♦ Damages health directly

**Finding**



**Other**

Locate a specific object or creature, or all of a certain type of object or creature nearby. You immediately memorize the current position of the searched-for item(s). The memorized information does not change after the casting of the spell (for example, if the item moves). If a specific object or creature in question is highly magical by nature, an exact location may not be known, but rather a broader area. Traps and secret doors cannot be chosen as "objects" when locating all instances of a single object. If locating nearby objects or creatures, the radius of detection is 30.

Magic **4** **12**□

- 8**♦ Locate all instances of a type of object (nearby).
- 11**♦ Locate all secret doors (nearby).
- 11**♦ Locate all traps (nearby).
- 15**♦ Locate a specific named object (anywhere).
- 20**♦ Locate a specific named creature (anywhere).

**Fear**



**Offense**

**REQ:** Intimidation TR

Instill fear into the heart of a victim you can see. Make a roll against the target's M. Evade for the spell to work. The target is frightened and gets -10 to attacks, evades, and skills. At the beginning of each of the target's turns, the target must roll a Resist attempt against goal 80 to shake the effect. If the target fails by 20 or more, the target must use his turn to flee. On a critical failure, the target is paralyzed. Attack is 20. On each turn after the first, the target gains a cumulative +5 to the attempt. Once the target succeeds the Resist goal, he is no longer affected by the spell.

Spirit **9** Magic **11** **8**□

- 1** +5 Attack (**Max 100**)
- 2** +5 Resist Goal (**Max 110**)
- 3**♦ +5 Resist Goal (**Max 130**)

**Haste**



**Defense**

Speed up time for a target. The target's Base AP is increased by 2. Range is 10. Duration type is Drain (8/R).

Magic **12** **8**□

- 2 You can only cast this spell on yourself.
- 1** +5 Range (**Max 80**)

- 5 +1 Base AP (**Max 6**)
- 8♦ +1 Base AP (**Max 12**)

**Hold** ♦♦ **Offense**

Create a magical web that imprisons a target. Make a roll against the target's M. Evade for the spell to work. Visible or invisible shackles appear around the target, preventing all movement and physical actions. The target is held in the exact location in which the spell was cast on it, even in midair or underwater. Attack is 10. Duration type is Focus.

- Spirit **9** Magic **11** 8□
- 2 +5 Attack (**Max 40**)
- 3♦ +5 Attack (**Max 100**)
- 3♦ +5 Resist Goal (**Max 130**)

**Identify** ♦ **Other**

**REQ:** Analysis TR  
Detect the properties of an item.

- Magic **11** 20□

**Light** ♦ **Other**

Generates harmless light with a color and brightness of choice. Brightness is 30 feet. Range is 10 feet, and the light can be moved via focus to within the range of the spell. Duration type is Focus.

- Spirit **10** Magic **12** 6□
- 1 +5 Range (**Max 100**)
- 1 +5 Brightness (**Max 100**)

**Missile** ♦♦ **Offense**

Launch a missile with shape and sphere of choice (if any) at a target. You roll a ranged attack roll against the target. The missile is a physical creation, but pierces non-magical protection. WC is 6. Range is 30 feet. Attack is against Evade.

- Magic **12** 6□
- 4 The missile doesn't pierce protection.
- 1 +10 Range (**Max 120**)
- 2 +1 WC (**Max 9**)
- 3♦ +1 WC (**Max 12**)
- 3 +5 Attack (**Max 30**)
- 7♦ The target receives no bonuses from spells against the missile, and the missile passes through magical barriers of 30 cost or less.

physical attacks. Adds 10 to Evade. Duration type is Drain (5/R)

- Magic **10** 8□

- 0 Improve M. Evade instead.
- 4 +5 Evade (**Max 20**)
- 6♦ +5 Evade (**Max 40**)
- 6 Targets a character within 10 feet.
- 6♦ You become immune to a single chosen sphere or status.

**Slow** ♦ **Offense**

Slow down time for a target. The target's Base AP is reduced by 2. Range is 20. Duration type is Drain (5/R).

- Magic **12** 8□
- 1 +5 Range (**Max 80**)
- 5 -1 Base AP (**Max 4**)
- 8♦ -1 Base AP (**Max 8**)

**Wall** ♦♦ **Defense**

Construct a magical wall with a length of up to 10 feet. The length of the wall can be bent to any shape. Height is 5 feet. Most projectiles cannot pass through the wall, nor can most characters. The wall is solid and opaque.

The wall has HP 60 and Protection 20. Once the wall's HP becomes 0, the entire wall is destroyed.

Walls can be placed on even and uneven surfaces, but cannot be placed on walls or slopes of 45 degrees or more. Once created, the wall is simply a physical object, so the duration is permanent.

- Magic **10** 8□

- 1 +5 Height (**Max 60**)
- 1 +10 HP (**Max 200**)
- 2 +5 Protection (**Max 80**)
- 2 +5 Length (**Max 20**)
- 6 Allies can pass through the wall.
- 7 Platform – walls can be attached to slopes and walls.
- 10♦ Modular- Each 5-foot segment takes damage and is destroyed individually.

Placeholder: Morph Full

Placeholder: Morph Partial

**Shield** ♦ **Defense**

Create a floating shield that protects against

# Spell Styles

Important Note: Spell Styles can be incorporated directly into spells for the cost shown. The spell style doesn't count as a separate technique if purchased in this way. However, a spell style can become a separate technique and be used with many spells at a whim at the quintessence cost in parenthesis next the normal cost.

## Blood Magic ♦♦

Cost: 10 (14) **(Special) LOG 8**

Magic points aren't used to cast the spell. Instead, health is lost equal to the quintessence that would have been spent. This does not include the cost to create the spell.

## Fuse Spell ♦

Cost: 4 (8) **LOG 5**

Combines two spells with cost of 20 or less into a single spell with AP equal to that of the longer spell. Any other Spell Styles cost double on a fused spell.

+4 maximum cost of spells: 1

## Reflexive Spell ♦

Cost: 5 (9) **LOG 4**

Hastens the casting time on the spell while slowing the recovery time, allowing the spell to be used as a defensive technique. This does not shorten the total AP of the spell.

## Resilient Spell ♦

Cost: 4 (6) **LOG 6**

When a resilient spell is interrupted, the Focus skill doubles for purposes of continuing to cast the spell.

## Secret Spell ♦

Cost: 7 (10) **LOG 6**

Spell is cast without symbol or sound. It does not look like the spell is being cast at all. To figure out that that a spell was cast, a character would make an Awareness attempt goal 100. Those who are aware of the spell taking place get -20 to any attempts made to determine what the spell is. Any hints that the spell is taking place represented within the spell itself are not affected by this style.



Spell Effect - Burst ♦

Cost: 6 (11) **LOG 4**

Upon reaching its target, the spell affects all targets within the effect range. Effect range is 10. Maximum cost of spell (before including the spell style cost) is 20. This Spell Style is not intended for damage-dealing spells- use the Explosion spell instead.

+4 Maximum cost: 1

+5 Range: 1

Spell Effect – Chain ♦

Cost: 6 (10) **LOG 6**

The spell, once affecting the original target, moves to another chosen target within the range of the spell, originating from the original target. No effect if the original spell fails. Maximum cost of spell (before including the spell style cost) is 20.

+4 Maximum cost: 1

+1 target in chain: 1

+1 target at a time in chain (always starts with just the original target):  
2

Spell Effect – Cone ♦

Cost: 10 (15) **LOG 5**

The spell travels in a 45 degree angled cone shape toward the target. Maximum range of spell is 10. Maximum cost of spell (before including the spell style cost) is 20.

+4 Maximum cost: 1

+5 Maximum range: 1

Spell Effect – Line ♦

Cost: 8 (12) **LOG 4**

The spell affects all possible targets from the caster to the final target in a 5 ft. line. Maximum cost of spell (before including the spell style cost) is 20.

+4 Maximum cost: 1

10 foot line: 6

Swift Spell ♦♦

Cost: 9 (11) **LOG 7**

Spell is cast faster than it normally is. AP of the spell is reduced by 2. This cannot reduce the AP of a spell below 2.

# Spheres

There are 12 natural forces in the world of Ancar, each in a tangle of opposition that creates a world-sustaining balance. These forces are called Spheres. Each one holds its own unique style and power, which characters can choose draw upon.

To have access to Sphere styles and powers, a character must have a growing kinship with the sphere. This must be done by spending Talent points on the chosen sphere.

Each sphere has 5 powers: An offensive power and defensive power that can be used with most techniques of the same type (some have specific limitations), An offensive and defensive spell power that can only be used with magic, and a final power that can be any of the previous types but requires much more kinship to master.

Each sphere also has a stance that can be used by characters with access to that sphere. The sphere style compliments the powers and overall strategy of its sphere.

Spheres can be used in two ways: As styles (like Spell Styles) or as techniques.

**Spheres as Styles:** This method has two further methods of use: they can either be assigned when a technique is created or when the character gains access to the sphere, or can be instantly added to any technique at any time for an increased cost. The type of technique that it can be attached to is in [brackets] in the Style section of the ability. The cost to add the sphere style to a technique as it is being created is Style cost. To use the style with a technique at a whim, use the Technique cost. The cost of the sphere is in addition to the cost of the technique, using the same Quintessence pool.

**Spheres as Techniques:** This method is used to use a sphere ability by itself. This ability usually has the same effects as the style, filling in details that the style would otherwise require of the technique it attaches to, like range and duration. The AP cost of Sphere techniques is in [brackets] at the beginning of the Technique section of the ability. If the Sphere technique involves an attack, use your weapon's AP instead. The cost to use a sphere technique is the Technique cost.

All powers are affected by the character's Personality in some way.

# Fire

A very aggressive style of fighting. It's a generally simple style that involves fast, strong attacks with a general negligence to protecting oneself. Its focus on direct damage encourages basic chains of straight-on attacks.

## **Fiery Rage**

### **Stance      Fire level 2**

Your body is cloaked in red flames. All attacks you make are at +10 Attack and deal 20 additional damage (Fire). You gain +40 Fire Protection and water attacks deal double damage. If you are in a body of water, you are dealt 30 damage and are no longer in the stance. You get +10 Athletics.

Spirit **16** Drive **16**

## **Flame Wreath**

### **Offense**

Style Cost **4**      Technique Cost **7**

Style [Any offense technique]: The target must roll an Endurance attempt against 60 + your PSN (Fire). On a failure, the target is Burning (10).

Technique [5□]: As the style, against a single target you strike or touch (Level 2: against a single target up to 30 feet away).

## **Burning Retaliation**

### **Defense**

Style Cost **10**      Technique Cost **14**

Style [Any Block against a melee attack]: Attacker is dealt (PSN - 20) damage (Fire).

Technique [3□]: As the style.

## **Blazing Soul**

### **Offense (Spell)**

Style Cost **13**      Technique Cost **17**

Style [Summoning/Calling/Morph/Enchant Creature spell]: Target is made of fire. The target's attacks and offensive techniques are Fire-based. Also deals (PSN - 20) damage (Fire) if a melee attack is made by an opponent. If the target is destroyed, it may (caster's choice) explode and deal 5■ damage (Fire) to all within a 30 ft. radius. If the spell has a Drain duration, the Drain cost is increased by 3.

Technique [7□]: As the style, affecting self, causing fiery (but painless) immolation. Duration is Drain (10/R)

## **Fire Wall**

### **Defense (Spell)**

Style Cost **8**      Technique Cost **14**

Style [Barrier/Wall spell]: The barrier is not a solid wall so it can be moved or acted through, but it also cannot be damaged without water or being dispelled. When a character other than the user acts or moves through the barrier, (PSN - 20) damage (Fire) is dealt. When a character is within the barrier at the end of the turn, (PSN) damage (Fire) is dealt.

Technique [7□]: Creates a wall with the aspects of the style. The wall can either be a ring around you with a radius of 5 feet or a straight line up to 20 feet away of 15 feet or less. Duration is Drain (8/R)

## **Hellfire**

### **Offense (FINAL)**

Style Cost **14**      Technique Cost **20**

Style [A damage-dealing spell]: The target must roll a Resist attempt against 60 + your PSN (Fire). On a failure, the target is Burning (20). This cannot be cured except by a healing spell that cures Burning (only cures a maximum of 10 Burning points per casting) or a healing spell that cures at least 80 hp (reduces 80 from the amount cured).

Technique [7□]: As the style, against a single target up to 20 feet away.

# Ice

A passive fighting style with a strong focus on unbreakable defenses and sinister illusion. The style places importance in conserving AP and hitting foes when it counts.

## Transparency

### Stance

### Ice level 2

You and all your possessions turn into pristine ice, making it incredibly difficult for you to be seen. Characters must roll an Alertness roll against  $60 + \text{your PSN}$  to be able to see you. If you make a ranged attack, all characters get another chance. If you make a melee attack, the character you attack can automatically see you. +10 Stealth.

Spirit **20** Magic **20**

## Frostbite

### Offense

Style Cost **4** Technique Cost **7**

Style [Any Attack]: The target must roll an Endurance attempt against  $60 + \text{your PSN (Ice)}$ . On a failure, target becomes cold (Attack and Evade reduced by 10). The effect ends when the target is subject to a fire ability or is otherwise warmed, or in approximately 30 minutes.

Technique [5□]: As the style, against a single target you strike or touch (Level 2: against a single target up to 30 feet away).

## Ice Fortification

### Defense

Style Cost **8** Technique Cost **13**

Style [Any Block]: The object that blocks an attack (be it your arm, weapon, armor, or shield) turns to ice, increasing protection by  $(\text{PSN} - 15)$  or evade by  $(\text{PSN} - 25)$  (depending on which statistic the technique improves). If the attack is Water-based, it becomes harmless.

Technique [3□]: You briefly develop a coating of ice, granting  $(\text{PSN} - 10)$  Protection against a single attack.

## Freeze

### Offense (Spell)

Style Cost **12** Technique Cost **16**

Style [Offensive Spell]: The target must roll an Endurance attempt against  $60 + \text{your PSN (Ice)}$ . On a failure, the target is frozen in a block of ice. The ice provides +40 Protection, but the target cannot move or take actions. The ice melts if a fire effect is used on the target or  $(\text{base PSN} - 4)$  turns have passed.

Technique [8□]: As the style, against a single target up to 20 feet away.

## Ice Mirror

### Defense (Spell)

Style Cost **14** Technique Cost **21**

Style [Barrier/Shield/Wall spell]: If an attack or offensive spell is made at or through the barrier, the attacker must roll a Resist attempt against  $60 + \text{your PSN (Ice)}$ . On a failure, the attack is deflected back at the attacker, and an attack roll using his abilities must be rolled accordingly. Damage is only dealt to you are the barrier if the Resist attempt succeeds.

Technique [8□]: Creates a personal translucent barrier with the aspects of the style. If the Resist attempt succeeds, the Ice Mirror is shattered, and if the attack or spell deals damage, 30 of the damage is prevented. Duration is Drain (8/R).

## Glacial Cage

### Defense (FINAL)

Style Cost **--** Technique Cost **32**

Technique [8□]: Creates a circular near-inescapable dome with a diameter of up to 25 feet. The dome lasts for 3 rounds. On the first round, characters within may use 8 AP to break through the dome on a successful Break attempt against  $60 + \text{you PSN}$ . The HP of the dome is 400, and its Protection is 50. On the third round after it is formed, at the start of your turn, you choose: either the cage collapses, dealing 80 damage (Ice) automatically to all inside, or the cage breaks apart and turn into a blizzard of ice shards around the area of the dome, dealing 40 damage (Ice) to all with 30 feet around the dome

# Water

## **River Dance**

## **Offense**

Style Cost ? Technique Cost ?

Style [Any Attack]:

Technique [5□]:

Offensive

## **River Dance**

Cost: 7 (9)

Usable: An offensive melee technique

You can move 5 feet after executing the technique. You can then chain an offensive melee technique at 1 less AP. That technique is at +10 Attack. The technique cannot be used on the same opponent. If you use a River Dance on that technique, you gain a cumulative +10 attack. Once that total attack bonus is above your Personality, your turn is over. Once you River Dance, you can't use any other chain that turn. In a River Dance, you cannot attack any opponent more than once.

Defensive

## **Liquid Motion**

Cost: 8 (12)

Usable: A defensive technique intended to avoid an attack.

If you are missed and you are close enough to make a melee attack, the attacker must roll a reaction attempt against 60 + your PSN (Water). On a failure, the opponent is off guard and loses its Agility bonus to Evade. You can also use one chain on any reprisal attack that you make.

Spell- Offensive

## **Geyser**

Cost: 7 (12)

Usable: An offensive spell that has a visible effect and deals direct damage to an opponent.

The target must roll a Balance attempt against 60 + your PSN (Water). On a failure, the target is lifted into the air by an upward push of water as high as your PSN - 20.

Spell- Defensive

## **Slow Motion**

Cost: 7 (14)

Usable: Any defensive spell that protects you from an attack in any way.

If an attack or visible spell effect that comes near you, the attacker must roll a Resist attempt against 60 + your PSN (Water). On a failure, water surrounds and smothers the weapon, causing it to slow down. The Attack and Damage is at -20. Also, if the attacker is holding the weapon, unless it is dropped (Reaction attempt against 60 + your PSN to do so), the water spreads to him as well, giving him -20 to Evade and any physical skills. This condition lasts until the attacker's next turn.

Final (Spell- Offensive)

## **Virulent Acid**

Cost: 14 (25)

Usable: Any offensive spell that targets one or more opponents.

The attack smothers the target in powerful acid that clings and corrodes. Any armor that does not have Water protection of 10 or greater must roll against a goal of 40 + your PSN (Water), adding its Protection bonus to the roll, +20 if it is enchanted with Ether. Also, non-ether readily available paper objects are ruined, and ether ones are unusable for roughly 2 hours. In 1 turn, the target is dealt WC 8 (Water) damage in acid.

# Wind

A fast style of fighting that focus on eliminating the opponent's chances to react to its flurry of attacks.

## **Levitating Breeze**

**Stance**      **Wind level 2**

Currents of air lift you 3 feet off the ground. You have control over these currents, which can bring you anywhere from 0 to 5 feet above the ground. Because of this, you get a +10 Evade bonus and all dodge abilities grant you an additional +10 Evade. You get +10 Acrobatics.

Spirit **16**   Guts **16**

## **Gale Force**

**Offense**

Style Cost **7**      Technique Cost **12**

Style [Any offensive technique]: A gust of wind blows the opponent backward. If the technique hits, the target must roll a Balance attempt against  $60 + \text{your PSN (Wind)}$ . If the attack misses, it's against  $40 + \text{your PSN (Wind)}$ . On a failure, the target is blown back 10 feet. For every 10 the target fails by, the distance is 5 additional feet.

Technique [4□]: As the style, against a single target you strike or touch (Level 2: against a single target up to 30 feet away).

## **Typhoon Spin**

**Defense**

Style Cost **7**      Technique Cost **10**

Style [Any Dodge or Block]: If you are defending against a normal projectile attack, add your PSN to your Evade. If it is a magical projectile, add your base PSN to your Evade instead. If you are defending against a melee attack, if the attack misses, the attacker must roll a Balance attempt against  $60 + \text{your PSN (Wind)}$ . If the attack hits, it's against  $40 + \text{your PSN (Wind)}$ . On a failure, the target loses balance and falls to the ground.

Technique [3□]: As the style.

## **Tempest Pillar**

**Offense (Spell)**

Style Cost **14**      Technique Cost **19**

Style [Offensive Spell]: The target is held in the air by a swirling pillar of wind. The target rolls a Resist attempt against  $60 + \text{your PSN (Wind)}$ . On a failure, the target rises into the air and is suspended, unable to make any physical movement for 1 turn. During this time, the target gets +20 Evade against projectile attacks but -20 Evade against melee attacks.

Technique [8□]: As the style, against a single target up to 30 feet away.

## **Storm Shield**

**Defense (Spell)**

Style Cost **13**      Technique Cost **19**

Style [Barrier/Shield/Wall spell]: A barrier of violently moving air provides a powerful protection. If a character other than the caster attempts to cross, move into, remain in at the end of the turn, act through, or attack the storm shield must make a Fortitude (crossing, moving into, remaining in) or Focus (non-ranged action through) roll against  $60 + \text{your PSN (Wind)}$  Ranged actions get no bonus. On a failure, the character fails to perform the action. If the character is within the barrier, he is pushed into any spot adjacent to the barrier of caster's choosing, and takes 20 damage (Wind).

Technique [8□]: Creates a wall with the aspects of the style. The wall can either be a ring around you with a radius of 5 feet or a straight line up to 20 feet away of 15 feet or less. Duration is Drain (8/R)

# Earth

## Granite Armor

## Stance

## Earth level 2

Spirit 16 Drive 16

### Ground Slam

### Offense

Style Cost 7 Technique Cost 14

Style [A technique that involves a melee attack]: You slam your attack into the ground, raising the earth around the target. The target must roll a Balance attempt against 60 + your PSN (Earth) or be knocked to the ground.

Technique [5□]: Slam into the ground to shift and crack the earth in a circle around you with a diameter of 10 feet. All characters within (except you) must roll a Balance attempt against 60 + your PSN (Earth) or be knocked to the ground.

### Earth Dive

### Defense

Style Cost 11 Technique Cost 14

Style [Any Dodge]: You dive into natural earth, which you can swim in almost like water. Surfaces like soil and sand are easy to dive into. Solid rock requires a Swim check against 80 to successfully dive. On your turn, you can resurface (3□), swim around (quarter movement), or remain. You can remain in the earth for (base PSN – 4) rounds. At the beginning of every round, you take damage (Earth) equal to the amount of feet you are below the ground – 5.

Technique [3□]: As the style.

### Crushing Grip

### Offense (Spell)

Style Cost 17 Technique Cost 24

Style [A damage-dealing spell]: Use only if you have access to minerals of some kind. Initially, the target is dealt no damage. Instead, if hit, the target must make a Break roll against 70 + your PSN. On a failure, the target is held immobilized by rock or sand until your next turn. At which point, you can spend 1 AP any time during the turn to deal damage to the target. Add +20 damage (Earth). If the target succeeds against the Break roll, only half the damage is dealt, and the +20 damage is not dealt.

Technique [7□]: Utilize nearby sand or rock to encompass a target within 30 feet unless the target succeeds a Break roll against 60 + your PSN. If the target fails, it is immobilized for a full round. Any time during your next turn you may spend 1 AP to deal 70 damage (Earth) to the target, at which point the rock casing is removed.

### Tower Defense

### Defense (Spell)

Style Cost 8 Technique Cost 14

Style [Barrier/Wall spell]:

Technique [7□]: Creates a wall with the aspects of the style. The wall can either be a ring around you with a radius of 5 feet or a straight line up to 20 feet away of 15 feet or less. Duration is Drain (8/R)

### Diamond Fortress

### Defense (FINAL)

Style Cost 14 Technique Cost 20

Style [A damage-dealing spell]:

Technique [7□]:

# Lightning

An energetic and unpredictable fighting style. To the naked eye, the user of this style sometimes seems to disappear and reappear short distances away. It allows high speed in short bursts of energy to catch the opponent off guard.

## Stance      Lightning level 2

Spirit    **16**    Drive    **16**

### **Static Blast**

Style Cost    **4**      Technique Cost    **7**

### **Offense**

Style [Any offense technique]: A static charge zaps the target. The target must make a Resist attempt against 60 + your PSN (Lightning). On a failure, the target is stunned (-10 Evade, loses all AP, on next turn has 0 Base AP).

Technique [5□]: As the style, against a single target you strike or touch (Level 2: against a single target up to 30 feet away).

### **Flash Step**

Style Cost    **10**      Technique Cost    **14**

### **Defense**

Style [Any Dodge]: The action takes 1 less AP than it normally does (minimum 1 AP). If you are missed, you move at instantaneous speed as many feet away from your current position as your calculated PSN. You can travel in any direction, but you cannot move past insurmountable barriers such as walls. If you want to travel past pits or similar obstacles, or if you are trying to travel upward, you must roll a Jump attempt as usual, but at a +10 bonus.

Technique [2□]:

### **Offense (Spell)**

Style Cost    **13**      Technique Cost    **17**

Style [Summoning/Calling/Morph/Enchant Creature spell]: Target is made of fire. The target's attacks and offensive techniques are Fire-based. Also deals (PSN - 20) damage (Fire) if a melee attack is made by an opponent. If the target is destroyed, it may (caster's choice) explode and deal 5■ damage (Fire) to all within a 30 ft. radius. If the spell has a Drain duration, the Drain cost is increased by 3.

Technique [7□]: As the style, affecting self, causing fiery (but painless) immolation. Duration is Drain (10/R)

### **Force Field**

Style Cost    **8**      Technique Cost    **14**

### **Defense (Spell)**

Style [Barrier/Wall spell]:

Technique [7□]: Creates a wall with the aspects of the style. The wall can either be a ring around you with a radius of 5 feet or a straight line up to 20 feet away of 15 feet or less. Duration is Drain (8/R)

### **Offense (FINAL)**

Style Cost    **14**      Technique Cost    **20**

Style [A damage-dealing spell]:

Technique [7□]: As the style, against a single target up to 20 feet away.

# Lightning

Offensive



### **Static Blast**

Cost: 6 (9)

Usable: An offensive technique

A static charge zaps the target. The target must make a Resist attempt against 60 + your PSN (Lightning). On a failure, the target is stunned (-10 Evade, loses all AP, on next turn has 0 Base AP).

Defensive

### **Flash Step**

Cost: 10 (16)

Usable: An evasive technique

The action takes 1 less AP than it normally does (minimum 1 AP). If you are missed, you move at instantaneous speed as many feet away from your current position as your calculated PSN. You can travel in any direction, but you cannot move past insurmountable barriers such as walls. If you want to travel past pits or similar obstacles, or if you are trying to travel upward, you must roll a Jump attempt as usual, but at a +10 bonus.

Spell- Offensive

■

# Items

## Weapons

Weapons are measured by their Weapon Class, Action Point cost to use, and weapon type. Also, weapons have a minimum Power requirement equal to its WC - 2 except in some cases. If the user's power is below this level, the attack is at -20. For most melee weapons, any weapon type can be matched with any set of WC/AP.

Each weapon type has a certain **Weapon Technique** that can be performed on specific attack roll results. See Combat for details. The Weapon Techniques are below.

NOTE: A character's "Build" rating reference below is equal to 30 + Protection, +20 if Large, -20 if Small.

- Sword:** Adept Slice. If the character chooses to make an additional attack or offensive technique immediately following this attack, the AP for that action is at -2 from its normal AP.
- Axe:** Furious Swing. The defender must roll a Stability attempt (Goal 100). On a failure, the character is stunned (loses all action points, and only receives base action points next turn)
- Lance:** Skewer Thrust. If the damage roll is higher than the defender's Build (see above note), the defender is impaled. If the attacker chooses to remove the lance, the defender bleeds for 5 Health damage per turn. If the attacker leaves the lance, the defender bleeds for 10 Health damage per turn.
- Bludgeon:** Knock Away. If the damage roll is higher than the defender's Build (see above note), the defender is flung away. For every 10 points beyond the defender's build, the defender is knocked straight back from the attacker 5 feet, to a maximum of the attacker's Power. If the roll is less than 10 higher than the defender's build, the defender is merely knocked down.
- Staff:** Sweeping Blow. The defender must roll a Balance attempt (Goal 110). On a failure, the character is tripped (-20 Evade, -20 Attack, -10 Evade bonus from techniques that increase Evade, takes 4 AP to stand up)
- Bow:** Mighty Shot. All of attacker's Power is added to damage. This is in addition to any Power damage that might already be added from another effect.
- Thrown:** Returning Toss. The thrown weapon is returned to the attacker. Non-rotating thrown items like javelins cannot return. (Note: Throwing items that are also of another type- javelins and tomahawks, for example- can use the Weapon Technique of that type, but the defender gets a +30 advantage [for axes, +30 Stability, or for lances, +30 Build] ).
- Crossbow, Gun:** Pierce. Ignore the target's protection.
- Whip:** Weapon Toss. The defender must roll a Grip attempt (Goal 110). On a failure, the character's weapon is tossed 5 feet away. On a failure of 20 or more, the weapon is tossed 10 feet away.
- Claw:** Rending Grip. Roll a Grip attempt (Goal 90). If you succeed, deal half of your original damage total. This damage ignores protection.
- Unarmed:** Martial Secret. When you acquire Unarmed Expertise, choose a reasonable Weapon Technique. Consider that the Weapon Technique for all your unarmed attacks.

Weapon Type	WC	AP	Range	Weight	Notes/Examples
Short Melee	4	4	5	1	Dagger, battle claws, sap.
Light Melee	5	5	5	2	Short sword, hatchet, short staff.
Strong Melee	6	6	5	4	Long sword, short spear, battle axe.
Large Melee	8	7	5	8	Two-handed sword, big club, war hammer.
Heavy Melee	10	8	5	16	Giant weapons.
L. Long Melee	5	6	10	5	Leather whip, long staff.
S. Long Melee	6	7	10	10	Chain whip, lance.
H. Long Melee	8	8	10	20	Heavy lance, halberd.
Light Crossbow	9	4	30 - 60	3	1 ammo, 4 AP to reload.
Heavy Crossbow	11	6	50 - 120	6	1 ammo, 5 AP to reload.
Light Bow	8	5	40 - 80	4	
Heavy Bow	10	7	60 - 140	7	
Light Handgun	9	4		1	generally: 10 ammo, 6 AP to reload.
Heavy Handgun	10	5		2	generally: 6 ammo, 7 AP to reload.
Light Rifle	11	6		6	generally: 8 ammo, 8 AP to reload.
Heavy Rifle	12	7		8	generally: 4 ammo, 9 AP to reload.

Armor Type	Protect	Max AGI	Weight	Notes/Examples
Minimal	10	70	3	Padding.
Light	20	50	7	Leather armor.
Strong	30	40	12	Chain mail.
Heavy	40	30	18	Breast plate.
Full	50	20	25	Full plate.

Shield Type	Evade	Attack Penalty	Required POW	Weight	Notes/Examples
Minimal	4	-3	3	2	Buckler.
Light	8	-6	4	3	Small round shield.
Strong	12	-9	6	6	Kite shield.
Heavy	16	-12	9	12	Heavy steel shield.
Full	22	-15	13	20	Tower shield.

Below are the weapons that can be chosen. The melee weapons can have one of the previously mentioned weapon types with a few

exceptions. These exceptions are:

Short Melee can only be a sword except in rare cases.

Staffs that are large can only be of metal or similar substance.

Staffs generally can't be Heavy weapons.

Long Melee weapons can generally only be lances, staffs, or whips except in rare cases (The halberd is a long axe)

Short Melee- WC 4 AP 4 Weight 1

Light Melee- WC 5 AP 5 Weight 2

Strong Melee- WC 6 AP 6 Weight 4

Large Melee- WC 8 AP 7 Weight 8

Heavy Melee- WC 10 AP 8 Weight 16

Note: Long melee weapons can be used to attack opponents 10 feet away. However, they are of little use against adjacent foes. They get -30 to attack against these foes and their WC is halved, rounded down. Staffs only get -10 to attack and their WC is not reduced. However, the staffs cannot be heavy long melee weapons.

(Light) Long Melee- WC 5 AP 6 Weight 4

(Strong) Long Melee- WC 6 AP 7 Weight 8

(Heavy) Long Melee- WC 8 AP 9 Weight 20

Note: Range weapons have a range rating written in this format: (x – y). The x value is the range at which there is no penalty. The y value is the maximum range. Every 10 feet from the x value to the y value incurs a -5 attack penalty. For bows: Using a bow lets down your guard, and if you are being fought by an adjacent enemy, the attack is at -20.

Short Bow- WC 6 AP 6 (Range 40 – 80) Weight 3

Long Bow- WC 7 AP 7 (Range 60 – 140) Weight 6

Heavy Bow- WC 8 AP 8 (Range 60 – 200) Weight 12

Light Crossbow- WC 6 AP 4 (Range 30 – 60) Weight 2 (Reload 4)

Strong Crossbow- WC 7 AP 5 (Range 50 – 120) Weight 5 (Reload 5)

Heavy Crossbow- WC 8 AP 6 (Range 60 – 140) Weight 9 (Reload 5)

Note: darts, boomerangs, and shuriken cannot be used as melee weapons. Kunai, throwing knives, hand axes, and javelins can be used but get -10 to attack and at -1 WC. Boomerangs return if thrown within its no-penalty range. When thrown, these weapons add half the thrower's POW, rounded down. Note that other throwing weapons may fall under one of these categories even though they are not listed here. If throwing when in melee, the

attack is at -20.

Shuriken/Dart- WC 3 AT 3 (Range 20 – 50) Wt 0.5  
Kunai/Throwing Knife- WC 5 AT 4 (Range 30 – 60) Wt 1  
Boomerang/Large Shuriken- WC 6 AT 5 (Range 40 – 70) Wt 2  
Javelin/Hand Axe- WC 7 AT 6 (Range 40 – 80) Wt 3

## Armor

Armor has three attributes: Protection, maximum Agility, and Weight. Protection lowers physical damage dealt. AGI restricts calculated Agility to the specified level, regardless of actual calculated Agility. Weight reduces a number of abilities, including Evade, Acrobatics, and Athletics.

Minimal Armor: Protect 10 AGI 70 Weight 3  
Light Armor: Protect 20 AGI 50 Weight 7  
Strong Armor: Protect 30 AGI 40 Weight 12  
Heavy Armor: Protect 40 AGI 30 Weight 18  
Full Armor: Protect 50 AGI 20 Weight 25

~~Armor also comes in various types which are restricted by the size and affects protection against different attacks.~~

~~Padded: Minimal—Light. +8 vs. Bludgeon, 5 vs. Slashing  
Leather: Minimal—Strong. +5 vs. Slashing, 5 vs. Bludgeon  
Chain: Light—Heavy. +6 vs. Slashing and Piercing, 12 vs. Bludgeon  
Plate: Strong—Full. +5 vs. Slashing and Piercing, 8 vs. Bludgeon  
Other: No modifications.~~

## Shields

Shields decrease chance of becoming hit, raising Evade, but decreases accuracy with a weapon and disallows two-handed weapons/two weapons.

Minimal: Evade 4 Atk -3 POW 3 Weight 2  
Light: Evade 8 Atk -6 POW 4 Weight 3  
Strong: Evade 12 Atk -9 POW 6 Weight 6  
Heavy: Evade 16 Atk -12 POW 9 Weight 10  
Full: Evade 22 Atk -15 POW 13 Weight 16



# Ether

## Curative

Form: Drink, Food, Bandage

AP: 4

Light: Restores 40 HP instantly.

Strong: Restores 70 HP instantly.

Powerful: Restores 120 HP instantly.

Epic: Restores 200 HP instantly.

Alternative: HP restored is a Healing Class of the original amount restored divided by 10 (HC 4 for Light)

## Attribute Enhancer

Form: Any article of clothing, seal

While worn, increases one calculated attribute.

Light: 3 points

Strong: 8 points

Powerful: 15 points

Epic: 23 points

Alternative: Increases a skill, skillset, or statistic instead of an attribute

## Essence Stone

Form: Stone, gem

Contains an amount of artificial quintessence a character can tap into for use in abilities. Once the quintessence runs out, it can no longer be used.

Light: 20 points

Strong: 40 points

Powerful: 70 points

Epic: 130 points

## Quintessence Restorative

Form: Drink, Food

AP: 4

Light: Restores 35 TP from one pool instantly.

Strong: Restores 50 TP from one pool instantly.

Powerful: Restores 90 TP from one pool instantly.

Epic: Restores 160 TP from one pool instantly.

Alternative: TP restored is a Healing Class of the original amount restored divided by 5 (HC 4 for Light)

Alternative: TP restored is divided between all pools at user's discretion.

## Tactical Orb – Explode

Form: Orb  
AP: 5

#### Weapon Mod – Damage

Form: Weapon, seal  
Improves a weapon's damage modifier.  
Light: 8  
Strong: 20  
Powerful: 36  
Epic: 56

#### Weapon Mod – Accuracy

Form: Weapon, seal  
Improves a weapon's attack modifier.  
Light: 8  
Strong: 20  
Powerful: 36  
Epic: 56

#### Weapon Mod – Affinity

Weapon resembles a sphere in nature, and deals additional damage of that sphere.  
Light: 10 damage  
Strong: 20 damage  
Powerful: 30 damage  
Epic: 40 damage  
Alternative: Instead of bonus damage, all damage dealt by the weapon is of the sphere.

#### Weapon Mod – Sphere

Form: Weapon, seal  
Deals extra damage of a single sphere.  
Light: 8  
Strong: 20  
Powerful: 36  
Epic: 56



# Item Generation

## 1. Roll item type

<b>Roll</b>	<b>Type</b>
1 - 2	Weapon - Melee
3	Weapon - Ranged/Throw
4	Armor
5	Shield
6 - 7	Miscellaneous
8	Ether - Utility/Medicinal
9	Ether - Weapon/Armor/Shield
0	Ether - Clothing/Other

## 2. Roll table associated with item type

### Melee Weapon

<b>Roll</b>	<b>Weapon</b>	<b>Table</b>
1	Short	Melee 1
2-3	Sword	Melee 2
4-5	Axe	Melee 2
6-7	Lance	Melee 3
8	Bludgeon	Melee 2
9	Staff	Melee 4
0	Whip	Melee 4

### Melee 1

<b>Roll</b>	<b>Weapon</b>
1-4	Knife
5	Punching Dagger
6	Hand Axe
7	Punching Dagger
8	Spiked Knuckles
9-0	Weapon Bonus, roll again

### Melee 2

<b>Roll</b>	<b>Weapon</b>
1-2	Light Melee
3-4	Strong Melee
5-6	Large Melee
7-8	Heavy Melee
9-0	Weapon Bonus, roll again

### Melee 3

<b>Roll</b>	<b>Weapon</b>
1	Strong Melee
2-3	Large Melee
4	Heavy Melee
5-6	(Strong) Long Melee
7- 8	(Heavy) Long Melee
9-0	Weapon Bonus, roll again

### Melee 4

<b>Roll</b>	<b>Weapon</b>
1-2	Light Melee
3-4	Strong Melee
5-6	(Light) Long Melee
7-8	(Strong) Long Melee
9-0	Weapon Bonus, roll again

### Ranged/Throw Weapon

<b>Roll</b>	<b>Weapon</b>	<b>Table</b>
1-3	Throw	Ranged 1
4-7	Bow	Ranged 2
8-0	Crossbow	Ranged 3

### Ranged 1

<b>Roll</b>	<b>Weapon</b>
1-2	1 - 10 Shuriken/Dart
3-4	1 - 10 Kunai/Throwing Knife

<i>Roll</i>	<i>Weapon</i>
5-6	Boomerang/Large Shuriken

<i>Roll</i>	<i>Weapon</i>
7-8	Javelin/Throwing Axe

<b>Roll</b>	<b>Weapon</b>
9-0	Weapon Bonus, roll again

<b>Roll</b>	<b>Armor</b>
9-0	Armor Bonus, roll again

## Ranged 2

<b>Roll</b>	<b>Weapon</b>
1-3	Short Bow
4-6	Long Bow
7-8	Heavy Bow
9-0	Weapon Bonus, roll again

## Armor Bonus

<b>Roll</b>	<b>Bonus</b>
2-4	+4 Protection
5-7	-4 Weight
8	+12 Protect vs. Lances
9	+12 Protect vs. Axes
10	+12 Protect vs. Swords
11	+12 Protect vs. Bludgeons
12	+12 Protect vs. Projectile
13	+12 Protection
14	-10 Weight

## Weapon Bonus (Add level)

<b>Roll</b>	<b>Bonus</b>
2-4	+4 Attack
5-6	+4 Damage
7	+4 Damage or 150% Range
8	+2 Critical %
9	+1 Critical WC
10	½ Weight
11-12	+8 Attack
13	+8 Damage
14	+8 Damage or 200% Range
15	+1 WC
16	-1 AP
17	+5 Critical %
18	+3 Critical WC
19	+2 WC
20	-2 AP

## Shield

<b>Roll</b>	<b>Shield</b>
1-2	Minimal
3-4	Light
5-6	Strong
7	Heavy
8	Full
9-0	Shield Bonus, roll again

## Shield Bonus

<b>Roll</b>	<b>Bonus</b>
2-4	½ Weight
5-6	-3 POW Requirement
7-9	+3 Evade
10-11	-3 Attack Penalty

## Armor

<b>Roll</b>	<b>Armor</b>
1-2	Minimal
3-4	Light
5-6	Strong
7	Heavy
8	Full

## Miscellaneous

<b>Roll</b>	<b>Item</b>

# Currency

Gold (G): Gold coins used as standard in Brendall

Silver (s): Silver coins worth little, used in Brendall

Gil (\$): Gold coins used as standard in Trolan

Rubies (#): Small rubies used as standard in Tirror

Scribs: Carved wooden coins used as standard among geblings and goblins

Kails: Ether-lined seashells used as standard among gaunts

Game's standard: Gold and Silver (Brendall) or Gil (Trolan)

Note: Ten silver = 1 gold

	<b>Gold</b>	<b>Gil</b>	<b>Rubies</b>	<b>Scribs</b>	<b>Kails</b>	
<b>Brendall</b>	1.0	.67	.25	.25	.25	
<b>Trolan</b>	.67	1.0	.25	.25	.25	
<b>Tirror</b>	.50	.50	1.0	.50	.67	
<b>Geblings</b>	.25	.25	.25	1.0	.67	
<b>Gaunts</b>	.25	.25	.50	.67	1.0	

Exchange: There are currency exchange programs that allows exchange of currencies at 1 for 1 at a 10% tax. Most likely no exchange facilities in Brendall or Trolan currently include currency of other creatures (Scribs or Kails).

## Items at Creation

A character gets 10 slots at creation for the purposes of items. For 1-slot characters can acquire short melee weapons, Light or Strong clubs or staves, or most small, inexpensive, mundane item. For 2-slots characters can purchase up to Strong melee weapons, any club or staff, any relatively inexpensive ranged weapon, long-melee weapon, or throwing weapon. Minimal or light armors or shields can be purchased. They can also purchase a weak "light" ether item such as a curative or quintessence restorative. For 3-slots characters can purchase any mundane and common weapon, a strong or heavy armor or shield, or a similarly priced item. For 4 slots, full armor can be purchased or a low end "strong" ether item. For 5 slots more complicated weapons and armor may be purchased.



# Combat

For now, I will skip a lengthy introduction to combat. Still, it is important to know just what the feel of combat is (or is supposed to be) in the game of Ancar.

Combat in Ancar is about freedom and tactics. Every character has the power to be a unique type of fighter due to an immense amount of techniques, with the option to customize and combine them to create character-defining abilities.

Additionally, characters are far from helpless when their turn is over. It is a good idea not always to go all-out during your turn- characters who hold back a little can act on the defensive, dodging, blocking, and countering.

It is a good idea to make good use of the power available to you because combat in Ancar can be quite lethal. Just a few lucky hits on an unprotected character can quickly lead to serious injury or death.

## *Combat Flow*

Ancar respects the age-old tradition of "Initiative." At the beginning of combat, all participating characters roll their Initiative skill. Characters then take their turns in order of highest initiative roll to lowest.

Once the character with the lowest initiative is finished, the turn passes back to the character with the highest initiative again. When the turn has passed from one character all the way back the same character, that is considered a combat **round**.

## *Combat Turn*

### Basics:

Combat starts with an initiative roll to determine order.

Any character who has not gone yet must roll a reaction check if acted upon against a goal of  $60 + \text{opponent's AGI}$ .

A character, at the beginning of his/her turn, may choose to have a different stance. The stance, and its effects, last until that character's next turn.

By default, all characters get 10 Action Points (AP) during each of their turns. This can vary if the character is taking the turn in a different stance.

Each character has a certain amount of bonus Action Points (marked as Action Points on record, equal to  $\text{base AGI} \times 2$ ). Up to 4 bonus AP can be used per round. Bonus AP is recharged in a break in combat.

A break in combat is defined as 2 rounds where no character takes an

offensive action. If there is question as to whether a certain action is offensive or not, the combat by default does not break. Once combat is broken, characters roll new initiative and react accordingly.

A character can act out of turn using remaining Action Points or available bonus Action Points. However, actions taken this way do not have priority over any other action. The actions can be taken between turns, but opponents are allowed to move once and act once (in either order) before these actions can take place if the character is acting in this fashion.

Defensive actions are meant to be responsive to opponents' actions, so they are an exception to the above rule.

Initial Stances:

No Stance: No changes in combat are made. Default Stance.

~~Offensive Stance: Base AP are at +2 for the turn. However, only movement and offensive actions may be taken and at least one offensive action must be taken in the turn. Also, no action may be taken outside of the turn.~~

Defensive Stance: Base AP are at +2. However, only defensive actions may be taken until the next turn.

Movement:

A character may move 5 feet using 1 Action Point. Moving from point A to point B without changing directions is considered "1 movement."

Actions:

Attack: As long as the opponent is within range, a character can make a simple attack against him/her. The attack roll (ranged or melee, depending on the weapon) is made against the opponent's Evade (or, in special cases, M. Evade).

**Hits:** If the roll + (attack score) succeeds, a hit is scored. If the attack hits, a single dice is rolled and multiplied by WC of weapon. Then, if the attack is melee, Power is added to the damage. The opponent's Protection is subtracted from the damage, and it is dealt to his/her Hit Points. Once HP reaches 0, the damage moves to Health.

**Critical Hits:** If the roll + (critical score) is 100 or greater, a critical hit is scored. On a critical hit, in addition to the effects of a normal attack, a dice with WC 4 is dealt directly to health and through armor.

**Weapon Techniques:** If the roll hits and the 1's place of the roll is a 0

(100, 90, 80, 70, etc.) the attacker may perform a weapon technique. These are special abilities that are unique to different weapon types. For example, clubs and hammers can knock opponents back while whips can disarm opponents. This is in addition to the effects of a normal hit.

**Block:** A greatly diminished defensive maneuver that does not use quintessence. The Evade of the defender is increased by 5. This uses 3 AP.

Use a Technique

Use an Item

Use a Skill

~~Study an opponent: Roll a dice and add LOG. The character being studied rolls a dice and adds PSN. Add modifiers based on difficulty. If the study is successful, the character's actions are figured out up front and reflexive techniques can be used. You can study an opponent to cancel an offensive strategy, figure out an opponent's defensive strategy, or find other uses to the option.~~

**Guard Down:**

In certain situations, a character can let down his/her guard, usually because the character is unaware of a threat. At the time you let down your guard, all characters you let your guard down to are able to make a melee attack against you regardless of whose turn it is. While your guard is down, you get -20 to your Agility Bonus to Evade (minimum 0) and cannot use techniques. In most circumstances, once you get hit a single time, your guard is back up. **<Possibility: It takes 1 AP to put your guard back up after a hit>**

Ways to let guard down:

- Get hit by an opponent you are not aware of
- Cast a spell
- Use certain items (like potions)
- Attack with a ranged weapon

**Spell Area Effects:**

Using Spell Styles, spells can be made to explode in an area effect rather than affecting a single target. Here's how it works:

All characters not at the epicenter have a chance to escape. For example, if a character is at the edge of the explosion and can sidestep, he can get out of danger without making a roll.

After all defensive maneuvers are made, the attacker rolls to hit the target or epicenter. The roll is compared to each effected character's Evade or M. Evade (depending on the spell). **<To be**



## **completed- to be discussed>**

### Spell Duration Types:

#### Drain

A spell using this duration type slowly drains away the caster's quintessence as the spell requires a constant flow of quintessence to maintain. It is always used in this notation: Drain (x/R), where x is a number. At the beginning of every round, that number is drained from the quintessence pool that the spell used. If, at the beginning of a round, that cost cannot be paid, all spells using this duration type are removed.

#### Focus

A spell using this duration type remains constant as long as the caster focuses on keeping the quintessence there since the spell doesn't require flow, but rather requires an unchanging quantity of quintessence to keep stable. Many things can cause a disruption in focus. At the beginning of a combat turn, roll a Focus attempt at a goal of  $60 + (10 \text{ per Bonus AP used on the previous round}) + (20 \text{ per additional Focus technique in use}) + (1 \text{ per Health point below } 50)$ . Attacking or using a technique requires a Focus attempt goal 80. Using bonus AP requires a Focus attempt goal  $50 + 10 \text{ per point used}$ . Being damaged requires an attempt with a goal of twice the damage dealt. Also, the quintessence used to power the spell cannot be regained through any means unless the spell is broken. For example, a character with 90 MP uses a Focus spell that costs 35 MP, the character's "maximum" MP is 55 until the spell is released.

#### Instant

Once the spell activates, the spell is over and any magical effects do not last at all.

#### Single

A spell using this duration type only remains active for a single turn. At the beginning of the caster's next turn, the spell disappears.

#### Spell Link

A spell using this duration type shares a strong bond with the caster. To perform a spell with this link, a spell link attempt must be rolled. The goal is  $60 + \text{cost of the spell} + (10 \text{ per linked spell already active})$ . If the spell link succeeds, the spell's effect continues until the caster chooses to break it, it is broken by another character or hazard (destroyed magically, or physically if possible) or the caster dies. While the spell link is active, the quintessence used in it cannot be restored

through any means. Once the link is broken, the used quintessence takes the usual 6 hours to be restored. It can, however, be restored using other means.

Experience

To Be Continued

# Characters

## Simple Characters

Simple characters are NPCs (non-player characters) that do not require the anywhere near the detail of a player character, and it would not have any beneficial impact on the game to include that detail. This may be because the character has a minor role in the story or no role at all, like a low-ranking flunky of the players' enemy or an angry beast that would rather eat the players than communicate with them.

A Simple Character's statistics are decided based on ability ranks from Weak to Excellent. As a DM, you can pick a rank and choose all statistics from that rank or pick different ranks for each statistic. If you think the character deserves it, you can improve some statistics by small portions without raising the ability rank, like adding 10 HP or adding 5 Evade. This table is intended for human NPCs, but can be used for any creature (even though what's 'excellent' for a human may simply be 'normal' for a more robust animal)

	<b>HP</b>	<b>Attack</b>	<b>Damag e</b>	<b>Evade</b>	<b>M. Evade</b>	<b>AP</b>
Weak	40	20	20	80	80	8
Normal	60	30	30	90	90	12
Strong	90	50	50	110	110	20
Excellent	130	75	75	130	130	28

Attack refers to either Melee or Ranged, depending on the NPC's attack preference. The non-primary attack form, if applicable, is at default 15 less than the Attack score.

In a realistic game, Simple characters have the full Health for their species (100 for Human). However, it is fair and can be a good idea to give Simple Characters half of the Health they would ordinarily have (50 for human). This is usually for NPCs that may attack players in groups, making a more heroic battle and making larger groups more feasible.

Most Simple Characters do not have talents. Instead, they are proficient with the weapons they use, the armor they wear, and the

spells they cast.

Due to their in-depth nature, Skills can be assumed instead of calculated. Some guidelines: Warrior-type NPCs have Push/Pull and Stability TR. Stealth-types have Sneak and Initiative TR. Magic-types have Magic Sense, Identify Spell, and Focus TR. Otherwise, wing it.

Simple Characters, instead of having a full unique pool, have a set of abilities common to most Simple Characters, plus a small number of extra, more individualized abilities, depending on the NPC. Simple Characters have 3 different technique levels. Each technique level allows more powerful techniques in addition to all above techniques. Technique level also determines Quintessence.

Quintessence is not divided into separate pools for these characters; instead, they have a single pool that can be used for any technique they can use. Not fair? Maybe not, but it speeds the game up and saves a headache without any real consequence.

### **Basic (Q 30)**

Aim

Chain: Attack

Dodge

Guard

Power Attack

### **Advanced (Q 50)**

Chain: Technique

Charge

Escaping Dive

Feint

Parry

Reprisal

### **Master (Q 80)**

Chain: Master

(Note: lists are definitely not finished, particularly in the Master zone)

## NPC Turns- "Action Set" System

Different characters have different means of attack with varying Action Point costs. This is the prime difficulty with the Action Set System.

The basic use of this system assumes a 6 AP attack as a standard. NPCs, instead of having freeform turns, will have sets of actions to be performed, chosen during their turn. If their AP cost to attack is different, NPCs follow these simple rules:

Attack AP 6: Follow Action Set exactly.

Attack AP > 6: Remove 1 Movement Point per attack. You can't remove more Move Points than you have.

Attack AP < 6: Add 1 Movement Point per attack. If enough MP, swap out for an additional attack.

NPCs still follow the rules of Bonus Action Points. Actions in **red** can only be used if the NPC has the Bonus AP. If necessary to simplify combat, if NPCs use any red action in a set, 4 Bonus Action Points are used, even if Movement Points are wasted.

These sets can be easily modified in the following ways:

- Exchange Techniques for additional Move Points. Techs with bracketed numbers can be replaced with Move Points equal to the number.
- Swap out Attacks with Attack techniques with the same AP cost, or vice versa. For example, exchange Attack for Power Attack.

**Red** Actions with a number in (parentheses) without a Q indicate that the action only digs into the number of Bonus Action points equal to the number in parentheses. Numbers next to a Q display the Quintessence cost of the action. Numbers in [brackets] merely state that the character should consider dropping the action for Move points if necessary.

### **Basic Sets**

#### **Full Move**

10 Move Points

**4 Move Points**

#### **Basic Engage Set**

Attack

4 Move Points

**4 Move Points**

### **Basic Offensive Set**

Attack

Attack (2)

Dodge (4Q) [2]

### **Basic Evasive Set**

Attack

Dodge (4Q)

Dodge (4Q)

Dodge (4Q) [2]

Dodge (4Q) [2]

### **Basic Protective Set**

Attack

Guard (5Q)

Guard (5Q) (2)

Dodge (4Q) [2]

### **Aggression**

Attack

Power Attack (6Q) (2) -> Chain: Attack (7Q) (6)

Dodge (4Q) [2]

### **Caution**

Aim: 9□ +15 Attack (10Q)

Dodge (4Q) (1)

Guard (5Q) [3]

### **Advanced Sets**

#### **Charge**

Charge: 8 Move (5Q) -> Attack (10)

Reprisal (5Q) (4)

#### **Full Charge**

Charge: 16 Move (5Q) -> Power Attack (6Q) (14)

(Note again that these are not nearly finished, but hopefully you get the idea)

If the Simple character is of a particularly gifted species, more extraordinary techniques may be given. For example, a dragon spirit may be able to breath a cone of elemental destruction.

If the Simple character is able to wield weapons and armor, equip as necessary. The most convenient weapons are 6 AP, such as a Strong

Melee weapon (6 AP 6 WC), a Light Long Melee weapon (6 AP 5 WC), or a shortbow (6 AP 6 WC). Any weapon may be equipped, however, and action sets changed accordingly.

As for armor, choose the best armor for character, be it Minimal, Light, Strong, Heavy, or Full.

See the Items chapter for weapon and armor details. Ignore certain rules such as weapon type bonuses and armor material bonuses- I haven't finalized those yet.

Non-human NPCs may have special abilities.



# Attributes

For complex characters: 60 points at character creation

For simple characters:

10 8 8 6 6 6 4 4 3 3

10 is "excellent" or "E" (1 of these)

8 is "strong" or "S" (2 of these)

6 is "good" or "G" (3 of these)

4 is "fair" or "F" (2 of these)

3 is "weak" or "W" (2 of these)

# Skills

For complex characters: Points are put into skills manually

For simple characters:

20 20 15 15 10 10 5 5

20 is "excellent" or "E"

15 is "strong" or "S"

10 is "good" or "G"

5 is "fair" or "F"

2 weak skills are mentioned "W"

all other skillsets are not mentioned and have 0.

Unless noted otherwise, all skills have points equal to  
(twice) the corresponding attribute divided by 3.

Attribute Score:Skill Score

1:3

2:6

3:10

4:13

5:16

6:20

7:23

8:26

9:30

10:33

# Simple Characters

The following is an attribute graph to determine what simple characters' attributes are by level.

<b>Level</b>	<b>E</b>	<b>S</b>	<b>G</b>	<b>F</b>	<b>W</b>
1	10	8	6	4	3
2	10	8	6	5	3
3	10	8	7	5	3
4	10	9	7	5	3
5	11	9	7	5	3
6	11	9	7	6	4
7	12	9	8	6	4
8	12	10	8	6	4
9	12	10	8	7	5
10	13	10	9	7	5

## Assassin

E: Agility

S: Coordination, Luck

G: Perception, Wits, Personality

F: Power, Willpower

W: Vitality, Logic

(Skills)

E: Stealth, Reflex

S: Dexterity, Acrobatics

G: Sense, Charisma

F: Wisdom, Subterfuge

W: Break, Push/Pull

(Techniques)

Pools: Guts, Chakra, (Spirit)

Aim – 4 GP (1)

Sneak Attack – 20 GP (1)

+20 Attack

Lightning Strike – 10 GP (1)

Illusory Strike – 10 CP, 11 GP (1)

Dodge Attack – 4 GP (1)

Space Jump – 10 CP, 6 GP (2)

## Bandit

E: Power

S: Vitality, Perception  
G: Coordination, Agility, Luck  
F: Wits, Logic  
W: Willpower, Personality  
(Skills)  
E: Athletics, Toughness  
S: Might, Acrobatics  
G: Dexterity, Sense  
F: ?, Reflex  
W: Literacy, Charm  
(Techniques)  
Pools: Drive, Guts, (Spirit)  
Power Attack – 6 DP (1)  
Power Attack – 10 DP (1)  
          Total +20 Damage -20 Attack  
Dodge Attack – 4 GP (1)  
Reprisal – 4 GP (1)  
Charge – 5 DP (1)  
Escaping Dive – 5 GP (1)  
Reckless Stance – 5 GP (1)  
Knockback Attack – 9 DP (1)  
Heart of Fire – 13 DP (2)

### **Guard/Soldier**

E: Coordination  
S: Power, Perception  
G: Vitality, Agility, Wits  
F: Logic, Personality  
W: Willpower, Luck  
(Skills)  
E: Sense, Reflex  
S: Reflex, Wisdom  
G: Athletics, Toughness  
F: Might, Charisma  
W: Charm, Subterfuge  
(Techniques)  
Pools: Drive, Spirit, (Guts)  
Charge – 5 DP (1)  
Disarm – 6 DP (1)  
Dodge Attack – 6 DP (1)  
Protective Stance – 10 SP (1)  
Guard – 5 DP (1)  
Heart of Fire – 11 SP (1)  
Parry – 11 DP (1)  
Power Attack – 6 DP (2)  
Reprisal – 7 DP (2)

Guard Other – 6 SP (3)

Myrmidon

E: Coordination

S: Agility, Wits

G: Logic, Personality, Luck

F: Power, Vitality

W: Perception, Willpower

(Skills)

E: Acrobatics, Reflex

S: Sense, Wisdom

G: Might, Dexterity

F: Stealth, Intellect

W: Ride, Intimidation

(Techniques)

Guts, Spirit, (Drive)

Crescent Moon – 11 GP (1)

Lightning Strike – 10 GP (1)

Dance of Wind – 11 GP (1)

dodge +25 Evade, +5 if tumble goal 100

Parry – 10 GP (1)

-3 reprisal if success

Reprisal – 6 GP (1)

-3 if used after dodge

River Blade – 12 SP (1)

Protective Stance – 8 SP (2)

Space Jump – 22 GP (3)

## Simple Character Samples

Assassin L1

Health: 100

HP: 30

Guts: 60

Chakra: 20

Attack: Dagger +40 – WC 4 AP 4 Damage +20

Crit: 10%

Evade: 110

M. Evade: 80

Protection: 0

Action Points: 20

Bandit L1

Health: 100

HP: 80

Drive: 40  
Guts: 20  
Attack: Large Axe +30 – WC 8 AP 7 Damage +56  
Crit: 6%  
Evade: 83  
M. Evade: 75  
Protection: 20  
Action Points: 12

Guard/Soldier L1  
Health: 100  
HP: 60  
Drive: 60  
Spirit: 30  
Attack: Spear +50 – WC 6 AP 7 Damage +40 Range 10  
Short Sword +50 – WC 5 AP 5 Damage +40  
Crit: 3%  
Evade: 78  
M. Evade: 75  
Protection: 30  
Action Points: 12

Myrmidon L1  
Health: 100  
HP: 40  
Guts: 80  
Spirit: 40  
Attack: Longsword +50 – WC 6 AP 6 Damage +20  
Crit: 6%  
Evade: 100  
M. Evade: 75  
Protection: 0  
Action Points: 16

<b>Name</b>		Assassin		<b>Level</b>	1	<b>Simple</b>			
<b>Health</b>		<b>HP</b>		<b>Guts</b>	<b>Chakra</b>	—			
100		30		60	20				
<b>Evade</b>		<b>M. Evade</b>		<b>Protection</b>	<b>Critical</b>	<b>Action Points</b>			
110		80		0	10%	20			
<b>Attributes</b>		<b>Skills</b>		<b>Techniques</b>		<b>Cost</b>	<b>Weapon</b>		
POW	4	Stealth	20	Aim		4 GP	Dagger		
VIT	3	Reflex	20	Sneak Attack +20 atk		20 GP	<b>Atk</b>	<b>WC</b>	<b>Dmg</b>
COR	8	Dexterity	15	Lightning Strike		10 GP	40	4	20
PER	6	Acrobatics	15	Illusory Strike - 10 CP,		11 GP	<b>AP</b>		4
AGI	10	Sense	10	Dodge Attack		4 GP	<b>Kunai</b>		
WIT	6	Charisma	10				<b>Atk</b>	<b>WC</b>	<b>Dmg</b>
WIL	4	Wisdom	5				30	5	10
LOG	3	Subterfuge	5				<b>AP</b>		4
PSN	6	Break	W				<b>Armor</b>		
LUK	8	Push/Pull	W				None		

<b>Name</b>		Bandit		<b>Level</b>	1	<b>Simple</b>			
<b>Health</b>		<b>HP</b>		<b>Drive</b>	<b>Guts</b>	—			
100		80		40	20				
<b>Evade</b>		<b>M. Evade</b>		<b>Protection</b>	<b>Critical</b>	<b>Action Points</b>			
83		75		20	6%	12			
<b>Attributes</b>		<b>Skills</b>		<b>Techniques</b>		<b>Cost</b>	<b>Weapon</b>		
POW	10	Athletics	20	Power Attack		6 DP	Large Axe		
VIT	8	Toughness	20	Power Attack +20/-20		10 DP	<b>Atk</b>	<b>WC</b>	<b>Dmg</b>
COR	6	Might	15	Dodge Attack		4 GP	30	8	56
PER	8	Acrobatics	15	Reprisal		4 GP	<b>AP</b>		7
AGI	6	Sense	10	Charge		5 DP	<b>Kunai</b>		
WIT	4	Dexterity	10	Escaping Dive		5 GP	<b>Atk</b>	<b>WC</b>	<b>Dmg</b>
WIL	3	Reflex	5	Reckless Stance		5 GP	30	5	10
LOG	4	Sense	5	Knockback Attack		9 DP	<b>AP</b>		4
PSN	3	Literacy	W				<b>Armor</b>		
LUK	6	Charm	W				None		

# Levels

There are 4 areas in which to gain levels. Each level requires experience equal to the old level x 100. Therefore, 100 exp is required to achieve level 2, 200 is required to achieve level 3, and so on.

The 4 areas are Attributes, Talents, Techniques, and Skills.

## **Attributes**

- Gain 2 Attribute Points. Points gained increases by 1 on every level that is a multiple of 3. Maximum of 6 Attribute Points gained per level.

## **Talents**

- Gain 2 Talent Point(s). Points gained increases by 1 on every level that is a multiple of 3. Maximum of 4 Talent Points gained per level.
- Karma is restored equal to  $\frac{1}{4}$  of maximum karma.

## **Techniques**

- Gain 2 Technique Points. Points gained increases by 1 on every level that is a multiple of 3. Maximum of 4 Technique Points gained per level.
- Maximum cost of 1 Technique is 25 + 5 per level. Maximum number of techniques is 5 + 3 per level.
- On every level that is a multiple of 3, gain 5 points to put into one or more of the following areas: HP, or any quintessence pool.

## **Skills**

- Gain 20 Skill Points. Points gained increases by 5 on every level that is a multiple of 3. Maximum of 50 Skill Points gained per level.
- Maximum value for skills are 10 + 10 per level.
- On every level that is a multiple of 3, gain 5 points to put into one or more of the following areas: Evade, M. Evade, or Attack (melee or ranged).