The Anime D20 Final Fantasy Roleplaying Game Toolkit

The Excuses

There's always something to complain about, because nothing is ever perfect. And sometimes, the things we do can't even be called "right," much less perfect. Fortunately, I have anticipated your complaints and devised a list of excuses to deflect all blame from myself, freeing you to focus your enmity on this document instead of me as an extension of it. Some of these excuses are true, while others are outright lies. I do hope you enjoy discovering which are which. To enhance your enjoyment, I've removed all end punctuation and format elements from the list. If you have a particular problem with this toolkit, I suggest you read this page until you are no longer in the mood to complain. It is perfectly likely that whatever you're upset about is mentioned here, and thus, you have been forewarned. Which should make you feel A. O. K.

The Excuses List

I capitalize things a lot because I like capitals because they help me to keep track of what I'm doing sometimes however I forget to do so and wind up being inconsistent I did not write up Guardian Forces from FF8 because I really didn't want to because headaches don't really appeal to me right now I know a lot of the document seems rushed but I did it all in my spare time late at night when I'm really tired also my girlfriend doesn't support me so I drink a lot and writing while drinking makes for bad grammar spelling mistakes logic inconsistencies and numerous other things that you will undoubtedly find in this document I did not write up Guardian Forces from FF8 Samurai are somewhat different from the usual FFT version because I didn't feel that a point-based system is right for people having to buy twenty to forty swords with Character Points (though Phoenix Downs are another matter) as I said I am doing this in my snippets of free time late at night when I'm drinking because my girlfriend thinks I'm a geek I am a geek so a lot of the information in this toolkit comes directly from the Anime d20 System Reference Document though the rules for combat and actually applying the stats are not included here I would suggest anyone who is interested in playing this game go and check out Guardians of Order's website at www.guardiansorder.com I did not write up Guardian Forces from FF8 much of the art in this document comes from full motion video screenshots and from assorted game art found on the net I like the game art though some may not the Final Fantasy Shrine in particular was an excellent resource and most of the pictures came from there it's a great website anyone can check it out at www.ffshrine.org I am not a Final Fantasy master I do not claim to know it all I just wrote this up for some friends so that maybe we could play a fantasy game for a change instead of Shadowrun not that I don't like Shadowrun I do I just run it all the time and I like Ad20 so I thought that maybe we could make a little change it probably won't work from my previous statement describing my purpose for writing this toolkit one can assume that much of the material has not been playtested considering that it was all written in the hopes of playing but just in case someone doesn't come to that conclusion I'll go ahead and say it much of the material here has not been playtested I did not write up Guardian Forces from FF8 and I likely never will I'm sure you're happy about it I am not a Final Fantasy master and I do not claim to have finished or even played all of the games in this document I stuck with the systems I know which means most of the information contained within pertains primarily to and is derived primarily from FF6 FF7 FF8 FF9 and FFT the last is my favorite I was born prematurely I am not a layout artist or graphic design major Canadian English is not a language I'm proficient in writing in I took some liberties with some of the classes' class abilities for the sake of flavor I like flavor sometimes I did not write up GFs from FF8 you deserve a cookie for finishing

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Foreword

The Unofficial Anime d20 Final Fantasy Roleplaying Game Toolkit (Ad20 FFRPGT) is based on the Anime d20 System Reference Document (Ad20 SRD), which may be found at Guardians of Order's website (www.guardiansorder.com). This product relies primarily on Final Fantasy Tactics, due to the fact that many aspects of the game are largely representative of, and thus transferable to, other Final Fantasy games. The classes and abilities available are frequently found, in some form or another, in the other Final Fantasy games.

The Ad20 FFRPGT consists of three chapters. **The Valiant: Character Creation** describes character creation, including racial details and the base classes available to Final Fantasy characters, all based on the Job System presented in Final Fantasy Tactics. Also included are the Skills, Attributes, and Defects from the Ad20 SRD, with a few additions to suit the Final Fantasy campaign. **Swords and Sorcery: Tools of the Trade** describes many common spells and special attack techniques appropriate to a Final Fantasy campaign, all of which are created using the Attributes found in the previous section. This section contains a meagre equipment list, as well as a set of guidelines for GMs to create new weapons and armour. Finally, **Mastercrafting: Customization** includes additional guidelines and optional rules for personalizing particular game worlds to allow for differing magic systems, time periods, or character builds.

Although most of the spells, equipment, classes, and special attacks provided are derived from Final Fantasy Tactics, the model may be used to emulate many Final Fantasy games.

The art is drawn from a number of net-based resources, primarily the **Final Fantasy Shrine (www.ffshrine.org)**. Anyone interested in any aspect of the Final Fantasy mythos would do well to look there. I don't remember where all of the "official" art came from, but some came from Squaresoft-Enix's site (maybe long ago), and others… I don't know. I did make use of some other resources, though not for art, including **Final Fantasy Online (www.ffonline.com)** and the **Final Fantasy Compendium (www.ffcompendium.com)**. If I've failed to credit anyone, I apologize. Don't hesitate to post it wherever necessary. I'll find it, and work a plug in for you.

Chapter 1
The Valiant: Character Creation

This chapter focuses on characters. Rules for creating characters follow, organized in easy steps taken, and occasionally modified, from the Ad20 SRD.

Step 1: GM Discussion

You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. As a player, you should listen closely to the GM's descriptions since it will impact directly on the character you wish to create.

Ask for clarification of any rule modifications the GM plans to use as well as any background restrictions on your character. If you have any game preferences involving issues such as combat intensity, maturity level, or drama versus comedy ratio, let the GM know about them. Help the GM create the game that you all want to play.

Starting Character Level

One of the most important things that the GM should discuss with his or her players is the starting character Level. While characters traditionally start at 1st Level in most d20 System games, Final Fantasy campaigns often start with somewhat more experienced — and thus more powerful and capable — characters. The table below shows the relationship between starting character Level and

power level.

Characters that begin higher than 1st Level gain all the benefits and special abilities granted from 1st Level to their current Level and begin the game with an appropriate number of Experience Points (see the PHB for more information on Experience Points). This includes the additional Feats and Ability Score increases for level advancement.

Starting Character Level

Power Level	Starting Character Level	Discretionary Character Points
Low-powered game	1st to 4th	40 (or 34 + 1d10)
Average-powered game	5th to 8th	42 (or 36 + 1d10)
High-powered game	9th to 12th	44 (or 38 + 1d10)
Very high-powered game	13th to 16th	46 (or 40 + 1d10)
Extremely high-powered game	17th to 20th	48 (or 42 + 1d10)
Epic-powered game	Above 20th	50 (or 44 + 1d10)

Discretionary Character Points

The characters' starting Level also determines the number of discretionary Character Points assigned. These discretionary Character Points are used to pay for his or her Ability Score Values, Race, Attributes, Skills, and Feats. The GM can either assign all players an equal number of Character Points, or ask each player to roll dice to generate a random number.

Character Points During Level Progression

If the characters start higher than 1st Level, they may also start with extra Character Points gained from the Special Ability Level progression of their Class (or Classes). In these instances, the additional Character Points are added to the discretionary Character Point total. See the Class Progression charts for more information.

Step 2: Character Outline

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need for you to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas

with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign.

Step 3: Generate Ability Scores

A character's core, base abilities are determined by six values known as Ability Scores. These values describe the character's innate, natural aptitude at interacting with the world. The six Ability Scores are:

Strength (Str)
Dexterity (Dex)
Constitution (Con)
Intelligence (Int)
Wisdom (Wis)
Charisma (Cha)

The values of these abilities range from 0 to infinity, with a normal human range from 3 to 18. The normal human maximum is 24, but superhuman or supernatural characters may have higher ratings. A value of none for an Ability Score, which is different from 0, is a special case appropriate for specific character ideas.

Ability Score Cost

Abilities cost a number of Character Points equal to half the value of the Ability Score (round up), which are paid for by the character's starting discretionary Character Points. Players may choose to modify the character's generated Ability Scores up or down by increasing or decreasing the number of Character Points assigned to the Ability Score, on a 1 for 2 basis (1 Character Point equals 2 Ability Scores). If the power level of the campaign provides insufficient discretionary Character Points to pay for the Ability Scores generated by the players for their characters, players must reduce the Ability Scores to (or below) a value that they can afford with Character Points available.

Zero Rating and "None" Ability Scores

It is possible for some constructs or alien creatures to have a score of "none." None is not the same as a score of 0. A score of none means that the creature does not possess the Ability at all. The modifier for a score of none is +0.

A character's Ability Score can never drop below 0.

Str 0 means that the character cannot move at all. He or she lies helpless on the ground.

Dex 0 means that the character cannot move at all. He or she is motionless and helpless.

Con 0 means that the character is dead.

Int 0 means that the character cannot think and is in a coma-like stupor, helpless.

Wis 0 means that the character is withdrawn in a deep sleep filled with nightmares, helpless.

Cha 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Ability Modifiers

Each Ability has a modifier that is the number you add to or subtract from the die roll when your character tries to accomplish something related to that Ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Definition of Ability Scores

Strength

Strength is a measure of the character's physical power. Strength provides a modifier to:

- Damage rolls in melee or unarmed combat or when using weapons that are Muscle Powered.
- Strength-based Skill checks.
- Strength checks.

Any creature that can physically manipulate other objects has at least 1 Point of Strength. A character with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. Such a creature automatically fails Strength checks. Note: since armour is handled differently in Anime d20 than in other d20 games, Strength always provides a +0 modifier to melee

attack rolls (the "to hit" roll), regardless of the character's Strength rating.

Dexterity

Dexterity is a measure of the character's hand-eye co-ordination, agility, reflexes, and balance. Dexterity provides modifiers to:

- The character's Armour Class.
- Dexterity-based Skill checks.
- Initiative rolls.
- Reflex saving throws.
- Dexterity checks.

Any creature that can move has at least 1 Point of Dexterity. A creature with no Dexterity score can't move, but if it can act, it applies its Intelligence modifier to Initiative checks instead of a Dexterity modifier (for example, an artificially intelligent computer that has no moving body adds its Intelligence modifier to Initiative rolls). A creature with no Dexterity fails all Reflex saves and Dexterity checks. Dexterity always provides a +0 modifier to ranged attack rolls, regardless of the character's Dexterity rating.

Constitution

Constitution determines your character's health and stamina. Constitution provides modifiers to:

- Hit Points earned per Level (though the value can never be reduced below 1 — a character always gains at least one Hit Point per Level).
- Fortitude saving throws.
- Constitution-based Skill checks.
- Constitution checks.

Any living creature has at least 1 Point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to Ability damage, Ability drain, and energy drain, and always fails Constitution checks.

Intelligence

Intelligence is a measure of the character's reason and ability to learn. Intelligence provides modifiers to:

- The number of Skill Points gained at each Level (though the value can never be reduced below 1 — a character always gains at least one Skill Point per Level).
- Intelligence-based Skill checks.
- Intelligence checks.

Any creature that can think, learn, or remember has at least 1 Point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Wisdom

Wisdom is a reflection of the character's willpower, common sense, intuition, perception, and life experience. Wisdom provides modifiers to:

- Will saving throws.
- Wisdom-based Skill checks.
- Wisdom checks.

Any creature that can perceive its environment in any fashion has at least 1 Point of Wisdom. Anything without a Wisdom score is an object, not a creature. Additionally, anything without a Wisdom

score also has no Charisma score, and vice versa.

Charisma

Charisma describes the characters strength of persuasion, personality, and the character's appearance. Charisma provides modifiers to:

- Charisma-based Skill checks.
- Charisma checks.

Any creature capable of telling the difference between itself and things that are not itself has at least 1 Point of Charisma.

Step 4: Select Race

At this stage in the creation process you should select a race as outlined in the PHB, paying the appropriate Character Point cost as listed in Table 4-1 (using the discretionary Character Points granted in Step 1). With your GM's permission, you may design your own racial package and pay the appropriate cost out of your starting Character Points. The default race in the Ad20FFRPGT is human, or something similar enough to make mechanical differences negligible. Included herein is a Character Point break down of the human race found in the PHB, as well as for an artificial construct that may represent anything from a robot to an elemental. Other

Racial Cost Determination

When the special abilities were being assigned Points, each talent was examined closely. If the ability had a direct comparison to an Attribute in Anime d20, that value was used (for example, 4 Skill Points are worth 1 Point; acute vision is worth 1 Point; +1 to a Will save is worth 1 Point; etc.). Other abilities were modified depending on whether it was applicable in a wide variety of situations, or only useful in limited circumstances. Occasionally, an ability was valued at a half Point (if its utility seemed to be worth less than a full Point), and sometimes the final total was rounded appropriately. The GM may alter the Point cost assigned to each race as desired. See the PHB for more information about racial abilities.

Again, the default race for a character is human (normally worth 6 Character Points). Consequently, the final number of Character Points assigned to a race equals the calculated value minus 6. This adjustment means being a human is "free;" no Points must be assigned

Ability Score Value Descriptions

Ability Score	Modifier	Description
1	-5	Inept
2-3	-4	Infant
4-5	-3	Child
6-7	-2	Significantly below adult human average; youth
8-9	-1	Below adult human average; teenager
10-11	0	Adult human average
12-13	+1	Above human average
14-15	+2	Significantly above human average
16-17	+3	Highly capable
18-19	+4	Extremely capable
20-21	+5	Best in the region
22-23	+6	Best in the country
24-25	+7	World-class ability; maximum human potential
26-27	+8	Above human achievement
28-29	+9	Significantly above human achievement
30+	+10 (and up)	Legendary ability

for this race. Other races, such as the Moogles, also detailed below, are adjusted accordingly.

Race Costs

Artificial Construct

    Base movement (0)
    No Constitution (0)
    Immune to poison, sleep, paralysis, stun (4)
    Immune to disease, death, necromantic effects (3)
    Cannot heal (must be repaired) (-4)
    Not subject to critical hits or subdual damage (2)
    Not subject to Ability damage, Ability drain, or
        energy drain (2)
    Automatic Fortitude saves unless effect can target
        objects (3)
    Total Value (10)
    Final Cost (4)

Human

    Base movement (0)
    +1 Feat at 1st Level (2)
    +4 Skill Points at 1st Level (1)
    +1 Skill Point each Level (2)
    Any miscellaneous Attribute or benefit worth 1
        CP***** (1)
    Total Value (6)
    Final Cost (0)

*A Few Possible 1 CP Benefits

    Ability Score Boost – The character receives an additional +2 bonus to one Ability Score.
    Class Skill – The character may always treat one Skill as a Class Skill.
    Features: Natural Mage 1 – The character can always choose spells from one spell list, regardless of class or setting restrictions.
    Adapted to Environment – The character receives 1 Rank of Adaptation.

Moogle

    Small Size (-4)
    -2 Strength (-1)
    +2 Dexterity (1)
    +2 Charisma (1)
    Animal Friendship +2 (2)
    Flight: Skimmer/Hovercraft or Gliding (2)
    Total Value (1)
   Final Cost (-5)

Step 5: Select Class

A class is an archetype that helps you define the baseline capabilities of your character, a template from which you build your anime hero. It is also a label of convenience that tells the Game Master and other players your character's strengths and abilities (the class name) as well as his or her rank of achievement (the class Level). Each class presents its own progression chart that indicates what new Skills, abilities, Feats, Attributes, and bonus Character Points your character gains as he or she advances in Level. Players should select a class (or possibly classes, if starting at higher than 1st Level) for their characters as outlined in the PHB.

The Multiclass Character

As your character acquires experience and advances in Level (or if your character starts above 1st Level), he or she may choose to gain Levels in one or more new classes instead of only advancing in a single class. Adding secondary or tertiary classes gives the character different advantages, but progression in the new classes occur at the expense of advancement in the character's other classes.

For more information on the multiclass character, see the PHB. Though Anime d20 characters do not usually suffer Experience Point (XP) penalties for multiclassing, the GM may decide otherwise.

Level Bonuses

All classes gain various character bonuses at each Level, the exact type and when depends on the specific class. The bonuses granted to each class are presented in a chart in their respective sections.

Base Save Bonus

The numbers listed under Fortitude (Fort) Save, Reflex (Ref) Save, and Willpower (Will) Save are added to your character's saving throws. To determine the bonus that applies to each specific saving throw, see the appropriate class progression chart for your character. These bonuses are cumulative for

multiclass characters.

Base Attack Bonus

When attacking in combat, your character adds his or her Base Attack Bonus to the attack check. The first number reflects the bonus applied to the character's first attack, and any additional attacks provided by the Extra Attacks Attribute. Numbers after the slash indicate additional attacks at reduced bonuses. For example, "+15/+10/+5" means the character has three attacks each round: the first at a +15 bonus, the second at a +10 bonus, and the third at a +5 bonus. The first Base Attack Bonus is cumulative for multiclass characters, which will determine how many additional attacks the character can make and their bonuses. Additional attacks are gained once the character's lowest Base Attack Bonus reaches +6, +11, or +16; an additional attack is then gained at a +1. For example, a 12th Level Samurai/8th Level Engineer has individual Base Attack Bonuses of +12/+7/+2 and +4. The character's combined first bonus equals +16 (12 + 4 = 16). Consequently, the character's combined Base Attack Bonus is +16/+11/+6/+1.

Gaining Attribute Ranks

When an Attribute is listed in the Special section of each specific class progression chart, your character gains a Rank in that Attribute upon achieving that class Level. If the character already possesses one or more Ranks in that Attribute, his or her Rank is increased by one. If the Attribute is new for the character, he or she gains the Attribute at Rank 1. You can determine specific details regarding the Attribute with GM approval. For example, if your character gains the Special Attack Attribute, you should add Attack Abilities and Disabilities as appropriate for your character, and then discuss your ideas with your GM. With the GM's approval, any Attribute Ranks gained through Level progression can be exchanged

for a number of Character Points equivalent to the cost of the Attribute through the Incomplete Training Defect.

Unless specified otherwise, abilities listed in the Special section refer to Attributes.

Character Point Bonuses

When Character Points are listed as a Level progression Special bonus, you can spend them to: increase Ability Scores, increase Attribute Ranks, obtain new Attributes, add new Feats, acquire new or raise existing Skills (through the Highly Skilled Attribute), or eliminate current Defects. The Character Point cost for these modifications is the same as it is during character creation. If you prefer, Character Points can be saved for future allocation (with GM permission).

Level Benefits

See the Level-Dependent Benefits Table and the PHB for information regarding Level advancement.

Maximum Skill Ranks (Optional)

The maximum number of Skill Ranks your character can have in a class Skill, if your Game Master uses this optional rule, is equal to his or her character Level + 3. For cross-class Skills, the maximum is one-half the maximum for a class Skill. Class and cross-class Skills are listed with the descriptions for each class.

Feats

In addition to specific class benefits, your character gain one Feat at 1st Level (two if he or she is a human) and an additional Feat at 3rd, 6th, 9th, 12th, 15th, and 18th character (not class) Level.

Ability Score Increase

At 4th, 8th, 12th, 16th, and 20th character (not class) Level, your character increases one of his or her Ability Scores (your choice which Ability) by one Point.

Beyond 20th Level

Once a character reaches 20th Level, advancing beyond is handled a little differently. While the XP needed to achieve higher Levels follows a logical progression [XP needed for Level Y = (Level Y-1) x 1,000], the character no longer receives anything automatically at reaching a higher Level: no Base Attack Bonus increase, no save increase, no extra Hit Points, no additional Skills, etc. Instead, the character gains +10 Character Points at each new Level, which can be used to acquire Attributes, Feats, and Ability Scores the character desires.

Level-Dependent Benefits

Character Level	XP (Experience)	Maximum Skill Ranks (Optional) Class	Maximum Skill Ranks (Optional) Cross-Class	Feats
1	0	4	2	+1
2	1,000	5	2	-
3	3,000	6	3	+1
4	6,000	7	3	-
5	10,000	8	4	-
6	15,000	9	4	+1
7	21,000	10	5	-
8	28,000	11	5	-
9	36,000	12	6	+1
10	45,000	13	6	-
11	55,000	14	7	-
12	66,000	15	7	+1
13	78,000	16	8	-
14	91,000	17	8	-
15	105,000	18	9	+1
16	120,000	19	9	-
17	136,000	20	10	-
18	153,000	21	10	+1
19	171,000	22	11	-
20	190,000	23	11	-

Adventurer

Abandoned ruins, secured locations, and tales of lost or hard-to-get treasure are like a siren's call for the Adventurer, whose penchant for getting into trouble gives him or her endless opportunities to develop potential that would otherwise remain untapped. Adventurers are a varied lot, as likely to find themselves exchanging witticisms in a social gathering as they are to swing from a dangling chain in a crumbling tomb. Depending on their personal preferences, they can specialize in particular areas, but one thing will always remain true: wherever they are, they can expect to run into trouble … even if they are not actively seeking it out.

Characteristics

Adventurers are flexibility personified. With no particular feature to distinguish them, they have the freedom to become whatever they want to be. They are not particularly strong or innately talented, but they make up for it with dedication and courage. They can learn any trade they want and become increasingly better at it as they grow in experience. During their adventures, they discover many things about themselves and can awaken abilities that lay dormant until then, surprising friends and foes alike with each new development. They have few limits except those that they set for themselves.

Hit Dice and Ability Scores

The Adventurer uses d4 Hit Dice.
Any Ability can be useful to the Adventurer — the "classless" class of Anime d20. The most important Ability depends on the character concept.

Class Skills and Skill Points

All non-combat Skills are class Skills for the Adventurer.

- **Skill Points at 1st Level**
  - o (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - Q 4 + Int modifier

Special Note

The power level of an Adventurer is lower than that for all other classes (6% fewer Character Points over 20 Levels), but the Adventurer's unrestricted gain of 5 Character Points each Level provides the greatest degree of flexibility. Consequently, the Adventurer class balances well with other classes.

Adventurer Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+0	+5 Character Points
2	+1	+0	+0	+0	+5 Character Points
3	+1	+1	+1	+1	+5 Character Points
4	+2	+1	+1	+1	+5 Character Points
5	+2	+1	+1	+1	+5 Character Points
6	+3	+2	+2	+2	+5 Character Points
7	+3	+2	+2	+2	+5 Character Points
8	+4	+2	+2	+2	+5 Character Points
9	+4	+3	+3	+3	+5 Character Points
10	+5	+3	+3	+3	+5 Character Points
11	+5	+3	+3	+3	+5 Character Points
12	+6/+1	+4	+4	+4	+5 Character Points
13	+6/+1	+4	+4	+4	+5 Character Points
14	+7/+2	+4	+4	+4	+5 Character Points
15	+7/+2	+5	+5	+5	+5 Character Points
16	+8/+3	+5	+5	+5	+5 Character Points
17	+8/+3	+5	+5	+5	+5 Character Points
18	+9/+4	+6	+6	+6	+5 Character Points
19	+9/+4	+6	+6	+6	+5 Character Points
20	+10/+5	+6	+6	+6	+5 Character Points

Archer

Though not as sturdy as melee warriors, the Archer is still a force to be reckoned with. The Archer specializes in ranged combat, and can deliver deadly attacks with the bow. Often cool and composed in combat, this marksman has very little difficulty maintaining self-control, for his weapon requires discipline and focus to use effectively. While many disdain the Archer's aversion to close combat, few can argue the strategic value of skilled distance fighters.

Characteristics

Archers' primary advantage is their ability to deal immense damage from afar. They are usually fast enough to stay out of reach and nimble enough to be difficult to strike, even when cornered. The keen-sighted Archers aren't the best choice for toe-to-toe brawls, but their sure aim can be invaluable in any combat encounter.

Class Bonus Feats

Choose one of the following when entitled to an Archer bonus feat: Accuracy, Armour Proficiency (Light), Blind Shoot, Block Ranged Attacks, Far Shot, Improved Initiative, One Shot Left, Rapid Shot, Steady Hand. Alternatively, Defence Combat Mastery or Personal Gear may be taken.

Hit Dice and Ability Scores

The Archer uses d8 Hit Dice. Archers often prize high Dexterity for evading attacks. A high Wisdom score would also prove useful for spotting hidden opponents.

Class Skills and Skill Points

The Archer's class Skills (and the Key Ability for each) are: Balance (Dex), Climb (Str), Concentration (Con), Controlled Breathing (Con), Gamble (Wis), Gather Information (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Read Lips (Int), Search (Int), Speak Languages (Int), Sports (Str, Dex, or Con), Spot (Wis), Archery, Ranged Defence.

- **Skill Points at 1st Level**
  - (4 + Int modifier) x 4
- **Skill Points at Each Additional Level**
  - 4 + Int modifier

Variant: Sharpshooter

In contemporary or futuristic settings, the Archer class can instead become the Sharpshooter, representing a character with advanced skill with firearms or similar weaponry. Replace the Archery Combat Skill with Gun Combat and the Massive Damage (Archery) Attribute with Massive Damage (Guns).

Archer Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+0	+0	Point Blank Shot Feat
2	+2	+3	+0	+0	Bonus Feat, Heightened Senses +1
3	+3	+3	+1	+1	Massive Damage (Archery) +1
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+2	+2	Massive Damage (Archery) +1
6	+6/+1	+5	+2	+2	Bonus Feat, Defence Combat Mastery +1
7	+7/+2	+5	+3	+3	+2 Character Points
8	+8/+3	+6	+3	+3	Heightened Awareness +1, Massive Damage (Archery) +1
9	+9/+4	+6	+4	+4	Bonus Feat
10	+10/+5	+7	+4	+4	Attack Combat Mastery +1
11	+11/+6/+1	+7	+5	+5	Speed +1
12	+12/+7/+2	+8	+5	+5	Jumping +1, +2 Character Points
13	+13/+8/+3	+8	+6	+6	Massive Damage (Archery) +1
14	+14/+9/+4	+9	+6	+6	+3 Character Points
15	+15/+10/+5	+9	+7	+7	Heightened Awareness +1, Heightened Senses +1
16	+16/+11/+6/+1	+10	+7	+7	Jumping +1, Defence Combat Mastery +1
17	+17/+12/+7/+2	+10	+8	+8	Massive Damage (Archery) +1
18	+18/+13/+8/+3	+11	+8	+8	Divine Relationship +1, +2 Character Points
19	+19/+14/+9/+4	+11	+9	+9	+2 Character Points
20	+20/+15/+10/+5	+12	+9	+9	+3 Character Points

Black Mage

Born with a knack for mystic arts and the elements, the Black Mage is widely feared and respected, for her talents lie in vicious, devastating magics. Few can match an experienced Black Mage in raw destructive force. Often focusing on elemental spells, she is often found in the midst of battle, just behind the warriors, raining eldritch destruction on the enemy. Fire, lightning, ice, and even water may be the terrible instruments of the Black Mage's wrath.

Characteristics

Black Mages are capable offensive spellcasters, able to lay waste to large groups of opponents. Most are trained to channel the elements in a particularly vicious fashion. While many can seem alien, aloof, or standoffish, this is often more a result of others' perception of their talents than aspects of their personalities. Black Mages are feared in many settings, as their magic, black magic, almost exclusively employs destructive forces. As a result, they are, by default given a certain degree of respect, as well as a wide berth.

Hit Dice and Ability Scores

The Black Mage uses d4 Hit Dice.

The Black Mage's reliance on offensive magic makes a high Intelligence score invaluable. Also, since the Black Mage is often found in the thick of battle, high Dexterity and Constitution scores may also prove useful, to aid in both evading and surviving blows on the battlefield.

Class Skills and Skill Points

The Black Mage's class Skills (and the key Ability for each) are: Concentration (Con), Decipher Script (Int), Intimidate (Cha), Investigate (Int), Knowledge: Arcane (Int), Knowledge: Military Sciences (Int), Knowledge: Occult (Int), Profession (Wis), Research (Int), Speak Languages (Int), Spot (Int), Special Ranged Attack.

- **Skill Points at 1st Level**
  - (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 4 + Int modifier

Black Mage Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Magic +1, Personal Gear +1
2	+1	+0	+3	+0	Art of Distraction +1, Energy Bonus +1
3	+1	+0	+3	+0	Energy Bonus +1, Magic +1, Mind Shield +1
4	+2	+1	+4	+1	Massive Damage (Magic Attack) +1
5	+2	+1	+4	+1	Item of Power +1, Magic +1
6	+3	+1	+5	+1	Massive Damage (Magic Attack) +1, Personal Gear +1
7	+3	+2	+5	+2	+2 Character Points, Magic +1
8	+4	+2	+6	+2	Item of Power +1
9	+4	+2	+6	+2	Energy Bonus +1. Magic +1, Mind Shield +1
10	+5	+3	+7	+3	Massive Damage (Magic Attack) +1
11	+5	+3	+7	+3	Item of Power +1, Magic +1
12	+6/+1	+3	+8	+3	Divine Relationship +1, Energy Bonus +1
13	+6/+1	+4	+8	+4	Magic +1, Massive Damage (Magic Attack) +1
14	+7/+2	+4	+9	+4	Item of Power +1
15	+7/+2	+4	+9	+4	+3 Character Points, Art of Distraction +1, Magic +1
16	+8/+3	+5	+10	+5	Massive Damage (Magic Attack) +1
17	+8/+3	+5	+10	+5	+4 Character Points, Magic +1
18	+9/+4	+5	+11	+5	+1 Character Point, Energy Bonus +1
19	+9/+4	+6	+11	+6	+6 Character Points
20	+10/+5	+6	+12	+6	+4 Character Points

Chemist

The Chemist is, first and foremost, an inventor. Through combined sciences of chemistry and alchemy, she may create a wide variety of substances capable of doing anything from healing the sick or the wounded to restoring sight to the blind. Chemists are often seen as weak and cowardly, for their lack of martial training prompts them to avoid violence and combat like the plague. An angry Chemist, though, is indeed a thing to fear, capable of concocting a number of debilitating and often fatal mixtures.

Characteristics

Chemists often function as healers and caretakers, and their sharp minds, practiced in abstract sciences, are typically capable of figuring out complex mechanical devices, as well. Their alchemical knowledge proves invaluable on battlefields, as well as in hospitals. They are almost always carrying numerous potions, elixirs, and similar elements of their own design. Chemists' Chemical Genius Attribute functions just like Mechanical Genius, only involving alchemical formulae.

Hit Dice and Ability Scores

The Chemist uses d6 Hit Dice.
The Chemist often benefits from a high Intelligence score, which aids them in their potion creation. Wisdom is also a potentially useful ability.

Class Skills and Skill Points

The Chemist's class Skills (and the key Ability for each) are: Craft: Potions/Elixirs (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Knowledge: Biological Sciences (Int), Knowledge: Physical Sciences (Int), Medical (Wis), Poisons (Int), Profession (Wis), Research (Int), Search (Int), Speak Languages (Int), Spot (Wis), Gun Combat, Thrown Weapons.

- **Skill Points at 1ˢᵗ Level**
  - (6 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 6 + Int modifier

Chemist Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	Chemical Genius +1, Divine Relationship +1, Personal Gear +1
2	+1	+1	+1	+3	+4 Craft Skill
3	+1	+1	+1	+3	Item of Power +1, Mind Shield +1, Personal Gear +1
4	+2	+1	+1	+4	+2 Intelligence, Personal Gear +1
5	+2	+2	+2	+4	Divine Relationship +1, Item of Power +1
6	+3	+2	+2	+5	Item of Power (easy to lose) +1
7	+3	+2	+2	+5	Chemical Genius +1, Divine Relationship +1, Item of Power +1
8	+4	+3	+3	+6	Special Defence +1
9	+4	+3	+3	+6	Item of Power +1, Item of Power (easy to lose) +1
10	+5	+3	+3	+7	+2 Intelligence, Damn Healthy! +1
11	+5	+4	+4	+7	Chemical Genius +1, Divine Relationship +1, Personal Gear +1
12	+6/+1	+4	+4	+8	+3 Character Points
13	+6/+1	+4	+4	+8	+3 Character Points, Item of Power +1
14	+7/+2	+5	+5	+9	Divine Relationship +1
15	+7/+2	+5	+5	+9	+2 Character Points, Chemical Genius +1, Personal Gear +1, Special Defence +1
16	+8/+3	+5	+5	+10	+1 Character Point, Damn Healthy! +1
17	+8/+3	+6	+6	+10	+1 Character Point, Item of Power +1
18	+9/+4	+6	+6	+11	+3 Character Points
19	+9/+4	+6	+6	+11	+7 Character Points
20	+10/+5	+7	+7	+12	+1 Character Point

Engineer

The Engineer is a highly skilled craftsman with an almost supernatural bond with technology. He uses his scientific knowledge and ingenuity to craft wonders. Although he most likely devotes the majority of his time to his work, his skill with machines generally extends to their use as well, and a well-equipped Engineer can be a powerful enemy indeed.

Characteristics

Engineers are often every bit as much "doers" as they are thinkers. Many moonlight as explorers and adventurers, seeking relics and designs of ancient civilizations. Some sell their expertise to military powers, providing such organizations with a substantial edge in return for the means to continue their experiments. Many Engineers eventually create mechanical servants or companions, either to ease the loneliness of their existence or (more likely) to help with the manual labor.

Class Bonus Feats

Choose one of the following when entitled to an Engineer bonus feat: Armour Proficiency (Heavy, Light, and Medium; each purchased separately), Concealment, Judge Opponent, One Shot Left, Portable Armoury, Weapons Encyclopaedia. Alternatively, Defence Combat Mastery may be taken.

Hit Dice and Ability Scores

The Engineer uses d6 Hit Dice.
The Engineer's best weapon is usually his Intelligence, which is important for many of his skills. High Dexterity scores are also useful for fine control during experiments, as well as for leaping for cover when things go wrong.

Class Skills and Skill Points

The Engineer's class Skills (and the Key Ability for each) are: Decipher Script (Int), Demolitions (Int), Disable Device (Int)), Drive (Dex or Int), Knowledge: Electronics (Int), Knowledge: Mechanics (Int), Knowledge: Physical Sciences (Int), Profession (Wis), Repair (Int), Research (Int), Speak Languages (Int), Gun Combat, Ranged Defence.

- **Skill Points at 1st Level**
    - (6 + Int modifier) x 4
- **Skill Points at Each Additional Level**
    - 6 + Int modifier

Engineer Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	Knowledge: Mechanics Skill Ranks +4, Mechanical Genius +1, Personal Gear +1
2	+1	+0	+0	+3	Bonus Feat, Special Defence +1
3	+1	+1	+1	+3	+2 Intelligence, Item of Power +1
4	+2	+1	+1	+4	Divine Relationship +1, Mechanical Genius +1
5	+2	+1	+1	+4	Item of Power +1, Wealth +1
6	+3	+2	+2	+5	Special Defence +1
7	+3	+2	+2	+5	Personal Gear +1, Mechanical Genius +1, Wealth +1
8	+4	+2	+2	+6	Bonus Feat, Divine Relationship +1
9	+4	+3	+3	+6	Servant (Replaceable) +1
10	+5	+3	+3	+7	+3 Character Points
11	+5	+3	+3	+7	Item of Power +1, Mechanical Genius +1, Special Defence +1
12	+6/+1	+4	+4	+8	+1 Character Point
13	+6/+1	+4	+4	+8	Personal Gear +1, Servant (Replaceable) +1
14	+7/+2	+4	+4	+9	Bonus Feat, Divine Relationship +1
15	+7/+2	+5	+5	+9	+2 Intelligence, Item of Power +1
16	+8/+3	+5	+5	+10	Wealth +1
17	+8/+3	+5	+5	+10	Mechanical Genius +1, Servant (Replaceable) +1
18	+9/+4	+6	+6	+11	Divine Relationship +1
19	+9/+4	+6	+6	+11	Personal Gear +1, Servant (Replaceable) +1
20	+10/+5	+6	+6	+12	+2 Intelligence, Bonus Feat

Geomancer

The Geomancer shares a link to nature that most will never understand. She can feel the land, the air, and the very life around her. The Geomancer shapes this life, the substance of nature to suit her desires, and her style of magic is distinctly different from that of others. A Geomancer could cause a freezing wind to blow hard enough to knock a man down, or she could command the grass at an opponent's feet to suddenly grow into barbed tendrils that enwrap and asphyxiate him. Most Geomancers may only direct ambient natural forces, and may not create them from nothing, but some suffer no such limitation.

Characteristics

Geomancers are often very conscious of their bond with nature. They tend to support causes that preserve natural environments. Eventually, they learn to draw strength from this bond, empowering their attacks with the spirit of the Earth. Although they are fair combatants, the real strength of the Geomancers is their ability to manipulate and communicate with nature. This power is somewhat different from traditional magic, which alters reality.

As a result, Geomancers are often wild cards, unpredictable in capability and motive.

Hit Dice and Ability Scores

The Geomancer uses d6 Hit Dice. A high Wisdom score is often an asset to Geomancer characters. Geomancers are frequently either extremely tough or ruggedly alluring (or both), resulting in high Constitution or Charisma scores.

Class Skills and Skill Points

The Geomancer's class Skills (and the key Ability for each) are: Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge: Biological Sciences (Int), Knowledge: Nature (Int), Listen (Wis), Medical (Wis), Ride (Dex), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Survival (Wis), Swim (Str), Wilderness Tracking (Wis), Melee Attack, Melee Defence, Special Ranged Attack.

- **Skill Points at 1st Level**
  o (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  o 4 + Int Modifier

Geomancer Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	Environmental Control +1, Special Attack +1
2	+1	+0	+0	+3	Adaptation +1, Sixth Sense (Nature) +1, Telekinesis (Element) +1
3	+2	+1	+1	+3	Environmental Control +1, Special Movement +1
4	+3	+1	+1	+4	Special Attack +1
5	+3	+1	+1	+4	Massive Damage +1, Telekinesis (Element) +1
6	+4	+2	+2	+5	Adaptation +1, Special Movement +1
7	+5	+2	+2	+5	Special Attack +1
8	+6/+1	+2	+2	+6	Item of Power +1
9	+6/+1	+3	+3	+6	Massive Damage +1
10	+7/+2	+3	+3	+7	Special Attack +1
11	+8/+3	+3	+3	+7	Item of Power +1
12	+9/+4	+4	+4	+8	Adaptation +1, Special Movement +1
13	+9/+4	+4	+4	+8	+3 Character Points, Special Attack +1
14	+10/+5	+4	+4	+9	Adaptation +1, Special Movement +1, Telekinesis (Element) +1
15	+11/+6/+1	+5	+5	+9	+2 Character Points
16	+12/+7/+2	+5	+5	+10	Special Attack +1
17	+12/+7/+2	+5	+5	+10	+2 Character Points, Massive Damage +1
18	+13/+8/+3	+6	+6	+11	Telekinesis (Element) +1
19	+14/+9/+4	+6	+6	+11	Special Attack +1
20	+15/+10/+5	+6	+6	+12	+4 Character Points

Knight

The Knight is a peerless warrior commonly found on the front lines of battle. He often wears heavy armour and wields a blade, though he is quite deadly with any weapon and often sturdy enough to survive the fiercest combat unarmoured. The Knight often follows a Code, set by a knightly order or one or more superiors. A Knight in service to a goodly king may be required to uphold the law of the land and defend its people from tyranny, while a Knight under an evil ruler may have no behavioural restrictions save to obey his master.

Characteristics

Knights are the epitome of the trained fighter. They tend to rely on a particular weapon, often an ancestral heirloom, in battle. While this class requires only proper martial training, the best Knights tend to be honourable, selfless, and courteous. Many experienced Knights possess a wealth of knowledge pertaining to battle strategy that makes them ideal leaders in combat situations. Other characters tend to be drawn to these individuals, and many Knights take on one or more followers hoping to learn the ways of chivalry or war.

Class Bonus Feats

Choose one of the following when entitled to a Knight bonus feat: Armour Proficiency (Heavy, Light, and Medium; each purchased separately), Block Ranged Attacks, Cleave, Deflection, Endurance, Great Cleave, Mounted Combat, Power Attack. Alternatively, Defence Combat Mastery or Personal Gear may be chosen.

Hit Dice and Ability Scores

The Knight uses d10 Hit Dice.

The Knight's focus on martial combat makes high Strength and Constitution scores common. Dexterity is also nominally important for avoiding incoming blows.

Class Skills and Skill Points

The Knight's class Skills (and the key Ability for each) are: Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge: Cultural Arts (Int), Knowledge: Law (Int), Knowledge: Military Sciences (Int), Knowledge: Religion (Int), Ride (Dex), Speak Languages (Int), Melee Attack, Melee Defence, Ranged Defence, Unarmed Defence.

- **Skill Points at 1st Level**
   o   (2 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
   o   (2 + Int Modifier)

Knight Level Progression
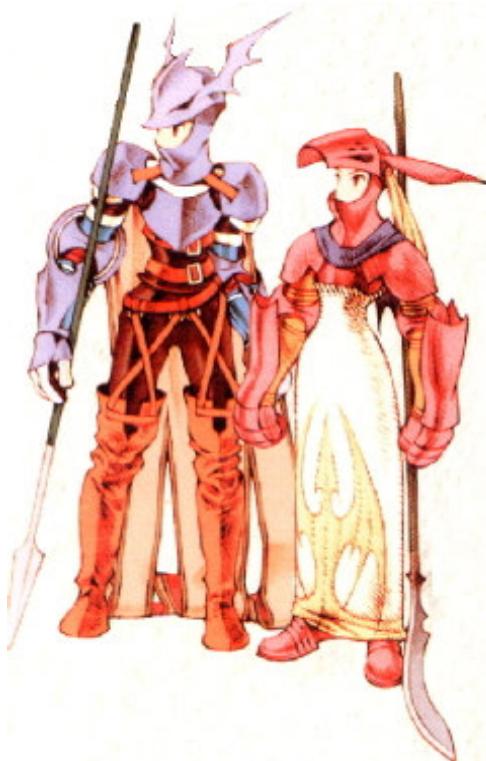
Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Personal gear +1
2	+2	+0	+0	+3	Bonus Feat, Divine Relationship +1
3	+3	+1	+1	+3	Bonus Feat
4	+4	+1	+1	+4	+2 Strength, Personal Gear +1
5	+5	+1	+1	+4	Special Attack +1
6	+6/+1	+2	+2	+5	Aura of Command +1
7	+7/+2	+2	+2	+5	Special Attack +1
8	+8/+3	+2	+2	+6	Aura of Command +1, Defence Combat Mastery +1
9	+9/+4	+3	+3	+6	Bonus Feat
10	+10/+5	+3	+3	+7	Extra Defences +1
11	+11/+6/+1	+3	+3	+7	Special Attack +1
12	+12/+7/+2	+4	+4	+8	Bonus Feat
13	+13/+8/+3	+4	+4	+8	Special Attack +1
14	+14/+9/+4	+4	+4	+9	+2 Constitution, Defence Combat Mastery +1
15	+15/+9/+5	+5	+5	+9	Bonus Feat
16	+16/+10/+6/+1	+5	+5	+10	Aura of Command +1, Personal Gear +1
17	+17/+11/+7/+2	+5	+5	+10	Special Attack +1
18	+18/+12/+8/+3	+6	+6	+11	Power Defence +1
19	+19/+13/+9/+4	+6	+6	+11	Special Attack +1
20	+20/+14/+10/+5	+6	+6	+12	Item of Power +1

Lancer (Dragoon)

The Lancer (sometimes called a Dragoon), much like the Knight, is an armoured warrior. Unlike the Knight, however, the Lancer specializes in aerial combat. The Lancer, in mimicking the ways of dragons, has attained a level of mastery over his body that allows him to leap distances that are impossible for most. An experienced Lancer might hone this supernatural jumping capability into a form of rudimentary flight. His aerial combat skills make the Lancer a prized ace in the hole for many armies.

Characteristics

Lancers focus a great deal on manoeuvrability, and they tend to be extremely agile warriors, despite any heavy armour they might wear. Lancers are essentially fighters, though their talents are somewhat more specialized, and thus, more prized, than those possessed by conventional warriors. These special talents make many Lancers extremely self-assured, and they tend to develop friendly, yet long-standing rivalries with other fighters, particularly knights, with whom they have much in common.

Class Bonus Feats

Choose one of the following when entitled to a Lancer bonus feat: Armour Proficiency (Heavy, Light, and Medium; purchased separately), Power Attack. Alternatively, Defence Combat Mastery or Personal Gear may be chosen.

Hit Dice and Ability Scores

The Lancer uses d10 Hit Dice.
For a Lancer, Dexterity and Strength are the most important ability scores, but many posses a certain quality of nobility reflected by a high Charisma as well.

Class Skills and Skill Points

The Lancer's class Skills (and the key Ability for each) are: Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge: Law (Int), Knowledge: Military Sciences (Int), Navigate (Int), Ride (Dex), Search (Int), Speak Languages (Int), Spot (Wis), Survival (Wis), Melee Attack, Melee Defence, Ranged Defence.

- **Skill Points at 1ˢᵗ Level**
  - (2 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 2 + Int Modifier

Lancer Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+0	+0	Jumping +1, Special Movement +1
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Jumping +1, Personal Gear +1
4	+4	+4	+1	+1	Bonus Feat, Special Movement +1
5	+5	+4	+1	+1	Special Attack +1
6	+6/+1	+5	+2	+2	Jumping +1
7	+7/+2	+5	+2	+2	Bonus Feat, Massive Damage (Polearm) +1
8	+8/+3	+6	+2	+2	Damn Healthy! +1, Rejuvenation +1
9	+9/+4	+6	+3	+3	Jumping +1, Special Movement +1
10	+10/+5	+7	+3	+3	Massive Damage (Polearm) +1
11	+11/+6/+1	+7	+3	+3	Special Attack +1
12	+12/+7/+2	+8	+4	+4	Jumping +1
13	+13/+8/+3	+8	+4	+4	Item of Power +1
14	+14/+9/+4	+9	+4	+4	Special Attack +1
15	+15/+10/+5	+9	+5	+5	Jumping +1, Special Defence +1
16	+16/+11/+6/+1	+10	+5	+5	+3 Character Points
17	+17/+12/+7/+2	+10	+5	+5	Special Attack +1
18	+18/+13/+8/+3	+11	+6	+6	Jumping +1
19	+19/+14/+9/+4	+11	+6	+6	+4 Character Points
20	+20/+15/+10/+5	+12	+6	+6	+3 Character Points

Martial Artist (Monk)

The Martial Artist is a warrior dedicated to physical and spiritual perfection. Her rigorous training has forged her body and mind into deadly weapons. She can easily crush an opponent with her bare hands, though she is quite possibly just as capable of deep philosophical insights or the beautiful recitation of epic poetry. The Martial Artist struggles to balance the needs of the body with those of the spirit, and though the demands are great, the benefits are greater.

Characteristics

Martial Artists are versatile combatants, often employed in armies and military units due to their inexpensiveness. Martial Artists' weapons and armour requirements are fairly minimal, as their training makes little use of either. Martial arts techniques often produce pseudo-mystical effects, and with them, Martial Artists can heal the wounded, strike at blurring speed, and even project *ki* blasts. Though they are skilled fighters, Martial Artists rarely take an interest in such things as political manoeuvring or battle tactics. Nonetheless, most allies admire the dedication, skill, and restraint shown by serious Martial Artists.

Class Bonus Feats

Choose one of the following when entitled to a Martial Artist bonus feat: Advanced Combat Martial Arts, Blind-Fight, Brawl, Combat Martial Arts, Improved Brawl, Improved Initiative, Improved Knockout Punch, Improved Trip, Iron Will, Judge Opponent, Knockout Punch, Streetfighting, Stunning Fist. Alternatively, Defence Combat Mastery may be chosen.

Hit Dice and Ability Scores

The Martial Artist uses d8 Hit Dice.

Martial Artists vary in their choice of primary physical Abilities. Some favour Strength, some Dexterity, and others Constitution. Usually, though, whatever their primary physical Ability, Wisdom is often the next important score, serving to temper physical power with a measure of alertness, enlightenment, or common sense.

Class Skills and Skill Points

The Martial Artist's class Skills (and the key Ability for each) are: Balance (Dex), Climb (Str), Concentration (Con), Controlled Breathing (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge: Cultural Arts (Int), Listen (Wis), Move Silently (Dex), Powerlifting (Str), Search (Int), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Tumble (Dex), Melee Defence, Special Ranged Attack, Unarmed Attack, Unarmed Defence.

- **Skill Points at 1st Level**
  - (2 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 2 + Int Modifier

Monk Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+1	+1	+1	Bonus Feat, Massive Damage (Unarmed Strikes) +1
2	+1	+2	+1	+2	Bonus Feat, Special Defence +1
3	+2	+2	+2	+2	Bonus Feat, Jumping +1
4	+3	+3	+2	+3	Extra Defences +1
5	+4	+3	+2	+3	Healing +1
6	+5	+4	+3	+4	Bonus Feat
7	+6/+1	+4	+3	+4	Special Attack +1
8	+7/+2	+5	+3	+5	Heightened Awareness +1, Sixth Sense +1
9	+8/+3	+5	+4	+5	Special Attack +1
10	+9/+4	+6	+4	+6	Bonus Feat, Power Defence +1
11	+10/+5	+6	+4	+6	Regeneration +1
12	+11/+6/+1	+7	+5	+7	Massive Damage (Unarmed Strikes) +1
13	+12/+7/+2	+7	+5	+7	Special Attack +1
14	+13/+8/+3	+8	+5	+8	+3 Character Points
15	+14/+9/+4	+8	+6	+8	+3 Character Points
16	+15/+10/+5	+9	+6	+9	+2 Character Points, Special Defence +1
17	+16/+11/+6/+1	+9	+6	+9	Healing +1
18	+17/+12/+7/+2	+10	+7	+10	Special Movement +1
19	+18/+13/+8/+3	+10	+7	+10	Special Attack +1
20	+19/+14/+9/+4	+11	+7	+11	+3 Character Points

Mediator

The Mediator has an almost supernatural ability to convince anyone of just about anything. The sound of her voice is often enough to calm the most bloodthirsty foe. A skilled Mediator can even speak with beasts.

This prized negotiator can be found almost anywhere, working the political scene in order to achieve her goals. Though she is not one for war or battlefields, using her talent with the spoken word, this character can be as potent as any swordsman.

Characteristics

Mediators are expert diplomats, hagglers, negotiators, and seducers all rolled into one. A Mediator is every bit as likely to be a street-level con artist as she is to be a royal councillor or queen. Mediators tend to be trusted a great deal, whether or not they do anything to deserve it. Over the course of their travels, they often pick up a number of useful servants, followers, sycophants, and hangers-on. These individuals typically possess skills the Mediators themselves lack and are used to accomplish things Mediators cannot do on their own.

Hit Dice and Ability Scores

The Mediator uses d6 Hit Dice. Charisma is the most important ability score for the Mediator, though those who lack the Wisdom to discern appropriate courses of action rarely last long.

Class Skills and Skill Points

The Mediator's class Skills (and the key Ability for each) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge: Cultural Arts (Int), Knowledge: Domestic Arts (Int), Knowledge: Foreign Culture (Int), Knowledge: Social Sciences (Int), Knowledge: Streetwise (Int), Perform (Cha), Power Usage (Wis), Profession (Wis), Research (Int), Seduction (Cha), Sense Motive (Wis), Speak Languages (Int), Gun Combat.

- **Skill Points at 1st Level**
  - (6 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 6 + Int modifier

Mediator Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	+4 Diplomacy Skill Ranks, Art of Distraction +1, Aura of Command +1, Personal Gear +1
2	+1	+0	+3	+0	Art of Distraction +1, Flunkies (Combatant) +1
3	+1	+1	+3	+1	Servant (Replaceable) +1
4	+2	+1	+4	+1	Animal Friendship +1, Personal Gear +1
5	+2	+1	+4	+1	Personal Gear +1, Servant (Replaceable) +1
6	+3	+2	+5	+2	Art of Distraction +1
7	+3	+2	+5	+2	Flunkies (Combatant) +1, Personal Gear +1, Wealth +1
8	+4	+2	+6	+2	+2 Charisma, +4 Bluff Skill Ranks, Animal Friendship +1
9	+4	+3	+6	+3	Servant (Replaceable) +1
10	+5	+3	+7	+3	Aura of Command +1, Personal Gear +1
11	+5	+3	+7	+3	+2 Charisma, Flunkies (Combatant) +1, Item of Power +1
12	+6/+1	+4	+8	+4	Aura of Command +1
13	+6/+1	+4	+8	+4	Flunkies +1, Servant (Replaceable) +1
14	+7/+2	+4	+9	+4	Art of Distraction +1, Personal Gear +1
15	+7/+2	+5	+9	+5	Servant (Replaceable) +1
16	+8/+3	+5	+10	+5	+2 Character Points, Animal Friendship +1, Aura of Command +1
17	+8/+3	+5	+10	+5	Divine Relationship +1, Mind Control +1
18	+9/+4	+6	+11	+6	+1 Character Point
19	+9/+4	+6	+11	+6	Aura of Command +1, Mind Control +1
20	+10/+5	+6	+12	+6	+3 Character Points

Mime

Few can match the Mime in sheer versatility. With but a moment of observation she can do anything her allies (or her opponents) can do. The Mime is often a master of disguise, and she can be an effective spy. Although most of her abilities are derived from mimicking the actions of others, the Mime may eventually be able to internalize certain talents, taking them on permanently. An experienced Mime may be just as skilled a marksman as a veteran archer!

Characteristics

Mimes are copycats with a talent for mimicking any actions they witness, a fact that many others resent. Where a Knight may have to train day and night at swordplay to maintain her edge, a Mime can be just as efficient by simply watching for a little while. Mimes tend to place very little value on formal training of any sort. They instead favour taking on abilities as needed, then discarding them later. Mimes are incredibly talented and typically have a little ability at a large number of skills, though in order to perform particularly involved tasks, they often need to see a true master in action. Despite the resentment they face, Mimes tend to be very social, staying very close to particular allies (or enemies!), watching and learning.

Hit Dice and Ability Scores

The Mime uses d6 Hit Dice.

The Mime's ability to ape the actions, talents, and abilities of others necessitates a certain powerful strength of character on her part, in order to maintain her sanity. As a result, Charisma is an important ability score, although Intelligence is also useful for a wide variety of Skills.

Class Skills and Skill Points

All non-combat Skills are class Skills for the Mime.

- **Skill Points at 1st Level**
  - (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 4 + Int modifier

Variant: Blue Mage

The Blue Mage is similar to the Mime, save that he uses magic to replicate the powers of the creatures he faces. The Blue Mage functions identically to the Mime, but for the following exceptions. Instead of the Mimic Attribute, the Blue Mage receives Magic +1 and alternately Energy Bonus +1 or an additional +1 bonus to all saving throws (i.e. the character receives Energy Bonus the first Mimic Rank, the saving throw bonus the second, Energy Bonus the third, and so on.). Blue Mage Magic Points are generally used to purchase Mimic Ranks and, more often, Attributes and Special Attacks the character has witnessed in action.

Mime Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+0	Mimic (Single) +1
2	+1	+1	+1	+1	Personal Gear +1
3	+1	+1	+1	+1	+5 Character Points, Art of Distraction +1, Special Defence +1
4	+2	+2	+2	+2	Defence Combat Mastery +1
5	+2	+2	+2	+2	Mimic (Single) +1
6	+3	+3	+3	+3	Personal Gear +1
7	+3	+3	+3	+3	Energy Bonus +1, Item of Power +1
8	+4	+4	+4	+4	+2 Character Points
9	+4	+4	+4	+4	Mimic (Single) +1
10	+5	+5	+5	+5	Personal Gear +1
11	+5	+5	+5	+5	Extra Defences +1, Item of Power +1
12	+6/+1	+6	+6	+6	+2 Character Points
13	+6/+1	+6	+6	+6	Mimic (Single) +1
14	+7/+2	+7	+7	+7	+2 Character Points
15	+7/+2	+7	+7	+7	Extra Defences +1, Item of Power +1
16	+8/+3	+8	+8	+8	+2 Character Points
17	+8/+3	+8	+8	+8	Mimic (Single) +1
18	+9/+4	+9	+9	+9	+2 Character Points
19	+9/+4	+9	+9	+9	Mimic (Single) +1
20	+10/+5	+10	+10	10	+2 Character Points

Ninja

The Ninja is a shadow. She is trained to kill with speed and stealth, usually from afar. An expert infiltrator, spy, and poisoner, the Ninja is capable of penetrating the most secure locations in pursuit of her quarry, whether that quarry is a person, creature, or valuable piece of information. Her stealth and skill with thrown weapons make her extremely dangerous. She is easily capable of incapacitating or slaying a mark before he even knows she is there.

Characteristics

Ninja are typically fast and skilled combatants. Their uncanny ability to remain undetected slowly evolves into a supernatural form of invisibility. Although not as efficient in direct combat as some, Ninja are trained to strike at vulnerable areas, which makes them particularly lethal when attacking opponents unaware of their presence. Ninja are expert marksmen with an emphasis on throwing weapons. Many can hurl common items, such as books, stones, or gold pieces, to deadly effect.

Class Bonus Feats

Choose one of the following when entitled to a Ninja bonus feat: Accuracy, Blind-Fight, Blind-Shoot, Concealment, Improved Initiative, Sneak Attack, Two-Weapon Fighting. Alternatively, Defence Combat Mastery or Massive Damage (Thrown) may be chosen.

Hit Dice and Ability Scores

The Ninja uses d6 Hit Dice.
The need for coordination makes Dexterity the prime Ability for the Ninja. Accuracy and agility are often important to Ninja.

Class Skills and Skill Points

The Ninja's class Skills (and the key Ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Controlled Breathing (Con), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge: Streetwise (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Poisons (Int), Read Lips (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Languages (Int), Spot (Wis), Tumble (Dex), Use Rope (Dex), Melee Attack, Ranged Defence, Thrown Weapons, Unarmed Attack.

- **Skill Points at 1st Level**
  o (6 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  o 6 + Int modifier

Ninja Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+0	+0	Bonus Feat
2	+2	+3	+0	+0	Personal Gear +1, Special Movement +1
3	+3	+3	+1	+1	Massive Damage (Thrown) +1
4	+3	+4	+1	+1	Bonus Feat, Extra Defences +1, Jumping +1
5	+4	+4	+1	+1	Item of Power +1
6	+5	+5	+2	+2	Special Movement +1
7	+6/+1	+5	+2	+2	Bonus Feat
8	+6/+1	+6	+2	+2	Extra Attacks +1
9	+7/+2	+6	+3	+3	Massive Damage (Thrown) +1
10	+8/+3	+7	+3	+3	Invisibility +1
11	+9/+4	+7	+3	+3	Item of Power +1
12	+9/+4	+8	+4	+4	Bonus Feat, Massive Damage (Thrown) +1
13	+10/+5	+8	+4	+4	+2 Character Points, Personal Gear +1
14	+11/+6/+1	+9	+4	+4	Invisibility +1
15	+12/+7/+2	+9	+5	+5	+2 Character Points
16	+12/+7/+2	+10	+5	+5	Extra Defences +1, Jumping +1, Massive Damage (Thrown) +1
17	+13/+8/+3	+10	+5	+5	Item of Power +1
18	+14/+9/+4	+11	+6	+6	Sixth Sense +1
19	+15/+10/+5	+11	+6	+6	Bonus Feat, +2 Character Points
20	+15/10/+5	+12	+6	+6	+6 Character Points

Oracle

Usually, the Oracle prefers contemplation and study to combat or confrontation. He may belong to a cult or religious order, or he may simply be an enlightened philosopher. Regardless, the Oracle is an individual gifted with divine insight and the power to observe and manipulate the human spirit. The Oracle can tap the deepest secrets of the universe and channel them through an individual, enhancing or devolving him completely.

Characteristics

Oracles have the ability to affect profound physical and spiritual changes in targets. Their relationship with the world of the unseen is both wonderful and dangerous. Those uninitiated in the mystic arts often view them with awe or fright. Yet many come to Oracles for wisdom and guidance. Oracles are often found advising leaders or leading groups of dedicated to particular ideologies. Their ability to modify the shapes and abilities of others makes them widely respected allies in almost any situation.

Class Bonus Feats

Choose one of the following when entitled to an Oracle bonus feat: Enlarge Spell, Extend Spell, Heighten Spell, Iron Will, Judge Opponent, Maximise Spell, Silent Spell, Spell Focus, Still Spell. Alternatively, Defence Combat Mastery may be chosen.

Hit Dice and Ability Scores

The Oracle uses d4 Hit Dice.
Most Oracles rely primarily on high Wisdom scores to power their spellcasting, but some instead favour Charisma instead.

Class Skills and Skill Points

The Oracle's class Skills (and the key Ability for each) are: Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Investigate (Int), Knowledge: Arcane (Int), Knowledge: Domestic Arts (Int), Knowledge: Foreign Culture (Int), Knowledge: Occult (Int), Knowledge: Religion (Int), Knowledge: Social Sciences (Int), Medical (Wis), Perform (Cha), Research (Int), Sense Motive (Wis), Speak Languages (Int).

- **Skill Points at 1st Level**
    - (4 + Int Modifier) x4
- **Skill Points at Each Additional Level**
    - 4 + Int modifier

Oracle Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Bonus Feat, Magic +1
2	+1	+0	+2	+0	Bonus Feat, Energy Bonus +1
3	+1	+1	+3	+1	Magic +1, Sixth Sense +1
4	+2	+1	+3	+1	Divine Relationship +1, Personal Gear +1, Sixth Sense (Evil or Good) +1, Spirit Ward +1
5	+2	+1	+4	+1	Heightened Awareness +1, Magic +1, Sixth Sense +1, Spirit Ward +1
6	+3	+2	+4	+2	Bonus Feat, Sixth Sense +1
7	+3	+2	+5	+2	Energy Bonus +1, Magic +1
8	+4	+3	+5	+3	Divine Relationship +1, Mind Shield +1, Special Defence +1
9	+4	+3	+6	+3	+3 Character Points, Magic +1
10	+5	+3	+6	+3	Metamorphosis +1
11	+5	+4	+7	+4	Item of Power +1, Mind Shield +1
12	+6/+1	+4	+7	+4	Metamorphosis +1
13	+6/+1	+5	+8	+5	Aura of Command +1, Energy Bonus +1, Special Movement (Water-Walking) +1
14	+7/+2	+5	+8	+5	Item of Power +1, Spirit Ward +1
15	+7/+2	+5	+9	+5	+4 Character Points, Energy Bonus +1
16	+8/+3	+6	+9	+6	+2 Charisma, Personal Gear +1
17	+8/+3	+6	+10	+6	Bonus Feat, Metamorphosis +1
18	+9/+4	+7	+10	+7	+3 Character Points
19	+9/+4	+7	+11	+7	Exorcism +1, Metamorphosis +1, Power Defence +1
20	+10/+5	+7	+11	+7	+5 Character Points

Samurai

The Samurai is a spiritual warrior, intent on joining body and mind with blade. The Samurai toils to perfect his skills, viewing swordsmanship as something more than mere combat training. To the Samurai, the sword is an extension of its wielder, only as strong as his spirit. Through his spiritual power, the Samurai is capable of truly magnificent swordsmanship. Far more deadly, though, is the Samurai's ability to loose the energies dammed within a particular blade, fortified by his own warrior spirit, to wash over his opponents. Bound by a strong sense of loyalty, most Samurai serve under lords for whom they would willingly die without hesitation.

Characteristics

Samurai are talented fighters whose abilities are focused around one weapon: the katana. Samurai use their katanas to channel mystic energy into amazing effects. Like Knights, Samurai are skilled field leaders and tacticians, though they tend to focus more on their individual special techniques.

Class Bonus Feats

Choose one of the following when entitled to a Samurai bonus feat: Accuracy, Armour Proficiency (Heavy, Light, and Medium; each purchased separately), Cleave, Great Cleave, Improved Initiative, Judge Opponent, Power Attack. Alternatively, Defence Combat Mastery may be chosen.

Hit Dice and Ability Scores

The Samurai uses d8 Hit Dice.

A Samurai must be both quick and powerful in battle, and this fact necessitates reasonably high Strength and Dexterity scores. The code of the Samurai demands a measure of both Wisdom and Charisma.

Class Skills and Skill Points

The Samurai's class Skills (and the key Ability for each) are: Concentration (Con), Controlled Breathing (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge: Cultural Arts (Int), Knowledge: Domestic Arts (Int), Knowledge: Military Sciences (Int), Knowledge: Religion (Int), Knowledge: Social Sciences (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Survival (Wis), Melee Attack, Melee Defence, Special Ranged Attack, Unarmed Defence.

- **Skill Points at 1st Level**
  - (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 4 + Int modifier

Note: Samurai Special Attacks and techniques are generally purchased as with Backlash, Restriction (requires katana), and Unreliable Power (requires a successful Wisdom check) to represent the possibility of "blowing out" their blades. More information can be found in **Chapter 2: Swords and Sorcery**, later.

Samurai Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Personal Gear +1
2	+2	+0	+0	+3	Heightened Awareness +1, Massive Damage (Sword) +1
3	+3	+1	+1	+3	Bonus Feat
4	+4	+1	+1	+4	Aura of Command +1, Special Movement (Water-Walking) +1
5	+5	+1	+1	+4	Special Attack +1
6	+6/+1	+2	+2	+5	Heightened Awareness +1
7	+7/+2	+2	+2	+5	Bonus Feat, Massive Damage (Sword) +1
8	+8/+3	+2	+2	+6	Massive Damage (Sword) +1, Sixth Sense +1
9	+9/+4	+3	+3	+6	Bonus Feat
10	+10/+5	+3	+3	+7	Extra Defences +1
11	+11/+6/+1	+3	+3	+7	Special Attack +1
12	+12/+7/+2	+4	+4	+8	Special Defence +1
13	+13/+8/+3	+4	+4	+8	Special Attack +1
14	+14/+9/+4	+4	+4	+9	Massive Damage (Sword) +1, Power Defence +1
15	+15/+10/+5	+5	+5	+9	+2 Character Points
16	+16/+11/+6/+1	+5	+5	+10	Bonus Feat, Aura of Command +1
17	+17/+12/+7/+2	+5	+5	+10	Special Attack +1
18	+18/+13/+8/+3	+6	+6	+11	Power Defence +1
19	+19/+14/+9/+4	+6	+6	+11	Item of Power +1
20	+20/+15/+10/+5	+6	+6	+12	Extra Defences +1

Summoner

The Summoner, through birth, fate, or charisma, is spiritually bound to certain powerful entities. While the nature of these entities may vary from campaign world to campaign world, it remains true that the Summoner has the ability to summon and direct these powerful creatures to perform certain tasks for him. Whether he needs combat support, healing, protection, or advice, this magician can count on his companions to aid him to the best of their abilities. Though often physically frail, the Summoner is nonetheless majestic and awesome to behold. He is frequently accompanied by one or more of his guardian entities, who may serve him through bonds of blood, friendship, or coercion. However he maintains control of his allies, the Summoner is a mighty force, with not just his own magic behind him, but also that of those who serve him.

Characteristics

Summoners can call up entities capable of amazing magics. Most of their abilities focus on these entities. Many Summoners eventually gain permanent companions that will aid them in any situation. By necessity, Summoners are skilled diplomats and negotiators, and many work in such a capacity for kingdoms and political entities.

Class Bonus Feats

Choose one of the following when entitled to a Summoner bonus feat: Frightful Presence, Quicken Spell, Silent Spell, Still Spell. Alternatively, Defence Combat Mastery may be chosen.

Hit Dice and Ability Scores

The Summoner uses d4 Hit Dice.

The Summoner is often charming or manipulative, possessing a high Charisma score. High Intelligence is also common.

Class Skills and Skill Points

The Summoner's class Skills (and the key Ability for each) are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge: Arcane (Int), Knowledge: Occult (Int), Knowledge: Religion (Int), Power Usage, Research (Int), Seduction (Cha), Sense Motive (Wis), Speak Languages (Int).

- **Skill Points at 1st Level**
  - (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 4 + Int modifier

Summoner Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Art of Distraction +1, Exorcism +1, Magic +1
2	+1	+0	+3	+0	Magic +1
3	+1	+1	+3	+1	Divine Relationship +1, Energy Bonus +1, Sixth Sense +1, Spirit Ward +1
4	+2	+1	+4	+1	Magic +1
5	+2	+1	+4	+1	Item of Power +1, Magic +1
6	+3	+2	+5	+2	Bonus Feat
7	+3	+2	+5	+2	Energy Bonus +1, Magic +1, Spirit Ward +1
8	+4	+2	+6	+2	Magic +1
9	+4	+3	+6	+3	Bonus Feat, Item of Power +1
10	+5	+3	+7	+3	Magic +1
11	+5	+3	+7	+3	+2 Charisma, Energy Bonus +1, Item of Power +1
12	+6/+1	+4	+8	+4	Bonus Feat
13	+6/+1	+4	+8	+4	Energy Bonus +1, Exorcism +1, Magic +1
14	+7/+2	+4	+9	+4	+3 Character Points, Art of Distraction +1
15	+7/+2	+5	+9	+5	Pet Monster +1
16	+8/+3	+5	+10	+5	Magic +1
17	+8/+3	+5	+10	+5	Personal Gear +1, Pet Monster +1
18	+9/+4	+6	+11	+6	Bonus Feat
19	+9/+4	+6	+11	+6	Pet Monster +1, Rejuvenation +1, Sixth Sense +1
20	+10/+5	+6	+12	+6	Magic +1

Thief

The Thief is adept at acquiring things that do not belong to her. Often curious and adventurous, the Thief is a woman of many talents. She can sneak, scavenge, charm, and gamble to get what she wants. The Thief is an expert at getting into places in which she doesn't belong, and she's quite good at finding and disarming traps as well. Though she has little specialized martial training, the Thief is no stranger to brawls, and when she fights, she fights to win (that is, dirty).

Characteristics

Thieves are common in most settings. They are an extremely varied lot. A Thief can be a brutish thug, a silver-tongued gallant, a self-described "treasure-hunter," or just a wandering ragamuffin. Thieves pick up a number of skills in their travels, and most are veritable experts in their (often illicit) fields. Though they are rarely a match for good soldiers in an even fight, most Thieves learn to fight dirty, and few can fight as dirty as a good Thief.

Class Bonus Feats

Choose one of the following when entitled to a Thief bonus feat: Brawl, Concealment, Dodge, Improved Initiative, Lightning Reflexes, Run, Sneak Attack, Streetfighting. Alternatively, Defence Combat Mastery may be chosen.

Hit Dice and Ability Scores

The Thief uses d6 Hit Dice.
The necessity for manual dexterity and hand-eye coordination makes a high Dexterity extremely common amongst successful Thieves. Thieves with a more martial bent also have high Strength scores.

Class Skills and Skill Points

The Thief's class Skills (and the key Ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge: Area (Int), Knowledge: Law (Int), Knowledge: Streetwise (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Poisons (Int), Read Lips (Wis), Search (Int), Seduction (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Speak Languages (Int), Spot (Wis), Tumble (Dex), Use Rope (Dex), Melee Attack, Ranged Defence, Thrown Weapons.

- **Skill Points at 1st Level**
  - (8 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 8 + Int modifier

Thief Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	Art of Distraction +1, Heightened Awareness +1, Personal Gear +1
2	+1	+3	+0	+0	Bonus Feat, Divine Relationship +1
3	+1	+3	+1	+1	Defence Combat Mastery +1, Personal Gear +1
4	+2	+4	+1	+1	Bonus Feat, Art of Distraction +1
5	+2	+4	+1	+1	+2 Dexterity, Extra Defences +1, Personal Gear +1
6	+3	+5	+2	+2	Special Movement (Cat-like) +1
7	+3	+5	+2	+2	Item of Power +1, Personal Gear +1
8	+4	+6	+2	+2	Extra Defences +1
9	+4	+6	+3	+3	Divine Relationship +1, Personal Gear +1, Sixth Sense (Danger) +1
10	+5	+7	+3	+3	Bonus Feat, Jumping +1
11	+5	+7	+3	+3	+3 Character Points, Extra Defences +1
12	+6/+1	+8	+4	+4	Special Movement (Wall-Bouncing) +1
13	+6/+1	+8	+4	+4	Defence Combat Mastery +1, Divine Relationship +1, Heightened Awareness +1
14	+7/+2	+9	+4	+4	+3 Character Points
15	+7/+2	+9	+5	+5	Special Attack +1
16	+8/+3	+10	+5	+5	+3 Character Points
17	+8/+3	+10	+5	+5	Defence Combat Mastery +1, Item of Power +1
18	+9/+4	+11	+6	+6	Divine Relationship +1
19	+9/+4	+11	+6	+6	+7 Character Points
20	+10/+5	+12	+6	+6	+2 Character Points

Time Mage

The Time Mage's magic affects on time and space. At will, the Time Mage can dilate or contract these facets of reality, altering a subject's speed, direction, or ability to move. The Time Mage is often prized for its ability to manipulate space. He can teleport long distances, cause objects and characters to float in the air, or even stow items in a pocket dimension to be retrieved later! This kind of versatility is in high demand. The Time Mage is often underestimated in battle, however, due to the fact that few of his spells are as directly harmful as those of other magic-users. Naysayers too easily forget that the Time Mage is a potent force, easily capable of turning the tide in any conflict, whether with his ability to slow opponents to pitiful speeds or with his devastating gravitic energy blasts.

Characteristics

Time Mages manipulate time and space to create a number of powerful effects. Most involve altering the way an object moves. Usually, this means that Time Mages speed up or slow down targets, but they can also create levitation and teleportation effects. Furthermore, time magic can create spatial warps that function as reflective barriers. These barriers can reflect spells and similar effects back at their casters. For this reason, Time Mages are widely sought after by those seeking protection from magic-users (particularly Black Mages). Due to their ability to teleport, Time Mages make excellent messengers, heralds, and delivery-people, and many also serve in these capacities.

Hit Dice and Ability Scores

The Time Mage uses d4 Hit Dice.

A high Intelligence score will benefit a Time Mage's spellcasting abilities, while high Dexterity might aid in avoiding attacks.

Class Skills and Skill Points

The Time Mage's class Skills (and the key Ability for each) are: Concentration (Con), Knowledge: Arcane (Int), Knowledge: Cultural Arts (Int), Knowledge: Foreign Culture (Int), Knowledge: Occult (Int), Navigate (Wis), Power Usage (Varies), Research (Int), Speak Languages (Int), Spot (Wis), Special Ranged Attack.

- **Skill Points at 1st Level**
  - (4 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 4 + Int modifier

Time Mage Level Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Improved Initiative Feat, Magic +1
2	+1	+0	+3	+0	Energy Bonus +1, Special Defence +1
3	+1	+1	+3	+1	Quicken Spell Feat, Extra Defences +1, Sixth Sense +1
4	+2	+1	+4	+1	Magic +1
5	+2	+1	+4	+1	Energy Bonus +1, Item of Power +1, Special Defence +1
6	+3	+2	+5	+2	Personal Gear +1
7	+3	+2	+5	+2	Pocket Dimension (One Class of Objects) +1, Magic +1
8	+4	+2	+6	+2	Personal Gear +1, Sixth Sense +1
9	+4	+3	+6	+3	Flight (Skimmer) +1, Item of Power +1
10	+5	+3	+7	+3	Magic +1
11	+5	+3	+7	+3	Energy Bonus +1, Teleport +1
12	+6	+4	+8	+4	Power Defence +1, Sixth Sense +1
13	+6/+1	+4	+8	+4	Extra Defences +1, Magic +1, Rejuvenation +1
14	+7/+2	+4	+9	+4	Item of Power +1
15	+7/+2	+5	+9	+5	+3 Character Points, Energy Bonus +1
16	+8/+3	+5	+10	+5	Magic +1
17	+8/+3	+5	+10	+5	+2 Character Points, Item of Power +1, Speed +1
18	+9/+4	+6	+11	+6	+2 Character Points
19	+9/+4	+6	+11	+6	+4 Character Points, Magic
20	+10/+5	+6	+12	+6	+4 Character Points

White Mage (Priest)

The White Mage (also called a Priest in some campaign worlds) channels positive energy from an internal wellspring of compassion, a benevolent deity, or a similar powerful source to heal and protect. The White Mage is often found in churches, hospitals, and on battlefields, seeking to minimize the destructive effects of injury and disease. The White Mage may be one to stay behind the safe walls of a sponsoring church or abbey, or she may be an adventurer, casting protective spells to keep her companions safe from harm. Whatever the case, she is a master of healing, both magical and mundane.

Characteristics

White Mages primarily use their magic to heal and protect, though particularly powerful individuals may learn to project devastating blasts of divine energy. White Mages typically learn to recognize and guard against supernatural threats as well as mundane ones, and many function in some capacity as exorcists and spiritual problem solvers.

Hit Dice and Ability Scores

The White Mage uses d6 Hit Dice. Mental attributes are primary, especially Wisdom, as it fuels the White Mage's divine magic.

Class Skills and Skill Points

The White Mage's class Skills (and the key Ability for each) are: Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge: Domestic Arts (Int), Knowledge: Occult (Int), Knowledge: Religion (Int), Medical (Wis), Profession (Wis), Research (Int), Sense Motive (Wis), Speak Languages (Int).

- **Skill Points at 1st Level**
  - (6 + Int Modifier) x 4
- **Skill Points at Each Additional Level**
  - 6 + Int modifier

White Mage Spell Progression

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Exorcism +1, Magic +1, Special Defence +1
2	+1	+0	+3	+0	Divine Relationship +1, Energy Bonus +1
3	+1	+1	+3	+1	Magic +1, Special Defence +1, Sixth Sense +1
4	+2	+1	+4	+1	Heighten Spell Feat, Personal Gear +1
5	+2	+1	+4	+1	Item of Power +1, Special Defence +1
6	+3	+2	+5	+2	Divine Relationship +1, Magic +1
7	+3	+2	+5	+2	Energy Bonus +1, Item of Power +1, Special Defence +1
8	+4	+2	+6	+2	+2 Character Points, Exorcism +1, Power Defence +1
9	+4	+3	+6	+3	Magic +1, Personal Gear +1
10	+5	+3	+7	+3	Regeneration +1
11	+5	+3	+7	+3	+3 Character Points, Energy Bonus +1
12	+6/+1	+4	+8	+4	Magic +1
13	+6/+1	+4	+8	+4	+2 Character Points, Divine Relationship +1, Item of Power +1, Special Defence +1
14	+7/+2	+4	+9	+4	Regeneration +1
15	+7/+2	+5	+9	+5	+2 Character Points, Magic +1
16	+8/+3	+5	+10	+5	Regeneration +1
17	+8/+3	+5	+10	+5	+2 Character Points, Exorcism +1, Item of Power +1, Power Defence +1
18	+9/+4	+6	+11	+6	Aura of Command +1, Special Defence +1
19	+9/+4	+6	+11	+6	Magic +2
20	+10/+5	+6	+12	+6	+4 Character Points

Deconstruction of the d20 System

Point Costs Assigned to d20 Classes

Class Advantage	Character Point Cost
+1 to Fort, Ref, or Will Save	1
+1 to first Base Attack Bonus	3
(2 + Int modifier) Skills gained each Level	0.5 each Level
(4 + Int modifier) Skills gained each Level	1 each Level
(6 + Int modifier) Skills gained each Level	1.5 each Level
(8 + Int modifier) Skills gained each Level	2 each Level
Wizard Class Skill bonus each Level	0.5 each Level
d4 Hit Dice	1 each Level
d6 Hit Dice	1.5 each Level
d8 Hit Dice	2 each Level
d10 Hit Dice	2.5 each Level
d12 Hit Dice	3 each Level
0th Level spells (further modified by spell breadth)	0.25 each
1st-9th Level spells (modified by spell breadth)	0.5 times spell Level
Cleric domain spells	0.5 times normal value
Special class talents and abilities	Variable

These guidelines can be used to create new character classes for a given setting. A class is built on roughly 200 CP over a 20-Level progression, with an average of around 10 CP available per level.

Step 6: Assign Attributes

The six core Ability Scores represent your character's basic abilities, but his or her more specific acquired or innate talents and abilities are known as Character Attributes. Any Character Points remaining after you have purchased your character's Abilities, Race, and Class are available to acquire Attributes.

Character Points may be used to acquire Attributes, but since some represent exotic abilities (such as magical or superhuman powers or abilities innate to non-human races), the GM may choose to place certain restrictions on their availability in his or her particular game setting.

There are many different Character Attributes, each representing a particular talent or special ability. Each Attribute is rated with a Rank from 1-6 (or in a few cases, 1-10), but you can extend it beyond Rank 6 with GM permission. Acquiring an Attribute or increasing it in Rank requires the expenditure of one or more Character Points depending on the Attribute's Character Point cost per Rank. The Attribute descriptions indicate the Character Point cost, its game effects and limitations, and the Ability most relevant to the Attribute's use should a Ability check dice roll be needed.

The selection of Attributes is one of the most important steps during character creation. Through Attributes, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-rank Attributes and a large number of low-rank Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects. Each Defect can provide you with an additional Character Point or two, which can be used to acquire more Character Attributes or further increase your character's Ability Scores.

Modifying Attributes and Adjusting Point Costs

Players may occasionally find that an Attribute does not exactly match their concept of how a particular power or capability should function. The GM (and, with GM permission, the players) may redefine the effects of existing Attributes to better suit particular character concepts. If the GM feels a changed effect makes the Attribute significantly more or less powerful, he or she may alter its Point cost to reflect this.

Additionally, the value of Attributes assumes the setting of the game gives them a good chance of actually being useful in play. If a character is given an Attribute that the GM decides is unlikely to have much, if any, utility in the campaign, he or she can reduce its Character Point Cost or even give the Attribute away for free. If circumstances change and the Attribute becomes useful on a regular basis, the character should pay for the Attribute with Character Points granted through Level progression.

Character Attributes

Attributes	Point Cost	Ability Score
Adaptation	1 / Rank	Constitution
Alternate Form	2, 3 or 9 / Rank	Constitution
Animal Friendship	1 / Rank	Charisma
Armour	2 or 4 / Rank	Constitution
Art of Distraction	1 / Rank	Charisma
Attack Combat Mastery	3 / Rank	None
Aura of Command	1 / Rank	Charisma
Combination Attack	3 / Rank	None
Computer Scanning	2 / Rank	Intelligence
Contamination	2 or 4 / Rank	None
Damn Healthy!	2 / Rank	None
Defence Combat Mastery	2 / Rank	None
Divine Relationship	1 / Rank	None
Duplicate	6 or 8 / Rank	Constitution
Dynamic Sorcery	8 / Rank	Variable
Elasticity	2 / Rank	Constitution
Energy Bonus	3 / Rank	None
Enhanced [Ability]	1 / Rank	None
Environmental Control	1-2 / Rank	Wisdom
Exorcism	1 / Rank	Wisdom
Extra Arms	1 / Rank	None
Extra Attacks	8 / Rank	None
Extra Defences	3 / Rank	None
Features	1 / Rank	None
Flight	2-4 / Rank	Dexterity
Flunkies	1-2 / Rank	Charisma
Force Field	2-4 / Rank	Wisdom
Healing	4 / Rank	Wisdom
Heightened Awareness	1 / Rank	Wisdom
Heightened Senses	1 / Rank	Wisdom
Highly Skilled	1 / Rank	Variable
Hyperflight	1 / Rank	Constitution
Immunity	10 / Rank	Constitution
Insubstantial	3 / Rank	None
Invisibility	3 / Rank	None
Item of Power	3-4 / Rank	None
Jumping	1 / Rank	Strength
Magic	4 / Rank	None
Attributes	Point Cost	Ability Score
Massive Damage	2 or 5 / Rank	None
Mechanical Genius	2 / Rank	Intelligence
Metamorphosis	5 / Rank	None
Mimic	7 or 10 / Rank	Intelligence
Mind Control	3-6 / Rank	Wisdom
Mind Shield	1 / Rank	Wisdom
Natural Weapons	1 / Rank	None
Organisational Ties	1-3 / Rank	Charisma
Own a Big Mecha	8 / Rank	None
Personal Gear	2 / Rank	None
Pet Monster	6 / Rank	None
Place of Power	1 / Rank	None
Pocket Dimension	2-4 / Rank	Wisdom
Power Defence	1 / Rank	Variable

Projection	1-4 / Rank	Intelligence
Regeneration	4 / Rank	None
Reincarnation	2 or 4 / Rank	None
Rejuvenation	1 / Rank	Wisdom
Sensory Block	1 / Rank	Intelligence
Servant	2 or 5 / Rank	None
Sixth Sense	1 / Rank	Wisdom
Size Change	1, 5, or 6 / Rank	Constitution
Special Attack	1 or 4 / Rank	None
Special Defence	1 / Rank	None
Special Movement	1 / Rank	Dexterity
Speed	2 / Rank	Dexterity
Spirit Ward	1 / Rank	Wisdom
Superstrength	4 / Rank	Strength
Swarm	2 / Rank	Constitution
Telekinesis	2 or 4 / Rank	None
Telepathy	1-3 / Rank	Intelligence
Teleport	5 / Rank	Intelligence
Transmutation	3-5 / Rank	Intelligence
Tunnelling	2 / Rank	None
Unique Attribute	1-5 / Rank	Variable
Unknown Superhuman Power	Variable	Variable
Water Speed	2 / Rank	None
Wealth	3 / Rank	None

Adaptation

Cost: 1 Point/Rank
Relevant Ability: Constitution
Progression: The character is adapted to 1 environment/Rank

The character can adapt to survive in a number of environments hostile to ordinary humans equal to his or her Adaptation Rank. Examples of hostile environments include: acidic/basic liquids, extra dimensional, extreme pressure, intense cold, intense heat, noxious gases, radiation, underwater (the ability to "breathe" water), and vacuum (low pressure, not the absence of air). Adaptation does not apply to non-human characters whose natural environment is not the Earth's atmosphere (such as a mermaid living in the ocean). In these cases, the character must assign Adaptation (Earth Atmosphere) to survive in normal human environments. Surviving in low- or no-oxygen environments is a Special Defence Attribute, not Adaptation.

The Attribute also provides 2 Points of Armour against environmental conditions and attacks similar to the adapted environment. For example, Adaptation (Heat) provides Armour while in the desert heat and against fiery blasts, while Adaptation (Pressure) provides Armour while deep-sea diving and against a crushing gravity attack. In most natural Earth environments, this Armour provides complete protection against the elements. Adaptation can thus be viewed as a very limited form of the Armour Attribute in many situations. A character with even Rank 1 Armour gains the benefits of Adaptation against normal environmental conditions. Armour does not protect against specific hostile environments that have less tangible damaging effects, such as extra dimensional, noxious gases, and underwater.

Alternate Form

Costs: 2, 3 or 9 Points/Rank
Relevant Ability: Constitution
Progression: The character's alternate form is built from 10 Character Points/Rank

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the form cannot be altered. Alternate Form allows the character to possess a radically different body shape than his or her normal human form, and exhibit exotic physical features as well.

If a character only has a single, permanent, non-human form, this Attribute should not

be applied. Instead, the character must acquire the relevant Attributes and Defects that best represent the form's capabilities. A character with several different Alternate Forms should assign this Attribute multiple times. The Attributes gained in the character's Alternate Form obviously cannot be Dependent upon the Alternate Form Attribute. Different Alternate Forms can be built with different Attribute Ranks as well.

Partial-Powered Form (3 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Abilities, Attributes, and Defects. The character's Abilities all drop to zero and thus must be raised with the Alternate Form's new Character Points; Calculated Values also must be recalculated. Additionally, the character's regular Attributes, Skills, and Defects no longer function in the Alternate Form, though the GM may decide that some Attributes (such as Personal Gear, Flunkies, Organisational Ties, Wealth, and others) and some Defects still retain their effects. Defects can also be assigned to the new Form to provide additional Character Points. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Full-Powered Form (9 Points/Rank)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Attributes, and Defects. The character retains all the Abilities, Attribute Ranks, Skill Ranks, and Defect Bonus Points associated with his or her regular form. The newly acquired Attributes and Defects add to the character's normal form. If the character's Abilities are modified by the Enhanced [Ability] Attribute or Less Capable [Ability] Defect, the Calculated Values should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

Cosmetic Changes (2 Points)

A "Rank 0" option of the Alternate Form Attribute is also available at the cost of 2 Character Points. This Rank allows a character to undergo cosmetic changes that confer no additional abilities on the target. This includes: a 10% size increase or decrease, change of gender, 50% age increase or decrease, colour changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Animal Friendship

Cost: 1 Point/Rank
Relevant Ability: Charisma
Progression: Descriptive; see below

A character with this Attribute has an unusual, instinctive empathy towards animals. On a successful Charisma check, the character can befriend an otherwise hostile or even ferocious animal. For example, this would allow a character to get past a police dog or guard dog. Utilising this ability requires behaving in a calm and friendly manner; a friendship cannot be made if the character or his or her friends have already attacked the animal. An "animal" is defined as a natural creature with Intelligence of 1-2 that lacks the ability to communicate via a structured language (that is, it cannot speak).

The GM can apply difficulty penalties or bonuses to the Charisma check based on the character's actions and the situation. For example, the dice roll modifier could be -4 if the animal is especially fierce or very loyal to its current owner, or +4 if the characters just saved the animal from some nasty fate. When befriending a pack of animals, a dice roll penalty of -2 is assigned for two animals, -4 for 3-4 animals, -6 for 5-8 animals, -8 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animal(s) may attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of

time. If an animal is befriended, it will let the character and companions approach it, and will not attack or act aggressively unless it or the members of its pack or family are threatened. At the GM's option, it may be affectionate enough to want to follow behind the character or somehow assist him or her.

An animal that has been befriended simply likes the character. Actual training of the animal takes time and requires the application of Handle Animal Skill. The character's Rank in this Attribute (round up) is added to his or her Handle Animal Skill.

Rank 1	+1 to the Handle Animal Skill.
Rank 2	An additional +1 modifier is applied to the Charisma check. +2 to the Handle Animal Skill.
Rank 3	An additional +2 modifier is applied to the Charisma check. +3 to the Handle Animal Skill.
Rank 4	An additional +3 modifier is applied to the Charisma check. +4 to the Handle Animal Skill.
Rank 5	An additional +4 modifier is applied to the Charisma check. +5 to the Handle Animal Skill.
Rank 6	An additional +5 modifier is applied to the Charisma check. +6 to the Handle Animal Skill.

Armour

Cost: 2 or 4 Points/Rank
Relevant Ability: Constitution
Progression: All attack damage the character receives is reduced by 4 points/Rank

The Armour Attribute represents actual armoured plates, or simply skin or clothing that is highly resistant to damage. It is most often found on combat vehicles, cyborgs, androids, giant monsters, and, powerful magical beings.

Armour reduces the damage that is inflicted on the character or structure. Armour reduces the damage of each attack by 4 Points per Rank. The base cost for Armour is 4 Points/Rank.

A number of options are available for the Armour Attribute, which alter the Attribute's Point cost or modify the Armour's effectiveness. The minimum Point cost of Armour, regardless of options, is 1 Character Point.

Partial

The Armour has a small thin area (half Armour value, -1 to Point cost) or an unarmoured area (no Armour value, -2 to Point cost) that can be targeted using a Called Shot. Point cost reductions apply to the total cost of Armour, not the cost per Rank.

Optimised Armour

The Armour is focused against a particular uncommon attack form. Eligible attack forms include electricity, cold, laser beams, fire/heat, energy blasts, etc. Armour cannot be optimised against broad categories such as blunt impacts or piercing weapons, however. Optimised Armour provides doubled protection against the chosen attack form only, and no protection against other forms. A character can acquire both Optimised Armour and ordinary Armour by assigning the Armour Attribute twice.

Shield Only

The Armour does not cover the character's entire body. Instead, it is a shield that the user must deliberately interpose in front of a melee or unarmed attack using a Block Defence. The character must also possess the Combat Technique (Block Ranged Attacks) Attribute to use the shield in a Block Defence against ranged attacks. If the character successfully defends, the shield's Armour can protect against damage associated with the Attribute Rank. This option reduces the cost of Armour to 2 Points/Rank (rather than 4 Points/Rank), and increases the protection provided from 4 Points/Rank to 8 Points/Rank.

Art of Distraction

Cost: 1 Point/Rank
Relevant Ability: Charisma
Progression: Descriptive; see below

Art of Distraction may represent oratorical ability, innate charisma, or even a beautiful or resonant voice. This Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) If the character is trying to directly distract a potentially hostile group, such as an angry mob or a group of security guards, his or her Rank dictates how many people are distracted. If the character has an audience that is already prepared to listen, the Rank determines the percentage of that audience that is distracted or moved enough to take action, whether that involves buying the character's next CD, donating money to a charity, or voting for the character in an election.

If multiple people with this Attribute work as a team, the total number of people distracted is added together. Charisma is used both when distracting people physically (for example, with sex appeal) and when distracting someone through emotion, rhetoric, or force of personality.

Rank 1	The character can distract one individual, or 5% of an audience will be motivated.
Rank 2	The character can distract up to two individuals, or 10% of an audience will be motivated.
Rank 3	The character can distract a small crowd (1-10 individuals), or 20% of an audience will be motivated.
Rank 4	The character can distract a medium crowd (11-50 individuals), or 50% of an audience will be motivated.
Rank 5	The character can distract a large crowd (50-200 individuals), or 75% of an audience will be motivated.
Rank 6	The character can distract a very large crowd (200-1000 individuals), or 95-100% of an audience will be motivated.

Attack Combat Mastery

Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character's Base Attack Bonus is increased by 1 Point/Rank
Combat Mastery denotes either an innate "killer instinct" or the character's intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including ranged weapons). Individual Combat Skills let a character specialise with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be dangerously proficient.

Each Rank in this Attribute raises the character's Base Attack Bonus by one. This may provide a character with additional, secondary attacks should it increase the character's Base Attack Bonus above +5, +10, or +15.

Aura of Command

Cost: 1 Point/Rank
Relevant Ability: Charisma
Progression: Descriptive; see below
The character possesses a natural knack for leadership. This Attribute is similar to Art of Distraction, except it only works on allies or subordinates or possibly with leaderless individuals looking for guidance (such as ordinary people caught in an emergency). Instead of distracting them, the character is able to inspire allies or neutrals into following him or her into dangerous situations that they might otherwise avoid.

Simply because a character is in a position of authority over other people does not automatically imply that he or she possesses the Aura of Command Attribute. In a military structure, subordinates will usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character's almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once. Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions of these people will encourage others to follow them.

Rank 1	The character can inspire one person.
Rank 2	The character can inspire up to two people.
Rank 3	The character can inspire a small team (1-10 people).
Rank 4	The character can inspire a medium team (11-50 people).
Rank 5	The character can inspire a large team (50-200 people).
Rank 6	The character can inspire a very large team (200-1000 people).

Combination Attack

Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character can combine attacks with up to 2 other characters/Rank
With training, individual characters can learn to combine their Special Attack Attribute into awesome displays of power. In order to do this, all the characters must have both the Combination Attack Attribute and the Special Attack Attribute. The number of characters that can combine at once is dependant on the Rank of Combination Attack; a character can combine with up to 2 other characters for each Rank. There is also an Energy Point cost associated with Combination Attack: 2 Energy Points per person involved in the attack. Each character must pay this cost separately. For example, if four characters are combining, they each must pay 8 Energy Points.

The attack takes place on the Initiative of the character with the lowest Initiative and uses the character with the lowest attack modifier to determine if it hits. A single attack roll is made. The target has a defence penalty of -1

per character involved in the attack. If the attack succeeds, it inflicts double damage (for example, if two character combine, one with a 2d8 Special Attack and one with a 3d8 Special Attack, the total damage inflicted would be 10d8 — 5d8 doubled).

Note that characters with the Combination Attack Attribute are not subject to the same restrictions as normal characters that perform a similar action.

Computer Scanning

Cost: 2 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

This Attribute allows a character to access, read, and understand data from all computers or "Silicon Age" technology in the Surrounding area. The DC for the check is determined by the complexity and security of the computer; most home computers are DC 10 while high-tech secure machines are DC 20 to 30. When trying to access a computer built as an Item of Power, the character suffers a penalty of -2 for each Rank of the Item of Power. The Attribute Rank determines the maximum distance in which scanning can take place. To read multiple computers over a network, the area must be sufficient to encompass the target computers.

Rank 1	Scanning can happen at the range of 1 foot.
Rank 2	Scanning can happen at the range of 10 feet.
Rank 3	Scanning can happen at the range of 100 feet.
Rank 4	Scanning can happen at the range of 1 mile.
Rank 5	Scanning can happen at the range of 10 miles.
Rank 6	Scanning can happen at the range of 100 miles.

Contamination

Cost: 2 or 4 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

This Attribute represents the character's ability to transform other people (or animals, or objects) into entities like him or herself. Frequently, this victim can then contaminate even more people. The method should be specified when the character is created. It might be similar to myths behind the vampire legend — the character's blood carries a "plague" that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which will later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters the victim. Whatever the case, the conditions under which the victim can become "contaminated" must be specified.

For 2 Points/Rank, contamination is "difficult" — the victim must be willing, unconscious, or restrained for deliberate contagion to occur, or the target must perform an unusual activity (such as eating a morsel of the character's flesh).

For 4 Points/Rank contamination is "easy" — the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

The higher the Rank of Contamination, the faster the transformation occurs. There should always be some means of curing or delaying the eventual mutation, however. Possible cures include the death of the creature that inflicted the contaminant, radical surgery, blood transfusion, or a successful mystical healing.

The GM will decide whether a player character who is turned into a monster remains in the player's control or is

reclassified as an NPC. Any retention (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination and whether the victim has been "transformed," "devoured," or "reborn" in the process. A person who has been successfully contaminated will usually gain a certain number of Attributes "paid for" with the Bonus Points acquired by assigning new character Defects (often including Cursed, Ism, Marked, Permanent, and Owned, the last one representing servitude to his or her new master). Usually the mutation will result in a monstrous form similar to that of the character responsible. Thus, a spider alien that laid an egg in its victim may produce another spider alien, the victim of a vampire will grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf character infecting the entire group of characters, thereby creating an entire group of werewolves.

The Contamination Attribute usually allows the creator or mother some measure of control over the newly transformed character. In these instances, the Rank of Contamination is added as a favourable modifier to any Mind Control attempts performed against the subject.

A variation to Contamination inflicts the target with some sort of curse or disease, rather than transforming him or her into a different type of creature. Examples of these afflictions include rapid ageing, debilitating diseases, sensitivity to specific elements, etc.

Rank 1	The transformation occurs over several months.
Rank 2	The transformation occurs over several weeks.
Rank 3	The transformation occurs over several days.
Rank 4	The transformation occurs over several hours.
Rank 5	The transformation occurs over several minutes.
Rank 6	The transformation occurs over several rounds.

Damn Healthy!
Cost: 2 Points/Rank
Relevant Ability: None
Progression: The character's Hit Points are increased by 1d8/Rank (plus Con modifiers)
Possessing this Attribute increases the Hit Points of the character, allowing him or her to withstand more damage in combat. Note that characters with high Constitution scores may be very healthy even without this Attribute. A character with Damn Healthy! cannot also possess the Not So Tough Defect.

Defence Combat Mastery
Cost: 2 Points/Rank
Relevant Ability: None
Progression: The character's Armour Class is increased by 1/Rank
Defence Combat Mastery denotes either an innate "danger instinct," or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Individual defence combat Skills let a character specialise with particular weapons or specific styles, but Defence Combat Mastery allows character to defend him or herself proficiently at all times.

Dispel
Cost: 3 Points/Rank
Relevant Ability: Wisdom
Progression: Reduces target effect by one Rank/round
A character with this Attribute may target an existing non-instantaneous effect (or lingering Special Attack effect, such as Burning or Incapacitating). With a successful opposed Wisdom check against the creator of the original effect (who need not be present), the character using this attribute may reduce the target effect by a number of Ranks equal to (her Dispel Ranks). If this reduces the target effect to 0 or fewer ranks, the spell is

dispelled and its effects are lost. This Attribute is worth only 2 CP per Rank if it only dispels magical effects (those created with the Magic Attribute), or 1 CP per Rank if it only dispels a single status effect (such as blindness).

Divine Relationship
Cost: 1 Point/Rank
Relevant Ability: None
Progression: The player may re-roll a number of dice rolls each game session equal to 1/Rank

A character possessing a Divine Relationship may have powerful forces acting as his or her guardian, which can beneficially influence the outcome of important events. Alternatively, the character may be really lucky, have great karma, or can subtly influence his or her surroundings with thought alone. This relationship is represented through the re-rolling of undesirable dice rolls (this includes undesirable re-rolls as well). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action. The Rank dictates the number of times dice can be re-rolled in a single role-playing session, though the GM can alter this time frame as desired.

Duplicate
Cost: 6 or 8 Points/Rank

Relevant Stat: Constitution
Progression: The duplicate is built from 10 Character Points/Rank

A character with this ability can create one or more independent, self-aware duplicates of him or herself, each of which have a maximum number of Character Points dictated by the Attribute Rank. The duplicate is not under the character's control, but will act in a manner consistent with the original character. Multiple duplicates can be in existence at any time, but creating a duplicate requires one non-combat action.

Duplicates only remain in existence for a limited time, usually for a single scene or long enough to complete a single task. Since this Attribute can have tremendous impact on a campaign if used too frequently, the GM should impose restrictions on its use as necessary. For example, the GM may limit the total number of simultaneously existing duplicates. The player should consider what consequences, if any, will arise should an enemy kill the duplicate.

There are two different types of Duplicate: Customised (8 Points/Rank) and Proportionate (6 Points/Rank).

Customised Duplicate

The character can assign the duplicate's Character Points as desired when this Attribute is first acquired, provided the duplicate does not gain any Attributes or Defects the original character does not possess. Additionally, Attributes and Defects cannot be raised to Ranks that would exceed the original character's Ranks. The GM may waive this restriction if it seems appropriate. Once the Character Points are allocated to the duplicate in a specific pattern during character creation, the distribution cannot be changed; all duplicates ever made will be identical.

Proportionate Duplicate

If the Duplicate Rank is not sufficiently high to create a duplicate with the exact same number of Character Points as the original, a less-powerful duplicate is created. In these cases, the reduced Character Points are distributed over the duplicate's Abilities, Attributes, Skills, and Defects proportionately with the original character. The one exception to this rule involves the Duplicate Attribute; the character may decide that his or her twin does not have the Duplicate Attribute.

Dynamic Sorcery

Cost: 8 Points/Rank
Relevant Ability: Variable
Progression: Descriptive; see below

This is the ability to use the mystical forces of Nature to alter reality. In anime, this can represent either the ability to improvise magical spells at a moment's notice or the reality-bending capabilities of powerful entities like gods, goddesses, or angels.

Dynamic Sorcery is a very powerful Attribute and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Dynamic Sorcery will not unbalance the game but can provide many opportunities for character innovation. A character with this Attribute has the potential to cast spells from a vast variety of magical disciplines. Limiting the character's knowledge to just one discipline, however, reduces the Attribute cost to only 4 Points/Rank. Such specialisations can include protection spells, elemental spells, weather spells, charm spells, necromantic spells, spells involving animal spirits, etc., or spells restricted to one of the magical schools (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). A common variation on Dynamic Sorcery is magic whose effects are restricted to a particular reality different from the main reality of the campaign, such as the world of dreams, a cyberspace, or another pocket dimension. Such a heavy restriction may only cost 2 Points/Rank; the effects normally disappear when their subject leaves that reality (jacks out, wakes up, etc.).

Casting a spell requires the character to draw upon the power of his or her soul to reach a new Balance with Nature. This link with the mystical world allows reality to be altered to accommodate the existence of the spell. Such spell creation is quite exhausting, however, drawing on the character's Energy Points at a rate determined by the minimum Rank of the Attribute needed to produce a desired effect (whether the casting was a success or a failure). Should the spell effects target more than one person or object, the GM may choose to increase the effective Rank required by one if affecting two people, by two if affecting 3-6 people, by three if affecting 7-20 people, and by four if affecting 21-50 people. The GM will decide the Attribute Rank needed to cast a particular spell.

In addition, any spell that is an attack on another entity also requires an Attack dice roll to hit. If the spell inflicts direct damage, the target will normally be allowed a Defence roll to avoid its effects. If the spell is something that has a more indirect effect, an appropriate saving throw (usually Will or Fortitude) should be allowed to resist or see through the effects.

The Level of a spell is determined by its application, power, usefulness, and duration. The spell Levels 0 through 9 are equivalent to those given in the PHB and other d20 System products. A character can cast a spell from one of these other d20 System books, or can create their own spell effect with power approximating other spells at a similar Level. Thus, a character with Rank 3 Dynamic Sorcery could use Energy Points to cast any number of 0th, 1st, or 2nd Level spells in the PHB (or other d20 System book), or spells of similar power, provided the character has sufficient Energy Points remaining.

All characters gain 1d2 Energy Point each Level, but characters with the Dynamic Sorcery Attribute gain additional Energy Points as they increase their Attribute Rank as well. The die type that these characters use to determine their Energy Point gain each Level increases from 1d2 at Rank 1 to 3d10 at Rank 10.

Rank 1	The character can cast spells of no real power (0th Level d20 System spells or the equivalent). Spells cost 1 Energy Point to cast. The character rolls 1d2 to determine Energy Points gained each Level. Examples of 0th Level spells are Detect Magic, Know Direction, Light, Mending, and Open/Close.
Rank 2	The character can cast weak spells of little power (1st Level d20 System spells or the equivalent). Spells cost 4 Energy Points to cast. The character rolls 1d4 to determine Energy Points gained each Level. Examples of 1st Level spells are Change Self, Comprehend Languages, Endure Elements, Erase, and Sleep.
Rank 3	The character can cast spells of minor power (2nd Level d20 System spells or the equivalent). Spells cost 9 Energy Points to cast. The character rolls 1d6 to determine Energy Points gained each Level. Examples of 2nd Level spells are Darkness, Hold Person, Levitate, Speak with Animals, and Summon Swarm.
Rank 4	The character can cast spells of moderate power (3rd Level d20 System spells or the equivalent). Spells cost 16 Energy Points to cast. The character rolls 1d8 to determine Energy Points gained each Level. Examples of 3rd Level spells are Bestow Curse, Blink, Remove Disease, Speak with Plants, and Summon Nature's Ally III (summons one black bear or wolverine or 2 - 5 badgers).
Rank 5	The character can cast spells of major power (4th Level d20 System spells or the equivalent). Spells cost 25 Energy Points to cast. The character rolls 1d10 to determine Energy Points gained each Level. Examples of 4th Level spells are Cure Critical Wounds, Improved Invisibility, Sleet Storm, and Stoneskin.
Rank 6	The character can cast spells of great power (5th Level d20 System spells or the equivalent). Spells cost 36 Energy Points to cast. The character rolls 1d12 to determine Energy Points gained each Level. Examples of 5th Level spells are Raise Dead, Summon Nature's Ally V (summons one rhinoceros

or tiger or 2 — 5 black bears), Teleport, and Wall of Stone.

Rank 7 The character can cast spells that are exceptionally powerful (6th Level d20 System spells or the equivalent). Spells cost 49 Energy Points to cast. The character rolls 2d8 to determine Energy Points gained each Level. Examples of 6th Level spells are Antilife Shell, Control Weather, Geas/Quest, and Heal.

Rank 8 The character can cast spells that are extraordinarily powerful (7th Level d20 System spells or the equivalent). Spells cost 64 Energy Points to cast. The character rolls 1d20 to determine Energy Points gained each Level. Examples of 7th Level spells are Greater Scrying, Resurrection, Reverse Gravity, and Summon Nature's Ally VII (summons one elephant or 2 — 5 tigers).

Rank 9 The character can cast spells that are of primal power (8th Level d20 System spells or the equivalent). Spells cost 81 Energy Points to cast. The character rolls 2d12 to determine Energy Points gained each Level. Examples of 8th Level spells are Discern Location, Earthquake, Finger of Death, and Sunburst.

Rank 10 The character can cast spells that are of godlike power (9th Level spells or the equivalent). Spells cost 100 Energy Points to cast. The character rolls 3d10 to determine Energy Points gained each Level. Examples of 9th Level spells are Soul Bind, Summon Nature's Ally IX (summons one elder elemental or 2 — 5 elephants), Time Stop, and True Resurrection.

Dynamic Sorcery Without Energy Points

The Game Master may allow players to assign an even more powerful version of the Dynamic Sorcery Attribute as well, at the cost of 20 Points/Rank. This variation is similar to the original one, except the character does not burn Energy Points when casting spells. Consequently, the character can cast any number of spells (as appropriate for his or her Rank) without growing tired or running out of Energy. GMs and players should understand that this alternative is very powerful, and should only use it if they believe it will not unbalance their game.

Elasticity
Cost: 2 Points/Rank
Relevant Ability: Constitution
Progression: Descriptive; see below

The character can stretch or contort his or her limbs and/or body to a superhuman degree. Increased Ranks not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock). At high Ranks, characters can squeeze under doors and through small holes and cracks, as well as mimic crude shapes (an excellent way to represent a character who has a liquid-like form as well). While stretched, the character receives +1 Unarmed Attack/Defence (Grappling) Skill bonuses for each Rank of Elasticity.

Rank 1 The character can stretch one body part up to 5x its regular dimensions and receives +1 to Unarmed Attack/Defence (Grappling) Skill checks.

Rank 2 The character can stretch two body parts up to 5x their regular dimensions and receives +2 to Unarmed Attack/Defence (Grappling) Skill checks.

Rank 3 The character can stretch three body parts up to 5x their regular dimensions and receives +3 to Unarmed Attack/Defence (Grappling) Skill checks.

Rank 4 The character can stretch his or her entire body up to 5x its regular dimensions and receives +4 to Unarmed Attack/Defence (Grappling) Skill checks.

Rank 5 The character can stretch his or her entire body up to 10x its regular dimensions and receives +5 to Unarmed Attack/Defence (Grappling) Skill checks.

Rank 6 The character can stretch his or her entire body up to 20x its regular dimensions and receives +6 to Unarmed Attack/Defence (Grappling) Skill checks.

Energy Bonus
Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character's Energy Points are increased by 20 Points/Rank

Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. This Attribute is particularly important for characters with the Dynamic Sorcery or Magic Attributes.

Enhanced [Ability]

Cost: 1 Point/Rank
Relevant Stat: None
Progression: One of the character's Ability Scores is increased by 2/Rank

This Attribute is useful when a character should have one or more high Ability Values, but the player wants to indicate that the elevated Abilities were gained after a supernatural event occurred (or during character advancement). In most instances, assigning Character Points to the Enhanced [Ability] Attribute or to the Ability directly results in the same benefit: a character with a Constitution of 18 or a Constitution of 10 with Enhanced [Constitution] at Level 4 both have a Constitution of 18.

Environmental Control

Cost: 1-2 Points/Rank
Relevant Ability: Wisdom
Progression: Descriptive; see below

The character can affect environmental conditions such as light, heat, darkness, or weather. This is most appropriate for characters with magical control over a particular element or facet of nature such as sorcerers, demons, and spirits, but it could also represent various technological devices. If a character wishes to perform multiple effects (for example, control light and darkness) he or she should acquire the Attribute multiple times.

• Light

The character can illuminate an area with light as bright as a sunny day on Earth. Light control costs 1 Point/Rank.

• Darkness

The character can summon smoke, fog, darkness, or the like to enshroud an area, blocking normal vision. Darkness control costs 2 Points/Rank if the character can create total darkness that completely obscures light sources, or 1 Point/Rank if the darkness is only partial.

• Silence

The character can block out sounds within the area of effect. It costs 1 Point/Rank to create a barrier that prevents anyone outside from hearing sounds coming from within or vice versa, or 2 Points/Rank to create a zone of silence where no sounds exists.

• Temperature

The character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cold sufficient to start fires or instantly freeze someone solid, the player should assign the Special Attack Attribute instead. Temperature control costs 1 Point/Rank if the character is limited to either increasing or

decreasing temperature, or 2 Points/Rank if he or she can do both.

• <u>Weather</u>

The character can alter the weather to create or still weather conditions of various sorts such as breezes, winds, rain, snow, fog, or storms. For weather that is reasonable for the local climate, the area affected depends on the character's Level. For weather that is abnormal (rain in a desert, snow in a hot summer) or violent (lightning storm, blizzard, hurricane), the character's Rank is treated as one less for purposes of area affected or two less if both violent and abnormal. If this would reduce the Rank below 1, the effect cannot be produced. For focused attacks, such as lightning bolts or tornadoes, use the Special Attack Attribute instead. To produce precise effects or keep abnormal or violent weather under control, the GM may require a Wisdom check with a penalty equal to the area Rank (for example, -4 if affecting a regional area) and a bonus equal to the character's Attribute Rank (for example, +5 if the character has Rank 5). It will often take several rounds for weather to build up or disperse. Abnormal weather effects will return to normal soon after a character ceases to use this Attribute. Weather control costs 2 Points/Rank if general in nature, or 1 Point/Rank if very specific (such as, "rain making").

Maintaining Environmental Control requires a slight amount of concentration: the character can perform other actions while doing so, but can only affect one area at any given time. The size of the environment the character can control is determined by the character's Rank.

Rank 1	The character can affect a small area (like a room).
Rank 2	The character can affect a modest area (like a house).
Rank 3	The character can affect a local area (like a neighbourhood or village).

Rank 4	The character can affect a regional area (like an entire city).
Rank 5	The character can affect a large area (like an entire county).
Rank 6	The character can affect an entire region (like a state, province, or small country).

Exorcism

Cost: 1 Point/Rank
Relevant Ability: Wisdom
Progression: Descriptive; see below

A character with this Attribute knows how to perform or create rituals, charms, or spells capable of driving out, binding, or banishing demons (or possibly other supernatural entities). In anime, this ability is often possessed by Buddhist monks, Shinto priests or priestesses, and wandering mediums. Exactly what entities qualify will depend on the nature of the game world; in some settings, undead, such as zombies or ghosts, may be vulnerable to exorcism. Normal characters and creatures are not affected by Exorcism.

Each attempt at exorcism counts as an attack and requires a Wisdom check with a +1 bonus per Rank of the Attribute. A ritual action is also necessary in most cases, such as a chant or mystical gestures, or use of particular objects, such as holy water or spirit wards. During the exorcism attempt, the character is completely focused on the exorcism and cannot defend against other attacks. In addition, the target entity must fail a Will Save, with a penalty equal to the Rank of the Exorcism Attribute.

If the attack succeeds (the exorcist makes his or her Wisdom check and the entity fails his or her own Will save) the entity will be affected. It cannot attack the exorcist (and any companions sheltered behind him or her) for one round. In addition, the entity loses Energy Points equal to 5 Points times the attacker's Exorcism Rank. Although prevented from attacking the exorcist for one

round, the creature may choose to take other actions, such as taunting or threatening the exorcist, fleeing, or even vanishing.

Exorcism may be repeated each round with successes draining additional Energy from the target, and failures having no effect (and leaving the demon free to attack the character). If the entity is ever reduced to 0 or fewer Energy Points as a result of the spiritual attack, it is either banished to its own dimension (if normally extra-dimensional), turned to dust, or permanently "sealed" in an object or in a mystic location (an Item or Place of Power may be ideal) until a specific action is taken that breaks the seal (GM's option).

Rank 1	The exorcist's Wisdom check is made at +1 bonus. The target's Will save made at -1 penalty. Success drains 5 Energy Points from the target.
Rank 2	The exorcist's Wisdom check is made at +2 bonus. The target's Will save made at -2 penalty. Success drains 10 Energy Points from the target.
Rank 3	The exorcist's Wisdom check is made at +3 bonus. The target's Will save made at -3 penalty. Success drains 15 Energy Points from the target.
Rank 4	The exorcist's Wisdom check is made at +4 bonus. The target's Will save made at -4 penalty. Success drains 20 Energy Points from the target.
Rank 5	The exorcist's Wisdom check is made at +5 bonus. The target's Will save made at -5 penalty. Success drains 25 Energy Points from the target.
Rank 6	The exorcist's Wisdom check is made at +6 bonus. The target's Will save made at -6 penalty. Success drains 30 Energy Points from the target.

Extra Arms

Cost: 1 Point/Rank
Relevant Ability: None
Progression: Descriptive; see below
Unless indicated otherwise, all characters possess two arms (or similar appendages) and hands. By assigning this Attribute, the character can acquire more. In anime, robots, tentacled monsters and non-humans with prehensile tails often have Extra Arms. Some long-haired sorcerers or demons also make their hair "come alive" to work as an Extra Arm.

An "arm" is defined loosely as an appendage that can reach out and manipulate objects with some finesse. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Legs with paws or feet are not usually considered to be "arms" unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Attribute). A tractor beam is a specialised "arm" best simulated by the Telekinesis Attribute. Possessing only one arm or no arms is reflected by the Physical Impairment Defect.

Rank 1	The character possesses 1 extra arm.
Rank 2	The character possesses 2-3 extra arms.
Rank 3	The character possesses 4-8 extra arms.
Rank 4	The character possesses 9-15 extra arms.
Rank 5	The character possesses 16-25 extra arms.
Rank 6	The character possesses 26-50 extra arms.

Extra Attacks

Cost: 8 Points/Rank
Relevant Ability: None
Progression: The character gains 1 extra attack each round/Rank
This Attribute reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may make one or more additional offensive actions at the character's maximum Base Attack Bonus, provided that the attacks are all similar in nature (for example, all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person. The GM must decide when the character can use his or her extra attacks.

The suggested method spreads the actions roughly evenly over the character's Initiative range. For example, if a character had three attacks and rolled an Initiative of 18, he or she would attack on Initiative numbers 18, 12, and 6. If the enemy rolls an Initiative of 20 and has 5 attacks (Extra Attacks Rank 4), he or she can attack on Initiative numbers 20, 16, 12, 8, and 4. This option has the advantage that it spreads actions over the entire combat round, but it involves the player paying closer attention to the Initiative numbers. Alternatively, the attacks may be carried out at the same time during the character's single Initiative.

Extra Defences
Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character gains 1 extra defence each round/Rank
This Attribute reflects the character's ability to use every defensive combat situation to his or her benefit. Each round, the character may make one or more additional defensive or non-combat actions. Additionally, penalties for performing more than one defensive action each round only apply after the extra defences are used. For example, a -2 penalty is applied to the fifth defence for a character with Rank 3 Extra Defences.

Features
Cost: 1 Point/Rank
Relevant Ability: None
Progression: The character has 1 feature/Rank
The character possesses one or more secondary abilities that grant useful but mundane, non-combat related advantages. Features are typically possessed by non-humans and reflect various, minor biological or technological advantages.

Examples of racial features include homing instinct, longevity, moulting ability, a pouch, scent glands, secondary eyelids, etc. Examples of technological features suitable for building into cyborgs, robots, or androids include diagnostic equipment, gyrocompass, modem, radio, self-cleaning mechanism, etc. A wide range of other Attributes cover other more useful features such as gills, wings, fangs, and enhanced senses.

Flight
Cost: 2, 3, or 4 Points/Rank
Relevant Ability: Dexterity
Progression: Descriptive; see below
A character with Flight can fly through an atmosphere or in space (in space, he or she would still need protection from the environment). This is a common ability for non-humans, mecha, and people with paranormal powers. The method used to achieve flight can vary greatly: wings, propellers, rotors, rockets, anti-gravity, hot air, psionic levitation, magic, or some other technique.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A fast-moving character may have an attack penalty as well. Flight costs 4 Points/Rank if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.
Flight costs 3 Points/Rank if the flyer cannot hover, but instead flies like a normal airplane. Thus, the character needs a smooth surface for landing and take off, and must maintain a minimum speed (at least 1/10 of its maximum speed) once airborne to avoid crashing.

Flight costs 2 Points/Rank if the flyer is either a Skimmer/Hovercraft or a Glider.

• Skimmer / Hovercraft
The character is limited to skimming no

more than a yard or two off the ground or water. He or she may be riding on a cushion of air, magnetic lines of force, or even travelling along magical lines.

• Glider

The flyer can only become airborne if he or she launches from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, he or she can only gain speed by diving, or gain altitude by riding thermals.

Rank 1 The character can fly at speeds up to 10 mph (approximately 18 feet/round).
Rank 2 The character can fly at speeds up to 50 mph (approximately 90 feet/round).
Rank 3 The character can fly at speeds up to 100 mph.
Rank 4 The character can fly at speeds up to 500 mph.
Rank 5 The character can fly at speeds up to 1,000 mph.
Rank 6 The character can fly at speeds up to 5,000 mph.

Flunkies
Cost: 1 or 2 Points/Rank
Relevant Ability: Charisma

Progression: Descriptive; see below

Flunkies hang around the character doing whatever he or she wants and never ask for anything in return. They can provide a character with more free time ("Got some more homework for you, my faithful friend…."), can keep the character safe from danger ("Quickly! Interpose yourself between me and that rabid wolf…."), or can simply make the character's life easier ("My shoe is untied. Fix it!") Flunkies aim to please, even at their own expense. They are also known as groupies, stooges, or toadies.

For 1 Point/Rank, the Flunkies are not warriors; they may get in the way of an enemy, or fight in self-defence, but will not attack. For 2 Points/Rank, the Flunkies will take up arms at the request of their master. For specific talented and loyal battle-ready followers, see the Servant Attribute. Mercenaries who the character hires for specific tasks are not Flunkies, since they have their own agenda and expect compensation.

Individual Flunkies are NPCs. A character's Flunkies normally have identical Abilities and Attributes, although Skills may vary. A character may have Flunkies with varied Abilities or Attributes, but each one with a different set of Abilities or Attributes counts as two Flunkies. A Flunky should be built on 20 Character Points (plus any Defects) and (2 + Int Modifier) x4 Skills. All Skills are cross-class for a Flunky.

Rank 1 The character controls 1 flunky.
Rank 2 The character controls 2 flunkies.
Rank 3 The character controls 3 or 4 flunkies.

Force Field

Cost: 2, 3, or 4 Points/Rank
Relevant Ability: Wisdom
Progression: The Force Field reduces damage by 10 Points/Rank

A Force Field is an energy field around the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, or technological "screens" that protect mecha.

A typical anime Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack. A Force Field can be "up" or "down." When down, it does not stop any damage. Unless the Detectable Defect is assigned, an up Force Field is invisible. Force Field status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage applied against Armour (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armour Attribute can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armour), the Force Field temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Rank every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Ranks automatically shuts off to regenerate.

The cost is 4 Points/Rank if it is an area Force Field that is extendable to protect others nearby, 3 Points/Rank if it only protects the character, or 2 Points/Rank if it is a two-dimensional wall (up to 100 square feet) or shield that acts as a barrier. A wall can be projected out to a distance of up to 15 feet away from the character.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character's longest dimension (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 100 square feet (such as a 10'x10' wall), while an ordinary Force Field is form-fitting. All Fields will block anyone who is not Insubstantial at Rank 6 from moving through it. If a character with an extended Force Field also has Flight or Hyperflight, the GM may allow the character to carry other people who are inside the Force Field with him or her while flying.

A Force Field can be given additional customised Abilities or Disabilities. Each Ability taken reduces the protection provided by the Field by 10 Points, but gives it some special capability. Each Disability taken increases the protection of the Field by 10 Points but adds some sort of weakness.

Force Field Abilities:

- *Affects Other:* A Force Field may be projected onto another character within medium range (about 300 feet). This is different from an extendable Force Field, which is projected from the character to protect nearby allies as well as herself. This Force Field is *centered* on another character.

- *Air-Tight:* The Field prevents the passage of gas molecules. While this is a beneficial defence against toxic gas attacks, a character in the Field will eventually deplete all breathable oxygen.

- *Blocks Incorporeal:* The Field prevents the passage of astral or extra dimensional characters through it. It also stops characters currently using Rank 6 Insubstantial.

- *Blocks Teleport:* A character cannot teleport into or out of the Field. This is mostly useful only for extendable Force Fields or those that protect mecha. It cannot be used with the Shield Only Disability.

- *Diffuse Field:* This Ability is only available if the Attribute has the Affects Other Ability. The Force Field's damage reduction may be spread among any targets within medium range (about 300 feet).

- *Field-Penetrating:* The Force Field can be used to interpenetrate other Force Fields while making attacks (or

moving through them). If the character's Field is in direct contact with an enemy Force Field, and can stop more damage than the foe's, the enemy's Field is neutralised and offers no protection against the character's attack, but is still up. In the case of an extended Field or wall, the character can actually move through the Field.

- *Offensive:* The Field delivers a powerful electric or energy shock to anyone who touches it, inflicting 1d6 damage for every 10 damage the Force Field currently blocks. Consequently, the damage delivered by an Offensive Force Field decreases as the Field becomes damaged and is knocked down in Ranks of effectiveness.

- *Reflect:* Any Special Attack completely negated by the Force Field's damage reduction is turned back at the attacker. Reflect counts as three Abilities.

- *Regenerating:* If the character uses one non-combat action to regenerate the Force Field, it regains one lost Rank of effectiveness. A character with the Extra Attacks Attribute can regenerate multiples Ranks each round.

Force Field Disabilities

- *Both Directions:* The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Force Field is up. This means that when the Force Field is active and the user makes an attack, the Force Field will affect their attack as it would an outside attacker's (reducing the damage

inflicted and going down in Ranks if its protection value is exceeded). This Disability cannot be used with the Shield Only Disability.

- Internal: The field is only usable inside a specific mecha or other structure. This can be used to represent a Field that protects a vital part of a mecha's interior such as the power plant or dungeon cells, or a character who draws his or her personal Force Field's energy from some sort of power source inside his or her headquarters.

- Limited: The field has a major or minor limitation. An example of a minor limitation would be a Force Field that is effective against ranged attacks but not melee, one that offers full-strength frontal and rear protection but only half-strength protection from above, or one that requires one minute to reach full strength. An example of a major limitation would be a Force Field that prevents the character from making any attacks during operation, one that is unstable in certain types of environments (such as sub-zero temperatures or near water), or one that only works against a very specific type of weapon (such as lasers). A minor limitation counts as one Disability, a major limitation as two Disabilities.

- Shield Only: This type of Field is one of the 2 Points/Rank versions. The Field does not entirely surround the character. Instead, it is a shield (maximum of about 1 yard in diameter) that the user must deliberately interpose between an attack using a Block Defence. The character must also possess the Combat Technique (Block Ranged Attacks) Attribute to us the Field in a Block Defence against ranged attacks. If the character successfully defends, the Force Shield provides protection as normal. This Disability cannot be used with the Block Teleport Ability or Both Directions Disability. It counts as two Disabilities.

- Static: The character cannot move when generating the Field. He or she may still attack or otherwise act, but must stay in one place (or continue to drift if floating through space, continue to fall if falling, etc.)

- Uses Energy: The Force Field drains Energy Points from the character. Upon activation, the Field burns a number of the character's Energy Points equal to half the total Point cost of the Attribute. The same number of Energy Points are consumed each minute the Field is up. This is not available for Force Fields acquired with the Magic Attribute since they ordinarily burn Energy Points.

Healing

Cost: 4 Points/Rank
Relevant Ability: Wisdom
Progression: The character can restore up to 10 Hit Points/Rank to a target
This Attribute allows a character to heal a target's injuries (including him or herself; for continuous healing, see the Regeneration Attribute). The maximum number of Hit Points a Healer can restore to a person in any single day equals 10 per Rank. This cannot be exceeded, even if multiple healers work on a subject.

A character with Healing Rank 4+ can cause a subject to regenerate lost body parts or organs, such as a severed hand. One with Rank 5+ can restore massive damage, such as putting a character together who was literally

cut in half. No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however.

A subject must normally be alive to benefit from Healing. A character with Healing Rank 3+ may, however, revive someone who is "clinically" dead (serious injury, heart stopped) but not actually brain dead. A character is considered "dead" if his or her Hit Points are reduced to a bigger negative number than the characters maximum Hit Points. A healer can revive a mortally wounded character, however, if he or she can bring the subject's Hit Points back up from beneath the negative threshold to a positive value quickly. This grace period can be extended indefinitely if the subject's remains have been somehow placed in suspended animation.

As a separate Attribute, Healing may be purchased to restore a target's Energy Points. Healing (Energy Points) costs the same number of Character Points per Rank as standard Healing and functions in the same fashion, though it may never be purchased with Magic Points.

For one additional CP per rank, a character may heal targets at a distance. For two additional CP per rank, he may divide hit points healed between everyone within an area (surrounding one target, who might be the healer himself) equal to (Healing Ranks x 5) feet.

Heightened Awareness
Cost: 1 Point/Rank
Relevant Ability: Wisdom
Progression: The character gains a +2 bonus/Rank to specific Ability/Skill checks
The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Ability and Skill checks relevant to noticing otherwise

hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses.

Heightened Senses
Cost: 1 Point/Rank
Relevant Ability: Wisdom
Progression: The character gains one heightened sense or technique/Rank
A character with Heightened Senses has one or more senses that have been sharpened to a superhuman level of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person's trained sense of touch) or the enhanced senses of a paranormal or technologically augmented character. Additionally, several Ranks of Heightened Senses reflect the capabilities of sensors built into spaceships and other commercial or military vehicles. For each Rank of the Heightened Senses Attribute, the character will either gain one enhanced sense (Type I), one sense technique (Type II), or a combination of Type I and Type II senses. The character must make a successful Wisdom or relevant Skill check against an appropriate DC to detect and pinpoint a specific target within a large area (for example, to listen to a specific conversation thought the background noise of the city).

Type I
One of the character's five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks. The character may take the same sense twice, which doubles the effect and extends the area of detection. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Ability and relevant Skill checks that relate to using that sense to perceive things that someone with human-level senses might conceivably

notice.

Type II
The character has one Heightened Sense technique, which extends beyond human capabilities. Examples of techniques include: darkvision, electric current detection; infravision; magnetic field detection; microscopic vision; radar sense; radio reception; sonar detection; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Most techniques only work at short range, often requiring line of sight.

The Heightened Awareness Attribute allows a lower Rank of enhancement for all of a character's senses.

Highly Skilled
Cost: 1 Point/Rank
Relevant Ability: Variable
Progression: The character gains an additional 4 Skill Points/Rank
A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points than an average adult. Extending this Attribute beyond Rank 6 provides 4 additional Skill Points per Rank (for example, Rank 11 would provide a total of 44 Skill Points). Acquiring several Ranks of the Highly Skilled Attribute is the ideal method for creating a versatile character.

Hyperflight
Cost: 1 Points/Rank
Relevant Ability: Constitution
Progression: Descriptive; see below
This Attribute is intended for use in star-spanning campaigns, involving travel between solar systems or galaxies (or even planets at low Ranks). A character with Hyperflight can fly in the vacuum of space (but not in an atmosphere) between planets, starts, asteroids, solar systems, and galaxies, at speeds equal to or exceeding the speed of light. The player can determine whether this Attribute represents warp technology, jump point formation, or the breaking of known physical laws. The Flight Attribute is required to escape from the atmosphere and gravity of a planet similar to Earth. Without Flight, the character can only achieve Hyperflight speeds by taking off when already in space.

Rank 1	The character can travel at the speed of light.
Rank 2	The character can travel at 10 times the speed of light.
Rank 3	The character can travel at 100 times the speed of light.
Rank 4	The character can travel at 1,000 times the speed of light.
Rank 5	The character can travel at 10,000 times the speed of light.
Rank 6	The character can travel at 100,000 times the speed of light.

Immunity

Cost: 10 Points/Rank
Relevant Ability: Constitution
Progression: Descriptive; see below

With this Attribute, the character is completely immune to damage and adverse effects that stem from a particular weapon, element, application, or event. For example, a character with Rank 1 Immunity to silver cannot be hurt by silver weapons and will not feel pain if clubbed with a sack of silver dollars. Similarly, a character with Rank 4 Immunity to fire/heat could walk into the most intensive firestorm possible and emerge unscathed.

Rank 1	The Immunity plays a small role in the game. Typical examples include: weapons made from a rare substance (such as gold, silver, or adamantine); attacks from a specific opponent (such as a brother, single animal type, or oneself); under specific conditions (such as in water, one hour during the day, or at home).
Rank 2	The Immunity plays a moderate role in the game. Typical examples include: weapons made from an uncommon substance (such as wood, bronze, or iron); attacks from a broad opponent group (such as blood relatives, demons, or animals); under broad conditions (such as during the night, on weekends, or in holy places).
Rank 3	The Immunity plays a large role in the game. Typical examples include: electricity; cold; a specific weapon type (such as daggers, arrows, or rapiers).
Rank 4	The Immunity plays a major role in the game. Typical examples include: fire/heat; a broad weapon type (such as swords or clubs); mental attacks.
Rank 5	The Immunity plays an extreme role in the game. Typical examples include: gunfire (including forms of artillery); bladed weapons; unarmed attacks.
Rank 6	The Immunity plays a primal role in the game. Typical examples include: weapons; energy; blunt trauma.

Insubstantial

Cost: 3 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

Each Rank of this Attribute reduces a character's density so much that he or she can pass through certain types of objects (including weapons) as though insubstantial. If a specific substance is not listed in Rank progression, the GM should use the entry that it most closely resembles. The density of the human body, for example, falls approximately at Rank 2 (water); consequently, a punch from an enemy would harmlessly pass through a character with Rank 3 Insubstantial. Characters with Rank 6 Insubstantial are effectively incorporeal and can pass through virtually anything, including most forms of energy.

Rank 1	The character can pass through paper and cloth.
Rank 2	The character can pass through wood and water.
Rank 3	The character can pass through concrete and earth.
Rank 4	The character can pass through iron and steel.
Rank 5	The character can pass through lead and gold.
Rank 6	The character can pass through energy.

Invisibility

Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character is invisible to one sense or technique/Rank

This Attribute will completely hide the character from one or more senses or detection methods. The character may possess a supernatural concealment ability or

a technological cloaking device, or have a psychic or magical talent that causes observers to overlook him or her. To represent partially invisibility, see the Sensory Block Attribute.

For each Invisibility Rank, the player selects one sense or technique to which the character is "invisible." Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral; ethereal; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration. The GM may decide that the most common forms of Invisibility — often sight and hearing — cost 2 Attribute slots rather than only 1.

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is invisible to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character who is invisible to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character who is invisible to sight has a great advantage. Once the invisible character gives away his or her general position (for example, by firing a gun, attacking with a sword, or shouting) he or she can be attacked, but there is a -4 penalty for anyone within melee range and -8 for anyone at a greater distance. Heightened Awareness and Heightened Senses can reduce this penalty, as can the Blind-Fight or

Blind-Shoot Feats. This penalty is halved if using an Area or Spreading Special Attack on the invisible character.

Item of Power
Cost: 3-4 Points/Rank
Relevant Ability: Usually none, but sometimes Wisdom
Progression: The item is built using 5 Character Points/Rank

This Attribute describes any exotic, portable item that directly enhances a character in some way (perhaps by conferring Attributes). An Item of Power represents advanced technology or a relic with paranormal powers. More ordinary but useful items (such as a sword or a medical kit) are covered by the Personal Gear Attribute. Special weapons that others can use are often designed with Item of Power, with Points allocated to the Special Attack Attribute.

Each item is built using up to 5 Character Points per Rank of the Item of Power Attribute, which can be used to assign other Attributes. For some character concepts, Items of Power above Rank 6 are not unreasonable. Assigning Defects to the item earns Bonus Points, which are used to acquire

additional Attributes for the item. Defects that cannot usually be assigned include: Conditional Ownership, Ism, Marked, Nemesis, Owned, Red Tape, Significant Other, Skeleton in the Closet, and Wanted. Players selecting this Attribute must have a discussion with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may also create specific abilities for Items of Power using the Unique Attribute. An Item of Power may be combined with a mundane, minor, or major Gadget (such as a car that can fly, or a sword that can teleport people).

The item costs 4 Points/Rank if it is difficult for the character to misplace or for an enemy to steal/knock away, or it is almost always with the character. Examples include jewellery, frequently worn clothing, or equipment the character carries with them always. The item costs 3 Points/Rank if it is easier for the character to misplace or for an enemy to steal/knock away, or it is often distant from the character. Examples include thrown weapons, armour that is stored when not in use, and vehicles or equipment that stay at the character's home until needed.

Additionally, the total Point cost (not cost per Rank) for the Item is increased by 1 if it can only be used by a small subset of individuals (Restricted Use). For example: only characters with a Strength above 18, only magicians, only members of a specific religion, or only goddesses. The total Point cost is increased by 2 if the Item can only be used by the character (Personal Use); this restriction cannot be reconfigured by someone with the Mechanical Genius Attribute.

Items that cannot be lost or stolen, such as objects that are implanted in or fused to the character's body (often true for cyborgs), are not Items of Power. In these cases, the items are considered part of the character and thus the player should use Points to acquire the Attributes directly. If a character requires a specific object, or group of objects, to act as a focus when using one or more of his or her innate Attributes, the Special Requirement Defect applies instead of Item of Power.

Jumping
Cost: 1 Point/Rank
Relevant Ability: Strength
Progression: The character adds 20 to his or her Jump Skill each Rank

With this Attribute, the character can make very high, unaided vertical jumps but cannot actually fly. This ability is very appropriate for anime martial artists, bouncy non-human races like cat-people, and agile or jump-jet equipped robots or powered suits.

Magic
Cost: 4 Points/Rank
Relevant Ability: Intelligence
Progression: The character receives 10 Magic Points/Rank to acquire magical powers

This Attribute is rarely used in campaigns that also use the Dynamic Sorcery Attribute. Additionally, Magic does not compliment the traditional spell casting rules in most other d20 System games. If Anime d20 is being used with another d20 game, GMs may consider restricting access to the Magic Attribute.

A character with the Magic Attribute has the ability to manipulate arcane energies to produce a specific set of effects that seemingly defy physical laws. The player should define the character's magical ability and establish a consistent theme for his or her powers. Themes that are common in Final Fantasy games include:

- Alteration magic that affects physical, spiritual, and emotional changes in targets.
- Black magic, which revolves around

destructive forces.

- Blue magic, which essentially mimics the more spectacular abilities of monsters.
- Elemental magic such as mastery over traditional elements like wind, water, or fire, or less traditional "elements" like darkness, the moon, or even love.
- Summoning magic, which involves calling upon powerful entities to perform tasks.
- Time magic, which alters time and space.
- White magic, which heals and protects targets. It is also a powerful weapon against the undead and other innately evil creatures.

The GM may rule that only certain types of magic exist within his or her campaign setting and that all characters with a Magic Attribute should conform to them. It is perfectly reasonable for a character to take the Magic Attribute multiple times to represent a character who has two or more different types of magic.

A character with the Magic Attribute receives 10 Magic Points per Rank of this Attribute. Magic Points may be used like Character Points to acquire individual Attributes. Attributes acquired using Magic Points are designated "Magical Powers" and represent the extent of the character's magic. A Magical Power is used just like an ordinary Attribute, except each time the character uses it he or she must perform an invocation and expend Energy Points. This can represent casting a spell, concentrating on his or her inner ki, focusing a psychic power, etc.

Characters can acquire almost any Attributes as Magical Powers using their Magic Points with these exceptions: Dynamic Sorcery, Energy Bonus, Magic/Psionics, and perhaps Own a Big Mecha. The GM should exercise caution in allowing characters to acquire Highly Skilled or Organisational Ties, since either can be inappropriate or unbalancing. In addition, each Magical Power should be given its own descriptive name or special effects. Thus, while a Magical Power may be acquired as "Special Attack Rank 2," on a character sheet it should be written down as "Lightning Bolt: Weapon Attack Rank 2," etc.

An invocation normally involves a short verbal incantation or magic phrase combined with gestures, which should take one action; the character must be able to speak and have his or her hands free to perform it. (For ways to get around this, see Magic Options). If the power is an offensive

one (such as Mind Control or Special Attack), the character can make his or her attack as part of the invocation.

Each invocation normally drains Energy Points from the character equal to one half (round up) the Magic Points that were spent to acquire that Rank of the Attribute. For example, acquiring the Elasticity Attribute at Rank 5 as a Magical Power, costs 10 Magic Points. Invoking the Elasticity Magical Power at Rank 5 drains 5 Energy Points from the character ($10 \div 2 = 5$). A character can choose to use a Magical Power as if it were acquired at a lower Rank to conserve Energy Points, however. Continuing the example, the character can use Elasticity at Rank 2 instead (even though it can be used at a maximum of Rank 5), which only drains 2 Energy Points.

If the Magical Power is an Attribute with instantaneous effects, such as Exorcism, Teleportation or Weapon Attack, the character must invoke the power anew (and spend Energy Points) each time he or she wishes to make use of it. If it has continuing effects (as in the case for most other Attributes), these effects will last for one minute; the character can maintain it for a greater duration by spending additional Energy Points equal to the Magic Point cost every minute. The Game Master can adjust this time up or down as necessary for his or her campaign. Maintaining a Magical Power requires no special concentration, but if the Power is not maintained it will cease to function and need to be invoked all over again in order to reactivate it.

Magic Options
A specific Magical Power may be further customised by assigning it one or more of the following Magic Options when the character's powers are being designed. Note that a character may assign different Magic Options to each of his or her Magical Powers. All effects are cumulative.

- Focus: In order to invoke a Magical Power that was given the Focus option, the character requires a special tool. This may be a talisman, magic wand, or other device, or a set of exotic "spell components" such as the traditional eye of newt and wing of bat. A Magical Power that requires a Focus costs half as many Energy Points to invoke (round down). The Energy Points required to maintain the Magical Power are unaffected.

- Ritual: Invoking a Magical Power that has this option requires a special ceremony taking several minutes to several hours to perform (GM's option), however, the Energy Points required to invoke the power and maintain it are halved (round down). If the character is interrupted during the Ritual or does anything other than concentrate on it, the Ritual fails and the character must begin again if he or she wishes to invoke the power. If a Ritual is interrupted at the last minute (when nearly complete) the GM may optionally have it go out of control, producing an undesirable or disastrous effect rather than simply fail. The GM may allow the magic-using character a Concentration Skill Check to avoid this. The magnitude of the disaster will depend on how powerful the Magical Power is and will usually be somehow related to what the character was trying to achieve.

- Silent: A Magical Power that has this option does not require magic words. A Silent Power costs twice as many Energy Points to invoke (but regular cost to maintain). This option is very common for innate or psychic powers.

- Still: A Magical Power that has this option does not require any gestures or motions. A Still Power costs twice as many Energy Points to invoke (but regular cost to maintain). Again, this option is very common for innate or psychic powers.

Massive Damage

Cost: 2 or 5 Points/Rank
Relevant Ability: None
Progression: Damage the character delivers is increased by 2 Points.

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Rank, additional damage is only inflicted when the character uses one specific weapon type, Special Attack, or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon (such as guns, blades, blunt weapons), knowledge of a particular martial arts technique, or ability with a specific Special Attack.

For 5 Points/Rank, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks

such as energy blasts, magical spells that inflict damage, or vehicle weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Attribute for a combat-oriented character.

Mechanical Genius

Cost: 2 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, a Mechanical Genius is a natural and is able to flip through a tech manual for an advanced technology in 30 seconds and figure out a way to repair the machine in an hour or so. Such characters often have high Ranks in Electronics and Mechanical Skills as well.

A character with this Attribute can also build new and modify existing gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing Personal Gear or technology-based Items of Power by exchanging Attributes and Defects, as long as the overall Point total is

unchanged. A Mechanical Genius can also build Gear and Items of Power, but their creation requires the character to allocate the appropriate number of Character Points.

Alternatively, the GM may describe this Attribute as "Magical Genius" or "Chemical Genius," which allow a character to modify magical or alchemical Items of Power by exchanging Attributes and Defects.

> **Rank 1** The character can build/repair machines at 2 times normal speed.
> **Rank 2** The character can build/repair machines at 5 times normal speed.
> **Rank 3** The character can build/repair machines at 10 times normal speed.
> **Rank 4** The character can build/repair machines at 20 times normal speed.
> **Rank 5** The character can build/repair machines at 50 times normal speed.
> **Rank 6** The character can build/repair machines at 100 times normal speed.

Metamorphosis

Cost: 5 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

Physical transformations are a major part of Japanese folklore, and a common ability for supernatural anime creatures or individuals labouring under a curse. Technological transformations are also possible, such as the robot who can shed its human guise and sprout weapons pods and rocket engines. Sorcerers, witches, or demons may also know how to transform others, usually through powerful magic.

The Metamorphosis Attribute allows a character to transform a target into alternate forms by adding Attributes to, or adding/removing Defects from, the target character. The maximum duration of this change is dictated by the Attribute Rank. If the target character successfully makes a Fortitude save (DC 14 + Rank of Metamorphosis), the Metamorphosis attempt does not work. The GM may rule that

Metamorphosis automatically fails if the subject's new form could not survive in the present environment. Consequently, a character could turn an enemy into a goldfish, but the attempt would only work if the target was currently in water. This prevents this ability from being used as a quick way to instantly kill an opponent. Again, GMs may waive this restriction where appropriate (such as for a villain in a supernatural horror campaign). In order to transform him or herself, the character needs the Alternate Form Attribute.

For each Rank of Metamorphosis, the character can assign 1 Character Point to a target's Attributes. This can either raise the target's current Attribute Rank, or result in the target gaining a new power. Alternatively, for each Rank the character can add 3 Defect Bonus Points to, or remove 3 Defect Bonus Points from, a target. Cosmetic changes that confer no additional abilities on the target, but do not fall under the Marked Defect, are considered a 1 Bonus Point change total (for all changes). This includes: change of sex, 50% apparent age increase or decrease, colour changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Unless the GM indicates otherwise, Character Points gained through Metamorphosis can only be used to add Ranks to the following Attributes: Adaptation, Armour, Elasticity, Extra Arms, Features, Flight, Heightened Senses, Insubstantial, Jumping, Natural Weapons, Regeneration, Special Defence, Special Movement, Speed, Superstrength, Tunnelling, and Water Speed. Additionally, only the following Defects can be changed: Ism, Marked, Not So Tough, Physical Impairment, and Sensory Impairment. Metamorphosis is not intended for transforming people into stone or other

forms where they would be effectively immobilised. In order to do that, use the Special Attack Attribute with the Incapacitating Ability.

Singular, pre-defined Metamorphosis effects can be purchased at a reduced rate of 2 CP per Rank. This option works best for characters whose powers have very specific foci in which the Metamorphosis can only add one effect (or one set of effects).

Rank 1	The character may change up to 1 Character Point or 3 Defect Points. The Metamorphosis lasts for 1 minute.
Rank 2	The character may change up to 2 Character Points or 6 Defect Points. The Metamorphosis lasts for 2 minutes.
Rank 3	The character may change up to 3 Character Points or 9 Defect Points. The Metamorphosis lasts for 5 minutes.
Rank 4	The character may change up to 4 Character Points or 12 Defect Points. The Metamorphosis lasts for 10 minutes.
Rank 5	The character may change up to 5 Character Points or 15 Defect Points. The Metamorphosis lasts for 30 minutes.
Rank 6	The character may change up to 6 Character Points or 18 Defect Points. The Metamorphosis lasts for 1 hour.

Mimic

Cost: 7 or 10 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

Upon a successful Power Usage: Mimic Skill check against a DC of 15 plus the Rank of the target Attribute or Skill, the character can temporarily mimic any Attribute or Skill Rank of any single target character within range. The Rank of Mimic equals the maximum Attribute Rank that can be mimicked (doubled to determine the maximum Skill Rank). The Rank of a mimicked Attribute/Skill only replaces the character's corresponding Rank (if applicable) if it is higher; the character's Attribute/Skill Rank cannot decrease through Mimic unless a specific Restriction is assigned.

Alternatively, upon a successful Power Usage: Mimic Skill check against a DC equal to the target Ability Score, the character can temporarily mimic any Ability Score of any single target character within range.

For 7 Points/Rank the character can only mimic one Attribute/Ability/Skill at any single time. For 10 Points/Rank, the character can mimic as many Attributes/Abilities/Skills simultaneously at the appropriate Ranks (as indicated) as he or she desires (each mimicked Attribute/Ability/Skill must be copied separately, each requiring a separate Skill check).

Rank 1	The character can mimic up to Rank 1 Attributes or Rank 2 Skills, at a range of 15 feet and a duration of 5 rounds.
Rank 2	The character can mimic up to Rank 2 Attributes or Rank 4 Skills, at a range of 30 feet and a duration of 1 minutes.
Rank 3	The character can mimic up to Rank 3 Attributes or Rank 6 Skills, at a range of 45 feet and a duration of 2 minutes.
Rank 4	The character can mimic up to Rank 4 Attributes or Rank 8 Skills, at a range of 60 feet and a duration of 4 minutes.
Rank 5	The character can mimic up to Rank 5 Attributes or Rank 10 Skills, at a range of 75 feet and a duration of 8 minutes.
Rank 6	The character can mimic up to Rank 6 Attributes or Rank 12 Skills, at a range of 90 feet and a duration of 16 minutes.

Mind Control

Cost: 3-6 Points/Rank
Relevant Ability: Wisdom
Progression: Descriptive; see below

This Attribute allows the character to mentally dominate other individuals. Sorcerers, some psionic adepts, and creatures with hypnotic Powers (such as many demons or vampires) are among those likely to have Mind Control.

Mind Control costs 6 Points/Rank if it can be used on any human or alien with an Intelligence of 3 or higher (animals are excluded). It costs 5 Points/Rank if it works on broad categories of humans ("any Japanese" or "any male," for example). It costs 4 Points/Rank if the category is more specific and less useful ("people obsessed with beauty"). Finally, it costs 3 Points/Rank if the category is very specific (members of the character's family, or members of a specific military unit). The effects of Mind Control should be role-played. If necessary, the GM can take over the character, although it is more fun if the player (with GM guidance) continues to play the character.

Initiating Mind Control requires a full round. The character must successfully make a Power Usage: Mind Control Skill check (if attacking multiple targets, roll only once) against DC 10 plus the Intelligence modifier of the target (use the highest modifier if targeting multiple people). At Ranks 1, 3, 5, 7, and 9, the character receives a +1 bonus to his or her attempt to Mind Control a target. If the check is successful, the target must make a Willpower save against DC 10 plus the attacker's Wisdom modifier plus the attacker's Rank in Power Usage: Mind Control. When controlling a large number of people, an average Will save for the entire group could be used. At Ranks 2, 4, 6, 8, and 10, the target also receives a -1 penalty when attempting to defend against Mind Control (or when trying to break established contact). At Rank 7, for instance, the character gains a +4 bonus while the target suffers a -3 penalty. A character needs to defeat an opponent in Mind Combat to toy

with the target's emotions (for example, giving the opponent new fears or a prejudice).

Once Mind Control is established, it remains in effect until the dominating character willingly relinquishes control, or until the target breaks free from the control. A target may attempt to break control under two circumstances: whenever he or she is given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate for dramatic effect. To sever the connection, the target must make a successful Willpower save against DC 10 plus the attacker's Intelligence modifier and Power Usage: Mind Control Skill Rank plus the modifiers based on the controller's Mind Control Rank.

Against Target's Nature

If a Mind Controlled target is commanded to perform an action that he or she would not willingly do under normal circumstances, the target can attempt to break control. Additionally, the target may receive a bonus if the action goes against his or her nature. The more distasteful the target finds the command, the greater the bonus. For mildly distasteful actions (such as licking an enemy's boots), no bonus is given. For highly distasteful or undesirable actions (such as stealing from an ally), a +4 bonus is given. Finally, for exceptionally distasteful or undesirable actions (such as attacking an ally), a +8 bonus is given. Note that these bonuses are cumulative with penalties associated with the controlling character's Mind Control Rank.

When the GM Deems Appropriate

If the character commands his or her target to perform a number of mundane activities (clean the house, fetching a drink of water, etc.), the GM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as "sit in the closet" or "go to

sleep," however, may have a drastic impact on the lives of others if a bomb is about to explode in the shrine or the target is piloting a mecha at the time. In these instances, the GM may give the target a chance to break free of the Mind Control even if the target does not regard a command as dangerous or distasteful (which would present an opportunity to end the control). This option puts the GM in direct control of the situation, which will benefit the campaign. Naturally, the GM can also apply modifiers to the save attempt that are cumulative with penalties associated with the controlling character's Mind Control Rank.

A character need not control every thought and action of his or her victims but can allow them to live normal lives until they are needed; these targets are known as "sleepers." Additionally, people who have been Mind Controlled will not usually remember events that occurred during the time period they are controlled and will have a gap in their memories.

The GM may allow a character to temporarily boost his or her Mind Control Attribute by one or two Ranks against a single individual who is his or her captive by "working" on the subject for a day or more. This bonus can represent concentrated brainwashing techniques or dedicated study of a subject.

Rank 1   The character can control the mind of 1 target for a duration of several minutes.
Rank 2   The character can control the minds of 2-3 targets for a duration of several hours.
Rank 3   The character can control the minds of 4-8 targets for a duration of several days.
Rank 4   The character can control the minds of 9-15 targets for a duration of several weeks.
Rank 5   The character can control the minds of 16-25 targets for a duration of several months.
Rank 6   The character can control the minds of 26-50 targets for a duration of several years.

Mind Shield
Cost: 1 Point/Rank
Relevant Ability: Wisdom
Progression: The character gains a +2/Rank for Willpower saves involving mind invasion
A character with Mind Shield is protected against psychic intrusion. This may be a reflection of his or her own psychic abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and block attempts to read his or her mind by a character with Telepathy of equal or lower Rank to the Mind Shield. The character may also add the twice the Rank of Mind Shield to his or her Will save (as appropriate) when defending against a Mind Control attempt, telepathic Mind Combat, or a Special Attack with the Mind or Soul Attack Ability.

Natural Weapons
Cost: 1 Point/Rank
Relevant Ability: None
Progression: The character gains 1 Natural Weapon/Rank
The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities such as an android or cyborg with retractable claws. More powerful Natural Weapons can be designed using the Special Attack Attribute, with the Melee Disability.

The character possesses one such attack form per Rank. Possessing more than one such natural weapon gives the character a wider variety of attack forms.

Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt;

and thus inflict usual Unarmed damage.

Claws or Spikes

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict 1d4 additional damage when used in melee combat. This attack uses the Unarmed Attack (Strikes) Skill.

Fangs, Beak, or Mandibles

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts only 2 damage above normal damage in melee combat, but a successful strike that penetrates Armour gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Strength check. While the attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a -4 AC penalty against any attack. This attack uses the Unarmed Attack (Bites) Skill.

Horns

These are large horns for butting or stabbing. Horns add 2 extra damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins Initiative against an opponent and has room for a running start, he or she can lower his or her head and charge. A successful attack will deliver normal attack damage, plus 1d6 (rather than the normal +2). If a charge fails to connect, the charging character will be off balance and suffers a -2 penalty to his or her AC for the remainder of the round and a -4 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikes) Skill.

Spines

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically suffers 2 damage each round. This damage is in addition to any attack damage delivered. During these struggles, the opponent's clothes will also be ripped and shredded unless they are armoured.

Tail Striker

If the character has a combat-ready tail, it can be equipped with spikes, a stinger, or other similarly nasty weapon. The attack inflicts an additional 2 damage (in addition to normal damage). Upon a successful attack, the target must make a Dexterity check or suffer a -4 Initiative penalty the following combat round (the target is off balance). This attack uses the Unarmed Attack (Strikes) Skill.

Tentacles

One or more of the character's limbs — or possibly his or her hair — are actually

tentacles. A character with tentacles gains a +2 bonus to his or her Unarmed Attack and Unarmed Defence Skill Rank when engaged in a wrestling attack or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a -1 AC penalty).

Organisational Ties

Cost: 1-3 Points/Rank
Relevant Ability:
Charisma
Progression:
Descriptive; see below
Organisational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to respect and privileges. Monetary advantages are usually covered by the Wealth Attribute, while access to special equipment may be represented by the Personal Gear Attribute. Examples of organisations include the feudal system, powerful corporations, organised crime rings, secret guilds and societies, governmental positions, military organisations, and some religions. For campaigns in which all players belong to the same organised group, the GM may decide that Organisational Ties are not required. Consequently, this Attribute is optional; the GM may prefer to treat organisation membership as a background detail instead.

The value of Organisational Ties depends on its importance in the setting. An organisation that exerts moderate power within the setting is worth 1 Point/Rank, one that has significant power costs 2 Points/Rank, and one that has great power in the setting costs 3 Points/Rank. Players should not assign this Attribute to represent organisations that have very little power. The GM determines the extent of the organisation's influence. A criminal organisation like the Mafia or Yakuza might count as "great power" (3 Points/Rank) in a traditional low-powered game set in modern times, but merely as "moderate power" (1 Point/Rank) in a high-powered magical girl campaign.

Normal organisations should be limited to a geopolitical area, such as a single country. Global organisations, or those that span multiple geopolitical areas, function at 1 Rank lower. Multi-planetary organisations function at 2 Ranks lower, while multi-galaxy organisations function at 3 Ranks lower. For example, the president of a global megacorporation needs to assign Rank 6 to gain access to the Controlling Rank category (1 Rank lower). Similarly, a character who has Senior Rank in a universe-wide military organisation should have Rank 7 Organisational Ties (3 Ranks lower). Some organisations may be ostensibly limited to a single country, but the higher ranks still have global or multi-planetary influence. For example, the President of the United States is a Controlling Rank (Rank 6). Since the US has great influence across the world, however, the position would be Rank 7 (as if it was a global organisation).

These far-ranging organisation positions are only relevant, however, if the character can actually gain access to the resources of all branches of the group. If an Earth character is Connected to a multi-planetary police organisation, for instance, but can only interact with and be influenced by the Earth chapter of the organisation, the group is only considered to be a global organisation (1 Rank lower) for that character. The group is not categorised as multi-planetary (2 Rank lower), since the extensive resource benefits normally associated with an organisation that size are not available to the character.

Rank 1	The character is connected to the organisation and can rely on it for occasional support and favours (and expect to be called on in return).
Rank 2	The character has respected status in an organisation such as a landed knight in the feudal system, a junior executive in a corporation, a city council member, or a Mafia "Wise Guy" in an organised crime family. The organisation brings the character status and some wealth.
Rank 3	The character has middle rank in an organisation such as a corporate vice president in charge of a department, a lesser feudal lord with a castle and lands, or a Mafia "captain" who runs a neighbourhood, or a junior congressman or member of parliament.
Rank 4	The character has senior rank in an organisation, such as the senior vice-president of a large corporation, a high-ranking officer in the JSDF, or a US senator.
Rank 5	The character has controlling rank in an organisation, such as the president of a megacorp, the boss of a large crime family, or a US state governor.
Rank 6	The character has a controlling rank that spans multiple organisations, such as the ruler of a small nation, or "boss of bosses" of many different crime families.

Own a Big Mecha (OBM)
Cost: 8 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below
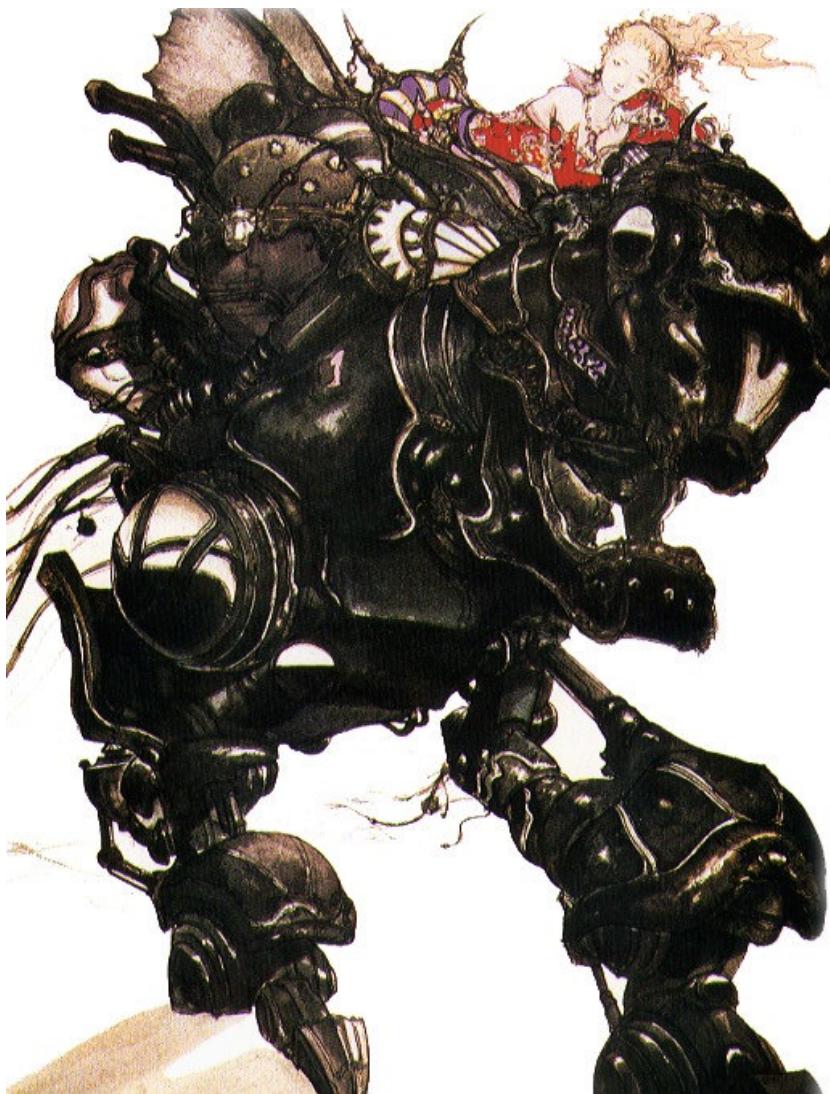
A mecha is a vehicle or construct of some sort such as a giant robot, spaceship, tank, submarine, sports car, motorcycle, helicopter, powered armour suit. Piloting is usually done from a cockpit inside the mecha, though lower-technology or "retro" mecha may be operated from the outside or via remote control. The mecha's aptitude for combat is determined by the pilot character's ability. Mecha often appear in modern or future settings, but they can also be pre-modern such as sailing ships or science-fantasy gear like suits of Magitek armour. "Mecha" that characters do not ride, pilot, occupy, or wear, such as robot companions, are best acquired through the Flunkies or Servant Attributes.

The basic capabilities of the mecha are outlined in the Rank progression chart. The exact details regarding the mecha's form, function, storage, and design are up to the player. With GM permission, a player can modify his or her character's mecha from this baseline by assigning Attributes and Defects to the mecha rather than the character. The Character Points associated with Attributes, and Bonus Points associated with Defects, assigned in this way are divided by two to determine the actual cost. For example, adding a Force Field (4 Points/Rank) to the mecha would cost only 2 Points/Rank. Similarly, adding a 2 Bonus Point Defect to the mecha would only return 1 Bonus Point to the character. The GM has final approval over all mecha modifications.

Anime d20 and d20 Mecha
If you want an even more detailed and customisable version of Own a Big Mecha, the *d20 Mecha* (#02-601) book is exactly what you are looking for. Each rank of Own a Big Mecha gives you 400 Mecha Points with

which you can build your machine.

Rank 1	The character owns a weak mecha with: 2d8 Hit Points, 4 Armour, 2 arms, top speed of 30 mph, 2d6 damage in unarmed melee combat, and Rank 1 Special Attack.
Rank 2	The character owns a average mecha with: 4d8 Hit Points, 8 Armour, 2 arms, top speed of 60 mph, 4d6 damage in unarmed melee combat, and Rank 2 Special Attack.
Rank 3	The character owns a strong mecha with: 6d8 Hit Points, 12 Armour, 2 arms, top speed of 100 mph, 6d6 damage in unarmed melee combat, and Rank 3 Special Attack.
Rank 4	The character owns a powerful mecha with: 8d8 Hit Points, 16 Armour, 2 arms, top speed of 300 mph, 8d6 damage in unarmed melee combat, and Rank 4 Special Attack.
Rank 5	The character owns a very powerful mecha with: 10d8 Hit Points, 20 Armour, 2 arms, top speed of 600 mph, 10d6 damage in unarmed melee combat, and Rank 5 Special Attack.
Rank 6	The character owns a extraordinarily powerful mecha with: 12d8 Hit Points, 24 Armour, 2 arms, top speed of 1000 mph, 12d6 damage in unarmed melee combat, and Rank 6 Special Attack.

Personal Gear

Cost: 2 Points/Rank
Relevant Ability: None
Progression: The character gains 1 major and 4 minor items of Personal Gear/Rank
The Personal Gear Attribute represents a character's access to useful equipment. Characters do not need to spend Character Points for items that are legal, inexpensive, and mundane in the campaign setting (such as clothing, a backpack, a knife, or consumer goods). GMs may require players to allot Points to this Attribute, however, if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access such as weapons, body armour, or specialised professional equipment. The GM may give starting players a weapon of choice and a few other inexpensive items for free.

Personal Gear cannot include magic items,

secret prototypes, or technology more advanced than what is standard in the setting. It can include common civilian vehicles appropriate to the setting (for example, a car, truck, light airplane, or motorbike in the present day; perhaps a horse for fantasy campaigns). For less common or more expensive mecha, see Own a Big Mecha Attribute. The GM always has the final say on whether or not an item is available to the characters. Some examples of Personal Gear can be found in Chapter 12: Combat; the GM can create the statistics of other items.

Although characters may have items that are owned by the organisations to which they belong, they still must acquire these items as Personal Gear if they will make regular use of them (though the Conditional Ownership Defect may apply). Thus, a police officer would use Gear for a pistol, police car, or handcuffs, although these items are property of the police department. This rule is intended mainly for play balance and, naturally, the GM has final say on this issue. Each Rank in this Attribute permits the character to take one major and four minor items. Alternatively, the character can exchange one major item for four minor items, or vice versa. Use these guidelines to differentiate between major and minor items:

Minor
The item is somewhat hard to get, or rather expensive. It is something available in a shop or store or from a skilled artisan, but it costs as much as an average person's monthly wage. Alternatively, the Gear can be less expensive but needs a license or black market contact to acquire. Non-standard items that modify or improve other items of Gear, but are not functional by themselves (for example, a scope for a rifle, silencer for a pistol, or supercharged engine for an automobile) are also minor items of Gear.

Modern examples of minor items include

weapon and vehicle modifications, some handguns, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers. Ancient or medieval examples include most swords, longbows, crossbows, shields, lightweight armour (such as leather or a light mail shirt), lock picks, poisons, or a mule. Gear must be appropriate to the world setting — a pistol is a minor item in a modern-day or future setting, but an Item of Power in a medieval fantasy game!

Major

The gear is usually illegal for civilians, but it may be issued to an elite law enforcement agency, an average soldier, or a government spy may be issued. Also, particularly well-made weapons and medium and heavy suits of armour are generally considered Major gear. Modern-day examples of major items include machine guns, tactical armour, and grenade launchers. Major gear items can also include quite expensive but commercially available equipment such as a science lab, workshop, car, or motorbike. The GM can rule that an occasional, very expensive item (for example, an airplane or semi truck) counts as two or more major items of Gear. Ancient or medieval examples of major items include a full suit of chain or plate armour, a cavalry horse, a smith's forge, an alchemist's lab, or a wagon and team of draft animals.

Mundane

Items that are easy to acquire, legal, and inexpensive count as "mundane items" and do not count as Personal Gear unless taken in quantity (GM's option). For example, "a complete tool box" would be a single a minor item; a single wrench is mundane.

Pet Monster

Cost: 6 Points/Rank
Relevant Ability: None
Progression: The character owns one or more pet monsters, constructed from 20 Character Points plus 20/Rank

A Pet Monster is the ultimate friend and servant, ready to perform nearly any task for its master. Unlike a Servant, Pet Monsters have few desires beyond pleasing their master and rarely disobey orders.

A Pet Monster is a 1st Level Adventurer, created with his or her own Ability Scores, Attributes, Defects, and Skills as normal but with only 20 Discretionary Character Points. Each Rank of the Pet Monster Attribute also gives the player 20 additional Character Points to add to the Pet Monster (for example, 40 Points at Rank 1, 60 Points at Rank 2, etc.). Pet Monsters do not gain Experience Points themselves and never progress in class beyond Level 1, though; instead, a Pet Monster gets more powerful when its owner advances in Rank in the Pet Monster Attribute and gives his or her pet more Character Points (to acquire Feats, Attributes, Skills, etc.). The Pet Monster may not have the Pet Monster Attributes, and some relationship-based Defects should not be assigned due to its innate role as a character's pet. Thus, it is inappropriate for a Pet Monster to have the following Defects: Owned, Red Tape, or Significant Other.

If creating more than one monster, the character can divide the Pet Monster Points amongst them in any way he or she desires. Each new Pet Monster added is created as a 1st Level Adventurer as normal with 20 Discretionary Character Points. If the GM wishes to encourage players to own multiple Pet Monsters instead of just one, the Rank Progression could be changed from "+20 Character Points/Rank" to "+15 Points/Rank +5 Points added to each Pet Monster." For example, if a character with six Pet Monsters increases from Rank 3 to Rank 4 in this Attribute, each Pet Monster gains an additional 5 Points and the player has 15 more Points to divide amongst the six pets

as he or she sees fit.

In addition to Character Point assignment, players should consider the following five aspects for his or her character's Pet Monster:

- What is its name?
- What does the Pet Monster look like?
- What species is it? Possible species types include: aquatic, beast, bird, bug, dragon/reptile, eidolon, esper, eyeball, golem, metamorph, and spirit.
- From what elemental force does the Pet Monster derive its powers? Common elements include: celestial, darkness, death, earth, electricity, fire, gas, ice, light, metal, psionics, sonic, water, and wind.
- How is the Pet Monster stored when not in use? All Pet Monsters come with their own device for free, which may include an electronic toy, a magical pocket ball, or an extra dimensional gadget. When the owner needs the Pet Monster, he or she summons them from the device, most commonly with a command phrase.

Experience Point Pet Monster Advancement

Rather than increasing the Pet Monster's point total to reflect advancement, players and GMs may wish to advance pet monsters as Adventurers.

The Pet Monster begins play as a 1st Level Adventurer and gains Experience Points at the same pace as the character. If a character has multiple Pet Monsters, the XP award is divided amongst the monsters (assigning the most XP to those monsters that saw the most action in the adventure).

If the character increases his or her Rank in the Pet Monster Attribute, the Monster gains the additional points as normal, reflecting additional power, not additional experience. Using this method, however, players should ignore the "Pet Monster +1" gained from character Class advancement — the XP advancement gained through adventuring reflects the increased ability of the monsters.

Place of Power

Cost: 1 Point/Rank
Relevant Ability: None
Progression: Descriptive; see below

A Place of Power is a home base or lair that is infused with magical or holy energies. It might be a shrine, magical circle, a sacrificial altar, a ring of standing stones or something less traditional. The place usually radiates good or evil energy, and a nearby character with an appropriate Sixth Sense can detect its presence.

While within his or her Place of Power, the

character alone can perform activities using either Dynamic Sorcery or Magic more easily. The Place of Power has a pool of 10 Energy Points for each Rank of this Attribute. While the character is standing somewhere within the Place of Power, he or she can draw on these Energy Points as if they were the character's own. Once used, the Energy Points replenish at a rate of 1 Energy Point for each Rank of the Place of Power Attribute per hour.

Several characters may share the same Place of Power. While this option does not reduce the Attribute's cost, it can provide greater convenience. Each character sharing the Power has his or her own source of additional Energy Points.

At the GM's discretion, a Place of Power may also offer additional advantages. In particular, one usually exerts a subtle, long-term, emotional influence on people who live in or near it, which may be positive if the owner of the Place of Power is a good person or negative if he or she is an evil one. In addition, individuals born or raised in a Place of Power are more likely to develop supernatural abilities.

Rank 1	The Place of Power is the size of a small rug and provides 10 Energy Points.
Rank 2	The Place of Power is the size of a small room and provides 20 Energy Points.
Rank 3	The Place of Power is the size of a large room and provides 30 Energy Points.
Rank 4	The Place of Power is the size of a house and provides 40 Energy Points.
Rank 5	The Place of Power is the size of a city block and provides 50 Energy Points
Rank 6	The Place of Power is the size of several city blocks and provides 60 Energy Points.

Pocket Dimension

Cost: 2, 3 or 4 Points/Rank
Relevant Ability: Wisdom
Progression: Descriptive; see below
This Attribute allows the opening of a hole or doorway — a portal — into another dimension. In anime, this power is sometimes possessed by demons or even vampires, or, in Western myth, by fairies. Mages often create dimensional portals leading from closets or doors into other places. In less serious games, Pocket Dimension can also represent the ability some characters have to suddenly produce big items (like huge hammers or swords) seemingly out of nowhere. A Pocket Dimension could also represent an object that is simply bigger on the inside than on the outside.

The Rank of Pocket Dimension determines the maximum size of the dimension. The environment and furnishings of the dimension are up to the player within the GM's limitations; extensive furnishings should be acquired as Personal Gear. A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to the characters.

The cost of Pocket Dimension is 2 Points/Rank if it is limited to a single fixed portal (such as a house closet), 3 Points/Rank if the portal is in a mobile location (such as inside a vehicle, or attached to an item), or 4 Points/Rank if the character can use a particular class of objects as a portal (such as "any mirror" or "any pool of water").

A character with this ability at 2 or 3 Points/Rank cannot create new portals leading out of the dimension; he or she may only leave by the one that was entered. A character can usually only have a single portal opened to his or her dimension at a time, but additional apertures to the same dimension may be possessed for 1 extra Character Point each. At the 4 Points/Rank version, the character can leave the Pocket Dimension through any other appropriate exit within 1 mile times the Rank (for example, within a 6 mile radius for Rank 6); the character is not required to leave through the same one he or she entered.

Once opened, a portal can stay open for as long as the creator is in the dimension. The creator may also be able to "leave the door open" if he or she wishes to allow individuals to enter or leave while the creator is not present within the dimensional pocket.

Pocket Dimensions may optionally be designated as only one-way, restricting access in or out until the character or machine maintaining them is destroyed, or some other condition is fulfilled. This Attribute may be taken multiple times to give access to multiple different dimensions. If so, it may be taken at different Ranks for each individual dimension.

Using Pocket Dimension Offensively
Some characters may have the exotic ability of being able to suck or warp unwilling targets into their alternate dimension (at the 3 or 4 Points/Rank version only). To indicate this, assign the Pocket Dimension Attribute and think acquire the Special Attack Attribute with the Linked (Pocket Dimension) Ability.
Characters who have an ability to travel between dimensions should possess the Dimension Hop Special Movement Attribute.

Rank 1	The dimension can be as large as a closet.
Rank 2	The dimension can be as large as a room.
Rank 3	The dimension can be as large as a house.
Rank 4	The dimension can be as large as a city block.
Rank 5	The dimension can be the size of an entire village.
Rank 6	The dimension can be the size of an entire city (or even larger).

Power Defence
Cost: 1 Point/Rank
Relevant Ability: Variable
Progression: The character reduces the DC of saving throws related to the defensive use of an Attribute by 1/Rank
Power Defence is acquired in conjunction with another Attribute not normally used for defence (Attribute must be defined when Power Defence is assigned). Power Defence allows a character to use the other Attribute to defend against attacks, possibly avoiding all damage entirely. The character must make a save (as appropriate for the situation or Attribute) with a bonus of +1 per Power Defence Rank against a DC equal to the attacker's final to hit roll result. If successful, the character activates his or her Attribute in time to defend against the attack and avoids all damage (and effects) from the attack. The player should consult with the Game Master to determine which Attributes are appropriate for a Power Defence.

A character may only attempt one Power Defence each round unless he or she also possesses the Extra Defences Attribute, in which case he or she may sacrifice one extra defence to attempt an additionally Power Defence (the two may not be used in conjunction, through).
Characters must assign this Attribute once for each Attribute they wish to use defensively.

Projection
Cost: 1 to 4 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below
The character can project images that fool one or more senses. The Projection cannot be touched because it is not substantial. Closer inspection will usually reveal the Projection for what it is, which may cause it to disappear (GM's discretion). The GM may require a Will save to "see through" a Projection against a DC equal to: 10 plus the projector's Wisdom modifier plus the projector's Rank in Power Usage: Projection.

A Projection may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be thrown over an existing person, scene, or object to make it appear different than it

really is. A Projection that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person who moves and speaks), the character must actively concentrate on manipulating the Projection, and perform no other actions.

For 1 Point/Rank the character can create Projections that can be detected by one sense, usually sight (sense must be determined during character creation). For 2 Points/Rank the Projections can be detected by two senses, usually sight and hearing. For 3 Points/Rank the Projections can be detected by three senses. For 4 Points/Rank the Projections can be detected by all senses. No matter how realistic the Projections, however, they can never cause physical sensations intense enough to inflict pain or damage. An image of a roaring fire may feel hot, and a character may believe that he or she is burning, but the fire cannot actually deliver damage. To create Projections capable of injuring targets, the character should possess a Special Attack Attribute which is tied to the Illusion Attribute through the Dependent Defect.

A character can normally maintain only a single Projection at a time. To be able to maintain multiple Projections at once costs the character an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Rank 3 (one sense, four Projections)" would cost six Points: three Points for Rank 3 (one sense) and three more Points for being able to sustain four Projections at a time. The GM can assume that a group of objects or entities in close proximity, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Projection rather than several. If a character is already

sustaining his or her maximum number of Projections and wishes to create another one, an existing Projection must first be dispelled.

In order for the character to create a convincing Projections of something complex, the GM may require a Power Usage: Projection Skill check against an appropriate DC. The GM can adjust the DC depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a +1 bonus for every Rank he or she has in excess of the minimum Rank needed to create the Projection. For example, if a character with Projection Rank 5 decides to create a merely human-sized Projection (which needs only Rank 1), a +4 bonus applies. If the roll fails, the character's Projection has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

Rank 1	The character can an create small illusions, about the size of a single person.
Rank 2	The character can create medium illusions, large enough for an entire room, or a large object like a car or elephant.
Rank 3	The character can create large illusions that can cover a house-sized area.
Rank 4	The character can create very large illusions that can cover an entire neighbourhood (or a few hundred square yards).
Rank 5	The character can create huge illusions that cover a village-sized area.
Rank 6	The character can create great illusions that can cover a town-sized area.

Regeneration
Cost: 4 Points/Rank
Relevant Ability: None
Progression: The character can regenerate 1 Hit Point each round/Rank

Characters with this Attribute automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Hit Points cannot exceed their original total. At higher Healing Ranks, the character's body will revive itself if "clinically" dead but not actually brain-dead

(Rank 3+), repair massive trauma such as lost limbs or organs (Rank 6+), or restore the character if cut into several pieces (Rank 6+). The body cannot repair itself if it is blown to bits or disintegrated, however.

Reincarnation

Cost: 2 or 4 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below
If the character is destroyed, some of his or her essence may still survive. This may be in spiritual or digital form, or it may be something that must be retrieved from the corpse. A robot whose memory can be copied or uploaded, a creature that leaves an egg in its body upon death, or an undead monster that will reform a few minutes, hours, or days after its apparent death are all examples of this. If this remnant can be salvaged or otherwise recovered, in a matter of days or weeks and with proper care, it will develop a new body similar to the original. A reincarnated character usually starts with 1 Hit Point.

Reincarnation can be prevented in some way. This may be as simple as burning, blowing up, or dismembering a body, or as obscure as requiring a special ritual. For 2 Points/Rank, the Reincarnation is easy to stop; for 4 Points/Rank, the Reincarnation is difficult to stop. The GM and player must work together to determine the parameters involved in preventing the rebirth.

Rank 1	The reincarnation occurs within a few weeks.
Rank 2	The reincarnation occurs within a few days.
Rank 3	The reincarnation occurs within a single day.
Rank 4	The reincarnation occurs within a few hours.
Rank 5	The reincarnation occurs within a single hour.
Rank 6	The reincarnation occurs within a few minutes.

Rejuvenation

Cost: 1 Point/Rank

Relevant Ability: Wisdom
Progression: Under specific conditions, the character instantly regains 5 Hit Points or Energy Points/Rank
Characters with this Attribute can focus on their adrenaline rush and internal reserves to restore lost Hit Points or Energy Points. Rejuvenation can only take place under certain circumstances (like a crowd getting behind a wrestler, a sound that triggers a certain memory or the presence of a master, or a dashing knight inspiring a magical girl) and can happen only once in a scene. The GM and player should work together to determine when Rejuvenation can occur. Rejuvenation requires one combat round, during which the character can only dodge or avoid attacks. Neither Hit Points nor Energy Points can be raised above their maximum.

Restore

Cost: 2 Points/Rank
Relevant Ability: Wisdom
Progression: Restores two lost ability score points/Rank
A character with this attribute may restore lost ability score points to another character. For every Rank she possesses in Restore, two lost ability score points are restored. This ability may only be used on a particular target once per day.

Sensory Block

Cost: 1 Point/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below
A character with Sensory Block can cover an area (size is determined by the Rank) with a field that partially blocks specific senses or detection techniques. This can represent a magical ability, technological enhancement, or paranormal effect. Each time this Attribute is assigned, the character can either block one sense or enhanced sense (Type I) or one detection technique (Type II), which is determined during character creation.

The GM may allow multiple assignments to the same sense or technique, which results in cumulative penalties. To fully block a detection technique, see the Invisibility Attribute.

Type I

One of the five senses — hearing, smell, vision, taste, or touch — is partially blocked. This may mean that individuals within the area covered cannot see well (vision), cannot hear well (hearing), etc. Checks made by these individuals when pertaining to the specific senses suffer a -4 penalty, which is cumulative with any Heightened Senses bonus.

Type II

A detection technique is partially blocked. Examples of techniques include: darkvision, electric current detection; homing weapons; infravision; magnetic field detection; microscopic vision; radar detection; radio reception; sonar detection; a specific Sixth Sense technique; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Ability or Skill checks relating to these detection techniques suffer a -4 penalty.

Rank 1	The Sensory block covers up to 100 ft radius.
Rank 2	The Sensory block covers up to 500 ft radius.
Rank 3	The Sensory block covers up to 1 mile radius.
Rank 4	The Sensory block covers up to 5 mile radius.
Rank 5	The Sensory block covers up to 50 mile radius.
Rank 6	The Sensory block covers up to 500 mile radius.

Servant

Cost: 2 or 5 Points/Rank
Relevant Ability: None
Progression: The servant is constructed from 10 Character Points plus 10/Rank
The character has a servant or companion entity. It serves as a familiar, pet, companion, or bodyguard. Examples of Servants could include: a magical girl's talking animal companion, a pet robot, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a mage's familiar cat, or a vampire's enslaved servants. For a more powerful pet monster servant (usually associated with gladiatorial combat), see the Pet Monster Attribute. Servants are NPCs controlled by the GM, but they will normally work toward the character's best interests. Nevertheless, they should have their own personalities and may occasionally get into trouble of their own.

A Servant is assumed to be around "all the time." To create a servant that the character summons for a brief period of time, acquire the Attribute as a Magical Power — this will result in the servant only remaining around as long as the character spends appropriate Energy Points.

This Attribute costs 2 Point/Rank if the character is limited to one particular Servant. If the character can dismiss the Servant and replace it with a different one between adventures or during an adventure with suitable effort (GM's option such as casting a summoning spell or taming a new animal), then the Attribute costs 5 Points/Rank. A character can take the Attribute several times to have multiple Servants.

A Servant is a 1st Level Adventurer, created with his or her own Ability Scores, Attributes, Defects, and Skills as normal but with only 10 Discretionary Character Points. Each Rank of the Servant Attribute also gives the player 10 additional Character Points to add to the Servant (for example, 20 Points at Rank 1, 30 Points at Rank 2, etc.). The Servant may not have the Servant or Own a Big Mecha Attributes, and some relationship-based Defects should not be assigned due to its innate role as a character's Servant. Thus, it is inappropriate for a Servant to have the

following Defects: Owned, Red Tape, or Significant Other.

Sixth Sense
Cost: 1 Point/Rank
Relevant Ability: Wisdom
Progression: The character gains 1 Sixth Sense/Rank

Some characters have the ability to detect things that are hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or magical ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomena per Rank. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 20 foot radius area). The GM may require a Wisdom check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character who specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Wisdom Check. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly… and hungry." If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM

should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to short-circuit the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include astral/ethereal beings, danger, Pocket Dimensions, electricity, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetics, paranormal nexus points, particular objects, places of power, psionics, spirits, telepathy, truth, virtue, or the use of specific Attributes or Defects.

Precognition and Postcognition
Alternatively, Sixth Sense can be assigned to represent precognition and postcognition — the ability to access visions of past and future events. This option is a GM-defined Attribute, however, which allows him or her limit its application and scope within the campaign. For precognition and postcognition, the Attribute's Rank reflects the maximum time difference between the present situation and a perceived future or past event (the higher the Rank, the longer the time difference). Low-Ranking character may only perceive events within minutes or hours of the current time; high-Ranking characters can extend this time to hundreds or even thousands of years.

Size Change
Cost: 1, 5, or 6 Points/Rank
Relevant Ability: Constitution
Progression: Descriptive; see below

This Attribute reflects the ability to increase or decrease the stature of the character. A character may have the ability to both shrink and grow for 6 Points/Rank. Alternatively, the character can choose to shrink only at a cost of 1 Point/Rank or to grow only at a cost of 5 Points/Rank; this restricts the character to changing size in one direction (with the ability to return to his or her

normal size). For example, a character with Size Change (Shrinking Only) Rank 2 could shrink to half size and once shrunk could grow back, but he or she could never increase his or her height beyond normal.

It takes one round for a character to change size. Size Change is normally designed to affect only the user, but it can be specified as usable on others instead. If so, it only affects a single willing subject, whom the user must touch. For it to be used as an attack against unwilling persons or over a distance, the character must also acquire the Special Attack Attribute with the Linked (Size Change) Ability.

Rank 1	The character's size can increase or decrease one size category (a Medium character can either grow to Large or shrink to Small).
Rank 2	The character's size can increase or decrease two size categories (a Medium character can either grow to Huge or shrink to Tiny).
Rank 3	The character's size can increase or decrease three size categories (a Medium character can either grow to Gargantuan or shrink to Diminutive).
Rank 4	The character's size can increase or decrease four size categories (a Medium character can either grow to Colossal or shrink to Fine).
Rank 5	The character's size can increase or decrease five size categories (a Small character can grow to Colossal; a Large character could shrink to Fine).
Rank 6	The character's size can increase or decrease six size categories (a Tiny character can grow to Colossal; a Huge character could shrink to Fine).

Special Attack

Cost: 1 or 4 Points/Rank
Relevant Ability: None
Progression: The character possesses an attack that delivers 1d8 damage/Rank Anime characters sometimes wield powerful offensive energies, such as electric zaps, magical fireballs, ki-powered martial arts strikes, or energy swords. Some characters, such as cyborgs or robots, as well as mecha, may have guns, missiles, or beam weapons built into their bodies.

Special Attack costs 4 Points/Rank, and delivers 1d8 damage per Rank.

Special Attacks may be further customised by assigning one or more attack Abilities. Each attack Ability taken reduces the damage by 1d8 but adds an additional capability. Attacks may also be assigned one or more attack Disabilities. Each attack Disability increases the damage by 1d8 but reduces the attack's utility by imposing some form of limitation.

The player must assign Abilities and Disabilities when the Special Attack is designed. On the player's character sheet, they are listed in parentheses following the attack's modified damage. He or she may assign a combination of Abilities and Disabilities that would reduce its damage to a minimum of 1d8. To create a "zero damage" Special Attack, one would select the No Damage Disability. For example, suppose a character has a Special Attack at Rank 2. He or she would only be able to purchase one Ability, which would reduced the attack's damage from 2d8 to 1d8. If the character wanted to purchase a second Ability, he or she must first assign a Disability, which would raise the attack's damage back to 2d8. The character could then purchase a second Ability, reducing the damage back to 1d8.

A Weapon Attack should always be given a descriptive name such as "90mm Auto-Cannon" or "Raging Thunder Dragon Fist." When designing the attack, the player (with GM input) should determine what Skill and Specialisation is appropriate for its use. For most magical or superpowered ranged attacks, it will be Special Ranged Attacks. For mecha Attacks, it is usually Heavy Weapons (Gunnery). For ranged weapons designed as Personal Gear, it is usually Guns or Thrown Weapon with an appropriate Specialisation depending on the description. Any weapon with the Melee Disability uses the Melee Attack or Unarmed Attack Skills depending

on its description. For example, Melee Attack (Sword) is appropriate to an energy sword, while Unarmed Attack (Striking) would be suitable for a wraith that drained energy by its touch or a ki-energised martial arts strike.

Alternate Attacks

Although a character or mecha often uses his or her highest-Rank "primary" weapon, alternate or backup ones may also be possessed. The Point cost of these additional "secondary" attacks are one quarter the cost of the primary attack at 1 Point/Rank. The primary attack — the attack with the highest Rank — is the only one that costs the standard 4 Points/Rank. Secondary attacks may each possess different damages, Abilities and Disabilities. If acquiring alternate attacks as Magical Powers the secondary attacks drain the regular 2 Energy Points/Rank, not 0.5 Energy Point/Rank.

Mecha Weapon Attacks and Different Gunners

If a mecha has the Special Attack Ability, each armament is normally designed for use by whomever is controlling the mecha. An operator can only fire one of the weapons each round, unless he or she possesses the Extra Attacks Attribute and the Special Attack has the Flurry Ability. If the mecha carries multiple people, however, it may be designed with many independently operated weapons, each manned by a different character, which allows simultaneous attacks. If a weapon is created from this category, it should be noted as requiring a "Different Gunner" and purchased at an additional flat cost of 2 Points each (this is the half-cost discounted version).

Special Effects

The special effects of Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Spreading, and Tangle are determined by the Rank of the Special Attack only. Massive Damage, Superstrength, and critical hit multipliers are not included in the calculation. Additionally, Armour and Force Fields do not normally protect against the special effects of Drain (Any), Flare, Incapacitating, Irritant, or Tangle. Before making an attack, a character can choose to inflict less damage than the normal 1d8/Rank, or reduce the power of their special effects.

Effects Based on Damage Inflicted

The scope of the special effects for attacks with the Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Linked, Spreading, or Tangle Abilities depend on the Rank of the Special Attack. For example, Drain (Mind) reduced the target's Intelligence Score by 2 for every Special Attack Rank; similarly, Tangle creates restraints that have 4 Hit Points for every Special Attack Rank. Attacks with the No Damage Disability are treated as one Rank higher when determining the special effects for these Abilities.

To introduce randomness into these special effects, their scopes could instead be based on every 5 damage that the attack inflicts (or would have inflicted in the case of attacks

with the No Damage Disability). For the above examples, Drain (Mind) would reduce a target's Intelligence Score by 2 for every 5 damage, and Tangle would create restraints that have 4 Hit Points for every 5 damage. If this alternate rule is used, damage must be rolled for all attacks — including ones with the No Damage Disability — to determine the special effect scope. While this rule will balance the attacks with each other more accurately (particularly if the No Damage Disability is assigned), a little more calculation is involved.

Special Attack Abilities

The following Abilities may be assigned to a Special Attack. The GM may disallow any combination of Abilities that seems inappropriate.

Weapon Abilities

Ability	# of Slots
Accurate	1
Affects Incorporeal	1
Area Effect	1
Aura	2
Auto-Fire	3
Burning	1
Concealable	1
Contagious	2 or 4
Drain Body	2
Drain Energy	1
Drain Mind	2
Drain Soul	2
Enduring	1
Flare	1
Flexible	1
Flurry	1
Homing	1 or 2
Incapacitating	3
Incurable	4
Indirect	1
Irritant	1
Linked (Attack)	2
Linked (Attribute)	1
Long Range	1
Mind or Soul Attack	5
Muscle-Powered	1
No Regeneration	1
Penetrating (Armour)	1
Penetrating (Force Field)	1
Quake	1
Spreading	1
Stun	1
Tangle	2
Targeted	1 or 2
Trap	1
Undetectable	4
Unique Ability	1
Vampiric	2-4

- *Accurate:* The attack is unusually accurate giving a +4 bonus to Attack rolls (or Ability checks if the attack has the Mind or Soul Attack Ability). This Ability can be assigned two or three times for a +8 or +12 bonus, but may not be combined with the Linked (Attack) Ability.

- *Affects Incorporeal:* This attack will affect characters who are currently Astral or Incorporeal as if they were solid.

- *Area Effect:* This is an attack, like an explosive blast, that affects not only the direct target, but also anyone in the immediate area. All affected characters are allowed a Reflex Save (diving for cover, swerving out of the way) for half damage. Characters and mecha that can shield themselves with very solid objects or terrain in the vicinity may avoid damage completely (GM's discretion) on a successful Reflex save. This represents the character ducking or moving behind cover. The GM will decide whether an object or person is within the area of effect, and may assume the area radius is equivalent to 5 feet for every Special Attack Rank. Area Effect can be assigned multiple times; each Ability doubles the area radius.

- *Aura:* Rather than having to make an actual attack, the character instead automatically damages anyone who touches his or her body. An example

might be a character who was sheathed in flame or electrified. If this Ability is combined with the Area Effect Ability, it automatically damages anyone in the designated area around the character. Aura counts as two Abilities.

- *Auto-Fire:* The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits (minimum of one, maximum of five) equal to the difference between his or her final to hit roll (including all modifiers) and the target's defence roll (including all modifiers) divided by five, rounded down. For example, if a character (with a final hit roll result of 27) attempts to hit a target who rolls a final defence value of 16, he or she would score 2 hits (27 - 16 = 11; 11 ÷ 5 = 2.2; round down to 2). Each hit delivers separate damage (important when considering Armour and Force Fields). Bonuses from Massive Damage, Superstrength, and critical hit multipliers are only applied to the first hit in an Auto-Fire burst — all others only inflict the normal damage of the Special Attack. The Game Master may increase the maximum number of hits scored to 10 to reflect more potentially damaging attacks. Auto-Fire counts as three Abilities.

- *Burning:* This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's Armour, the target will suffer an additional 1 damage/Rank of the Special Attack each round for 5 rounds or until the effect is somehow neutralised (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralisation). Armour does not protect against the extra burning damage in subsequent rounds. Alternatively, Burning can be defined as a "hourly burn," in which case the damage is 2 per Rank rather than 1 but is applied on a daily basis (rather than round-by-round). Finally, a "slow burn" inflicts 4 damage/Rank inflicted daily (rather than round-by-round). This Ability may best represent a disease or slow poison attack. Unlike a regular Burning attack, the hourly burn and slow burn damage will continue until the victim is dead or makes a successful Fortitude save against a DC or 15 + the Rank of the Special Attack (made on an hourly or daily basis).

- *Concealable:* This option is only available for Hand-Held weapons, mecha weapons, or personal gear. Such weapons are normally assumed to be visible — a weapon built into a mecha has obvious barrels or gun ports, for example. A Concealable weapon is not so obvious; it may extend out from the mecha or be disguised as something else. If built as a Hand-Held Weapon or Personal Gear, this means it is small enough to be used with one hand and concealed under clothing. Most pistol-sized or knife-sized weapons are Concealable. For more cinematic games, larger weapons such as swords and machine guns can be designed as Concealable as well.

- *Contagious:* Some or all of the attack's damage or other effects will be passed on to others who touch (or

otherwise contact) a victim. If mildly contagious, not everyone will be infected; a prospective victim must fail a Fortitude save versus a DC 15 + Rank of Special Attack to be affected. If taken twice, it is highly contagious; someone must fail the Save at a -4 penalty in order to be affected. Alternatively, the contagion may be automated under some circumstances. The save is normally a Fortitude save, but some contagion may require a Will save. The GM should adjudicate Effects and countermeasures. The Ability is usually combined with the Toxic Disability. Contagious counts as two Abilities if mildly contagious or four Abilities if highly contagious.

- *Drain Body:* The attack causes the victim to suffer weakness and/or loss of co-ordination. The victim's Strength, Dexterity, or Constitution (chosen when the attack is designed) is reduced by 2 per Rank of the attack. The Ability drain is in addition to any Hit Point losses from the attack. To design an attack that only drains the chosen Ability, but inflicts no other punishment, the No Damage Disability must also be assigned. If a target's Constitution is drained to 0, he or she is rendered unconscious but does not die as normal. Lost Ability Score Points are recovered at two Points per hour of rest. Drain Body counts as two Abilities.

- *Drain Energy:* The attack drains away the victim's personal energy supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to the victim's Hit Points, the attack causes the same loss of Energy Points. To design an attack that only

drains Energy Points, the No Damage Disability must also be assigned. Lost Energy Points recover at their normal rate.

- *Drain Mind:* The attack causes the victim to lose his or her mind. The attack may be a psionic attack, a tranquilliser or similar drug, or another form of attack. The victim's Intelligence is reduced by 2 multiplied by the Special Attack Rank. This Intelligence drain is in addition to any Hit Point losses from the attack. To design an attack that only drains Intelligence, the No Damage Disability must also be assigned. The drained Points return at the rate of two every hour. Drain Mind counts as two Abilities.

- *Drain Soul:* The Attack affects the victim's spirit. This attack may be a wave of fear, despair, or some other willpower-destroying emotion. The victim's Wisdom or Charisma (chosen when the attack is designed) is reduced by 2 multiplied by the Special Attack Rank. This drainage is in addition to any Hit Point losses from the attack. To design an attack that only drains the chosen Ability, the No Damage Disability must also be assigned. The drained Points return at the rate of two every hour. Drain Soul counts as two Abilities.

- *[Elemental] Affinity:* A Special Attack may take one or more Elemental Affinities. Such attacks may deal more damage to enemies vulnerable to appropriate elements, but they deal no damage at all to enemies with affinities for the element(s) in question, and they may even restore health to those with appropriate Rejuvenation Attributes. Elemental Affinities cost no Special Attack slots and do not reduce the damage dealt

by the attack. The basic elements, Air, Darkness, Earth, Fire, Holy, Ice, Lightning, and Water, are described in **Swords and Sorcery: Tools of the Trade**, later.

- *Enduring:* Enduring can only be assigned in conjunction with Area Effect. The attack remains active within the affected area over multiple rounds. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or supercooled vapours. Anyone entering or remaining in the area is immediately subject to the attack; defence checks are outlined under Area Effect. Each time Enduring is assigned, the Area Effect attack remains active for 1 additional round.

- *Flare:* If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking at the attack must roll a Fortitude save against DC 10 + 2 per Rank of the Special Attack. If a target character fails his or her Fortitude save, he or she is blinded for a number of combat rounds equal to the amount by which the save was failed. Characters with appropriate Special Defences will not be blinded. Flare may be taken multiple times; each time it is taken, add an extra 2 to the DC of the Fortitude save. Flare can also be generalised to cover other sense-overloading attacks. For example, the attack might cause deafness.

- *Flexible:* This Ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target's defence rolls are at a -2 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a -4 penalty to the attack roll since they require great talent to execute accurately.

- *Flurry:* This Ability allows a character to use his or her Special Attack multiple times in a round if that character has multiple attacks — one extra use per round each time it is assigned, in addition to the first regular use. Normally, a Special Attack can only be used once each round. The second attack would be made using the characters second Base Attack Bonus, the third using the third Base Attack Bonus, and the fourth using the fourth Base Attack Bonus. For example, if a character had a Base Attack of +17/+12/+7 and had this Ability twice, he or she would make three Weapon Attacks at +17/+12/+7. If he or she only had it once, the character would be able to attack twice at +17/+12.

- *Homing:* The attack or weapon fires a projectile or energy bolt that can track and follow its target. The character receives a +4 bonus to his or her attack roll, and if the attack misses or the target successfully defends, the weapon will return to try again (only one more time) in the next combat round. A Homing attack is vulnerable to Sensory Block, however. In a setting where electronic Sensory Block is not common (such as ancient Japan), Homing counts as two Abilities.

- *Incapacitating:* This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes

putting an opponent to sleep or turning him or her to stone. Regardless of whether the attack does physical damage, the victim must make a saving throw (either Fortitude or Will — decide when the attack is designed) against DC 10 + 2 per Special Attack Rank to avoid being completely incapacitated. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralysed, turned to stone, transformed into an inert doll, etc. The effects will wear off in several minutes, unless the Incurable Ability is also taken. To design an attack that only incapacitates the target, the No Damage Disability must also be assigned. Incapacitating counts as three Abilities.

- *Incurable:* The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. Rather than recovering at a normal rate or being amenable to standard medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed, subject to GM approval. Incurable counts as four Abilities.

- *Indirect:* The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and artillery guns. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Ability is also assigned). Indirect fire is tricky, however. To effectively fire at an indirect location, the attacker must be able to "see" the target (sensors can be used), or someone else must spot the

target and relay its position to the attacker. Indirect fire results in a -2 penalty to the attack roll with an additional -6 penalty if the target cannot be physically seen by the attacker (for a total of -8). A weapon with the Indirect Ability can be used under normal medium and short ranges without any penalty.

- *Irritant:* This represents pepper spray, a skunk's musk, an itching spell, or similar effect. Whether or not damage penetrated Armour, the subject must make a Fortitude save against DC 10 + 2 per Special Attack Rank. If the target fails, the character is partially blinded and distracted (-2 penalty on all rolls to do anything) for a number of rounds equal to the amount by which he or she failed the save. Irritant is usually taken in conjunction with the Toxic Disability to simulate an attack against which a gas mask or the like offers protection.

- *Linked (Attack):* An attack with this Ability is "attached" to another (or "master") attack. The master attack may be an ordinary weapon (such as an item of Personal Gear, like a sword or gun), a Natural Weapon or unarmed attack, or a different Special Attack. If that master attack is successful, this linked attack automatically hits as well (no defence allowed), but if it misses or fails to penetrate the target's defences (Armour, Force Fields, etc.), the linked attack automatically fails too (with full Energy Point cost, if applicable). If the master attack hits and delivered enough damage to successfully penetrate Armour, then the Armour does not protect at all against the damage of the second linked attack. Damage bonuses from

Massive Damage, Superstrength, and critical hit multipliers only apply to the master attack, not to each attack. An attack with the Linked Ability may not be given the Accurate or Long Range Abilities or the Inaccurate, Low Penetration, Melee, or Short Range Disabilities; its range and accuracy are dependent on the attack to which it is linked. The attack can only be used in conjunction with the master attack; it cannot be used separately, on its own. Unless the GM indicates otherwise, only one Special Attack can be attached to each master attack. Linked (Attack) counts as two Abilities.

- *Linked (Attribute):* An attack with this Ability is attached to one of the following Attributes, which the character must also possess: Dimensional Portal, Insubstantiality, Metamorphosis, Shape Change, Size Change, or Teleport. If the attack hits, a living subject will be affected by that Attribute provided he or she fails a Fortitude save to resist against DC 10 + 2 per Special Attack Rank.

- *Long Range:* An ordinary attack is assumed to have an effective range of about 500 feet (2 miles in space). This Ability extends the range to 1 mile (20 miles in space). Long Range weapons are typical of beam cannons on spaceships, guided missiles, or the guns of tanks or mecha. It can be assigned multiple times: each time it is taken after the first doubles the actual range. Since the Earth's horizon limits line-of-sight for characters standing on the ground, multiple Long Range Abilities are often combined with the Indirect Ability. This Ability is incompatible with the Melee and Short Range

Disabilities.

- *Mind or Soul Attack:* The attack is not a physical attack but rather is a mental assault (Mind Attack) or contest of spirit or will (Soul Attack). During creation, the player must specify either Mind or Soul as the focus of the Ability. Instead of using the character's base attack bonus to hit, the character must roll a successful Intelligence (Mind Attack) or Wisdom (Soul Attack) check for his or her character (though appropriate Skills can modify this). Furthermore, instead of a normal defence roll, the subject makes a Will save plus any bonuses for the Mind Shield Attribute (DC is the attacker's Intelligence or Wisdom check total). Soul Attack ignores Armour and Force Fields, and affects Insubstantial or Astral characters normally. Both versions count as five Abilities.

- *Muscle-Powered:* This ability normally is only appropriate for melee or thrown weapons. The character adds any damage modifier due to Strength to the attack's base damage.

- *No Regeneration:* This is a lesser form of Incurable. The damage from the attack cannot be restored using the Healing or Regeneration Attributes but can otherwise recover or be repaired normally.

- *Penetrating (Armour):* Armour does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Armour) is assigned, Armour stops 10 less damage than normal from the attack (up to the Armour's maximum rating).

- *Penetrating (Force Field):* The Force Field Attribute does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Force

Field) is assigned, the Force Field stops 10 less damage than normal from the attack (up to the Field's maximum rating).

- *Quake*: This attack causes a linear shock wave in the ground, causing rumbling and fractures. The quake "fault" will only be large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the crevasse if he or she fails a Reflex save (DC 15 + Special Attack Rank). The fissure will be approximately 3 feet deep for the first 5 damage (including bonuses for Strength and Massive Damage) and is doubled for every additional 5 damage the attack inflicts. Thus a quake that delivers a total of 15 damage creates a fissure 12 feet deep, while one that delivers 30 damage creates a crevice 96 feet deep. Quake can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and may not be combined with the Aura Ability or No Damage Disability.

- *Selective*: This ability may only be added to a Special Attack with Area Effect, Quake, or Spreading. A character using an attack with the Selective ability may choose a number of characters or objects within the area of the attacks equal to her Ranks in the Special Attack. These characters or objects are not subject to its effects.

- *Spreading*: This type of attack spreads to cover an expanding area like a cone of energy or a spray of projectiles or energy bolts. The defender receives a -1 penalty to his or her Defence roll. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every Special Attack Rank. The Spreading Ability can be acquired multiple times; each one further penalises the target's Defence roll by -1 and doubles the number of possible adjacent targets. Spreading is often assigned in conjunction with the Short Range Disability.

- *Stun*: An attack with this Ability inflicts temporary damage such as an electric shock that shorts out electronics and renders people unconscious. Lost Hit Points are recovered or repaired at one Point every minute rather than at the normal rate. Stun damage cannot kill. Although the attack only inflicts temporary damage (compared to the real damage of a regular attack), it has the advantage that it may be used to incapacitate a foe without the risk of killing him or her.

- *Tangle*: Attacks that can entangle the victim may include a spray that freezes the target in ice, or traps him or her in the branches of an animated plant, simple webbing, etc. The entanglement has 4 Hit Points for every Special Attack Rank. If a target does not successfully defend a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Hit Points to zero or lower (at this point it is destroyed). A trapped character has restricted movement and attacks physically at a -4 penalty, cannot defend (ignore Dexterity bonuses for AC), and cannot perform actions that require complex gestures. A character is usually able to speak, however. A victim who has partially destroyed an entanglement may regain additional body movement (GM's discretion). A Tangle attack

also inflicts damage as normal unless the No Damage Disability is also assigned to the attack. An "Incurable" entanglement can only be damaged by some special means (such as fire or water) defined when the Tangle attack is created. Tangle counts as two Abilities.

- *Targeted:* The attack inflicts double damage to a specific group of targets and normal or no damage to everyone else. Thus, an attack could be good energy (double damage to evil creatures), chaos energy (double damage to lawful creatures), life energy (double damage to undead creatures), or detrimental to a specific race. Targeted counts as one Ability if no damage is delivered to non-Targeted opponents, or two Abilities if normal damage is delivered.

- *Trap:* The attack lays a mine, booby trap, or some other similar device, which "sits and waits" until someone triggers it. A successful Spot Skill check (DC 10 + Special Attack Rank) will reveal the trap's presence. The Trap Ability can be paired with the Melee Disability to simulate a booby trap that must be carefully planted. Without the Melee Disability, the trap can be deployed at a range; a successful attack roll indicates that the Trap was fired or tossed into the correct area.

- *Undetectable:* Most Special Attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Undetectable Ability does not provide any indication that it is about to strike and cannot be traced back to the attacker using normal methods. This may result in the attacker gaining surprise (target is

flat-footed). If the target knows he or she is under attack, he or she may still defend but does not gain his or her Dexterity bonus to AC. This Ability is most often associated with non-physical attacks such as ones with the Drain (Any), or Mind or Soul Attack Abilities. Undetectable counts as four Abilities.

- *Unique Ability:* The attack has some other unspecified Ability that is not listed, and is subject to GM approval. Examples can include an attack that alters the target's memories, one that affects the appearance of the target, and many more. The number of Ability slots is determined by the GM based on the benefit the Unique Ability provides.

- *Vampiric:* This Ability can be added to any attack that causes normal damage or one that drains Ability Score values. Upon a successful attack, the lost Hit Points or Ability Scores are transferred to the attacker. Vampiric counts as two Abilities if the attack can only restore lost Points or Ranks (thus, the character could heal him or herself). It counts as three Abilities if the attack can increase the character's Hit Points above their normal maximum value (no more than twice normal, however). Finally, it counts as four Abilities if it can increase the character's Ability Scores above their normal maximum value). Any values or Points in excess of the user's normal Rank fade at a rate of 10 Hit Points or two Ability Score values per hour. This Ability may not be combined with the Area Effect or Spreading Abilities. Vampiric costs 2, 3, or 4 Ability slots.

Attack Disabilities

Some, none, or many of these Disabilities may be assigned to a Special Attack. The GM may disallow any combination that seems inappropriate.

Attack Disabilities

Disability	# of Slots
Backblast	1
Drop Shields	1
Extra Energy	1
Inaccurate	1
Internal	1
Limited Shots	1
Low Penetration	1
Melee	2
No Damage	1
Only In (Environment)	1 or 2
Self-Destruct	4
Short Range	1
Slow	1
Static	2
Stoppable	1
Toxic	1
Unique Disability	1
Unreliable	1
Uses Energy	1

- *Backblast:* The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 5 feet). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or other abilities might have similar risks. The damage of the backblast is normally one quarter the damage of the actual attack. If this Disability is taken twice, it affects everyone in a 5-foot radius around it, including the attacking character (unless he or she also has Immunity to one's own attacks). Backblast cannot be combined with the Area Effect and Aura Abilities at the same time.

- *Drop Shields:* This Disability can only be taken if the character also has a Force Field. It requires the character to turn off all Force Fields before using the attack, and they must remain down until the character's turn to act on the following round.

- *Extra Energy:* This is only appropriate for characters acquiring the attack as a Magical Power. The attack costs twice as many Energy Points as normal. Extra Energy can be taken multiple times, with each time doubling the Energy Points requirement.

- *Inaccurate:* The attack is not as accurate as normal ones, and imposes a -4 penalty to all attack rolls. This Disability can be taken two or three times for a -8 or -12 penalty.

- *Internal:* The attack is only usable inside a specific mecha or other structure. This may represent a mecha's built-in internal security systems or an attack for which the character draws power from a mechanism inside and channels it through his or her body.

- *Limited Shots:* The attack is only usable for a few combat rounds, after which it either runs out of ammunition or power, or simply burns out. Assigning this Disability once means it can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability, one "attack" means a single Auto-Fire burst. The base number of Disability slots are for attacks that take several minutes or more to "reload." If the attack can be "reloaded" with one action, the number of Disability slots is reduced by 1 (minimum of 1 slot). If the attack can be "reloaded" instantly (an ammunition source is still required), the Disability is worth

two fewer slots (minimum of 1 slot).

- *Low Penetration*: The attack has an inferior ability to penetrate Armour and Force Fields relative to its damage. Examples include shotgun blasts, hollow-point bullets, or phased plasma guns. Any Armour or Force Field Attribute stops an additional 10 damage. This Disability is incompatible with either of the two Penetrating Abilities. GMs must approve Special Attacks with multiple assignments of Low Penetration.

- *Melee*: The attack is only usable against adjacent opponents and may require physical contact. An example of a Melee attack is a physical or energy sword or a touch that inflicts debilitating effects. Of course, many Melee weapons can be thrown as well in desperate situation, but the attack suffers a -4 attack penalty and the damage is divided in half. The Melee Disability cannot be combined with the Long Range Ability or Short Range Disability. It is sufficiently limiting that it is equivalent to two Disabilities.

- *No Damage*: The attack does not deliver ordinary physical damage. This Disability is usually only taken if combined with Abilities such as Drain (Any), Flare, Incapacitating, Irritant, Linked (Attribute), or Tangle that produce effects that do not rely on physical damage. The damage value of the attack is used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack. Characters that use Special Attacks with the No Damage Disability may still need to roll to determined the effectiveness of some attack Abilities, however.

- *Only In (Environment)*: The attack or weapon can only target objects that are on or in a particular limited environment, for example, "only in water" (representing a torpedo) or "only in space" (representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, "only in air" is not valid unless a lot of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Disabilities.

- *Self-Destruct*: Use of this attack destroys the weapon (characters obviously assign this Disability to themselves very rarely). This Disability is usually combined with Melee and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Uses. It counts as four Disability slots.

- *Short Range*: This attack is only usable at fairly close range (effective range of about 50 feet). The Short Range Disability cannot be combined with the Long Range Ability or the Melee Disability.

- *Slow*: The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Attribute can use one of his or her extra actions to prepare the attack rather than wasting the entire round. The Slow Disability can be taken more than once to represent an attack that takes even longer to initiate. Assigning it twice increases the time to three rounds; three assignments increases

the time to 10 rounds (about a minute); four increases the time to two-six hours; five increases the preparation to days. This Disability may not be used with the Linked (Attack) Ability.

- *Static:* The attack cannot be used while the character is moving (or if a mecha weapon, while the mecha is moving under its own power). This could be due to a need for precise aim or total concentration. The weapon might also require all power to be diverted to its energy supply, or might be static because of recoil, or another reason. The character is considered flat-footed while preparing to fire the attack. Static is worth two Disabilities.

- *Stoppable:* The attack fires a projectile or energy bolt that is massive or slow enough to be shot down and does not reach the target until Initiative zero. Consequently, the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least 3 damage for every 1d8 of damage of the attack. Stoppable may not be combined with the Melee Disability. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Assigning Stoppable twice increases the time to reach the target to two rounds; each further assignment doubles the transit time. Slow moving missiles and plasma bolts are examples of attacks that might have Stoppable two or three times.

- *Toxic:* The attack is a gas, toxin,

biological weapon, sound, radiation, or other harmful effect that only damages living things. Non-living material (such as most mecha) or characters who have the appropriate Adaptation or Special Defence Attributes are immune to its effects.

- *Unique Disability:* The attack has some other unspecified limitation, which is subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Hit Points from the user, etc.

- *Unreliable:* Any time this attack is used and the attack roll is an unmodified (or "natural") 1, the attack fails to take place and the weapon or ability either burns out, jams, overheats, or otherwise malfunctions. The Special Attack will not work again until some condition is fulfilled. For example, repairing a mecha weapon requires a skilled individual to make a successful Intelligence check (one attempt each round), and while the character is making repairs, he or she cannot carry out other activities. The same could apply to a magical attack with a Intelligence check needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a dragon whose breath weapon has "burned out" might have to eat a hearty meal first).

- *Uses Energy:* The attack draws upon the user's personal energy, each attack draining 5 Energy Points. This Disability can be taken twice, and, if so, it uses 5 Energy Points per Rank. This Disability is not available for Magical Powers, which automatically use energy (see Extra Energy).

Special Defence

Cost: 1 Point/Rank
Relevant Ability: None
Progression: The character gains 1 Special Defence slot/Rank

A character with this Attribute is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Special Defence can be acquired multiple times to represent a character who is resistant or immune to different kinds of attacks/events.

If a category is assigned one slot, the character is partially resistant; for two slots, the character has complete or enhanced resistance. For ability to survive under harsh physical conditions, see the Adaptation Attribute. Several examples of Special Defences and their effects are shown. The GM and players are encouraged to develop their own as well.

Special Movement

Cost: 1 Point/Rank
Relevant Ability: Dexterity
Progression: The character gains 1 type of movement/Rank

This Attribute is appropriate for characters such as non-humans, super martial artists or super ninja who may possess exotic ki-based abilities that let them perform unusual stunts like running over water, etc. The character may select one special movement ability for every Rank of this Attribute. GMs may also develop a selection of other special movement abilities.

- *Cat-Like:* The character will take half damage (round down) from most falls and always lands on his or her feet.

- *Dimension Hop:* Upon a successful Wisdom check against DC 10, the character can instantly travel between his or her home dimension to one other dimension, such as Asgard, Heaven, Hell, alternate Earth, the astral plane (the body is left behind), etc. Each time this method is assigned, the character can travel to another single dimension. The GM will determine if Dimension Hop is appropriate for his or her campaign.

- *Light-Footed:* The character can skim over sand, snow, or ice at full speed.

- *Slithering:* The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while maintaining a very low profile.

- *Swinging/Brachiating:* The character can swing through forests and cities (areas with natural or artificial structures above swinging height)

Special Defence		
Effect	*1 Slot*	*2 Slots*
Ageing	Ages slowly	Does not age
Air/Oxygen to Breathe	Survive in low-oxygen environment	Does not breathe
Hunger	Need to eat once every 2-4 days	Never need to eat
One Type of Magic	+3 Defence and saves	+6 Defence and saves
Pain	Unwanted sensation is reduced	No pain is felt
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Attack Ability	+3 Defence and saves	+6 Defence and saves

using vines/ropes/webbing or simply his or her arms.

- *Untrackable:* The character never leaves footprints, tracks, or a scent when he or she walks or runs.
- *Wall-Bouncing:* The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).
- *Wall-Crawling:* The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.
- *Water-Walking:* The character can run

over water as if he or she were on land. This counts as two Special Movement abilities.

- *Zen Direction:* When the character opens his or her mind to the natural world, he or she will always move in the "right" direction. The "right" direction is not always the desired direction, however.

Speed

Cost: 2 Points/Rank
Relevant Ability: Dexterity
Progression: Descriptive; see below

A character with Speed can move much faster than a normal character, as well as perceive the world at an increased pace. In an anime game, a fast-moving character can still interact with the world. This means that the character will not run into buildings along city streets because he or she can perceive them early enough and make sharp turns to avoid them. Fast characters can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. In addition to gaining +2 Initiative at each Rank, the character is harder to hit when moving quickly due to the incredible speed at which the character is moving.

Many characters with Speed will also possess one or more Ranks in the following Attributes: Combat Technique (Lightning Reflexes), Extra Attacks, Extra Defences, Heightened Awareness, Massive Damage, Regeneration, Special Movement.

Rank 1	The character can move at speeds up to 50 mph, and gains +2 Initiative.
Rank 2	The character can move at speeds up to 100 mph, and gains +4 Initiative.
Rank 3	The character can move at speeds up to 200 mph, and gains +6 Initiative.
Rank 4	The character can move at speeds up to 400 mph, and gains +8 Initiative.
Rank 5	The character can move at speeds up to 800 mph, and gains +10 Initiative.
Rank 6	The character can move at speeds up to 1,600 mph, and gains +12 Initiative.

Spirit Ward

Cost: 1 Point/Rank
Relevant Ability: Wisdom
Progression: The character's Spirit Ward inflicts 1d8 damage/Rank; targets suffer a -1 Will save penalty/Rank.

A character with this Attribute can create potent spirit wards against demons, ghosts, or other supernatural spirits. This might only be possible at an appropriate holy place such as a shrine, temple, or church; this is up to the GM. A supernatural entity cannot pass through a doorway, window, or other portal with a ward on it unless the entity expends great effort (spending 5 Energy Points per Rank of the ward and making a successful Will Save against DC 15 plus the Rank of the ward). Repeated attempts are possible as long as the creature still has Energy Points to spend. If the entity does pass through, the spirit ward might burst into flame or otherwise vanish, its power overcome by the intruder.

If a supernatural entity is struck with a spirit ward (this requires a successful attack in combat), it suffers 1d8 damage per Rank of the ward for every round the ward is in contact with it. If a Spirit Ward is placed on a person who is possessed by or under the Mind Control of a supernatural entity, the controlled character receives a chance to break free.

Superstrength

Cost: 4 Points/Rank
Relevant Ability: Strength
Progression: The character's Strength is increased by 8/Rank

While Enhanced [Ability] allows players to increase their character's Ability Scores, it is somewhat limiting to superstrong characters and mecha. Anime heroes and giant monsters are will known for possessing strength well beyond mortal limits. Such characters possess the Superstrength Attribute.

Swarm

Cost: 2 Points/Rank
Relevant Ability: Constitution
Progression: The character can transform into 1 critter/Rank for every current Hit Point

A character with this Attribute can transform into a swarm of small creatures: rats, bats, wasps, crows or other creatures or things (such as tiny attack robots). Anime vampires or demons most often possess this dramatic ability.

The type of swarm must be determined during character creation. The character can create one critter from his or her body for every current Hit Point multiplied by the Rank in this Attribute. Thus, a character with 50 current Hit Points who has Swarm at Rank 4 could transform into a mass of 200 creatures (50 x 4 = 200).

When transformed into a swarm, the character cannot use any of his or her existing Attributes or Skills. The actions of the swarm are basically limited to three options: move, observe, and attack. Additionally, all the critters of the swarm must remain within close proximity of each other (within a radius of 10 feet per Rank).

A swarm's Base Attack Bonus is equal to its Attribute Rank + 4. It inflicts 1 damage for every 10 critters (round up; minimum one damage) in the swarm. A swarm has zero Energy Points, but does not fall unconscious as a normal character would. In many instances, the Armour and Force Field Attributes will protect the target character from all damage, since the Attributes stop sufficient damage from each critter attack. Against some critters, even regular clothing may be enough to stop some or all damage. Each situation will be different; the GM must determine how much damage, if any, will

penetrate the target's defences.

A swarm can be attacked normally, and each creature in it dies if it is hit (no Defence roll is allowed). Unless an opponent is using an attack with the Area Effect or Spreading Abilities, however, only a single member of the swarm can be killed per attack (GM's discretion). Consequently, a swarm of 200 creatures requires 200 attacks to be completely destroyed. Attacks with the Spreading Ability can affect multiple critters at time, while attacks with the Area Effect Ability can be devastating to the swarm.

A character who dissolved into a swarm may choose to use an action to revert into normal form. To accomplish this, all available critters in the swarm (those not killed or trapped) must join together. Transforming back to normal form requires a character's action for that round, but does not cost any Energy Points. The character will return to normal form with Hit Points equal to the number of critters that recombined divided by the Swarm Attribute Rank (round down). For example, if a character with 50 current Hit Points and Swarm at Rank 4 divided into 200 creatures, and after a battle, recombined with only 130 available critters, the character would then have a current total of 32 Hit Points (130 ÷ 4=32).

Telekinesis

Cost: 2 or 4 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below
The character can concentrate on an object and move it without physically touching it. Telekinesis may represent psionic ability, magic, or some form of tractor beam. Characters with the ability to magically control a particular element (Earth, Water, etc.) may also use Telekinesis to represent their particular ability.
A character using Telekinesis can lift an object or group of adjacent objects and move it at walking speed (30 feet/round) or manipulate it with the dexterity of a human hand. Telekinesis works over a close distance (up to about 15 feet) at full strength; effective strength declines by one Rank if used within a short range (up to 50 feet), or by two Ranks if used at medium range (up to 500 feet). Ranges multiply by 1,000 in space. The weight that a character can lift depends on his or her Rank, as does the degree of fine motor control.

The character can also levitate an object (or group of objects) and have it strike another person as if it were a short-ranged thrown weapon. The weight Telekinesis can lift is reduced by a factor of 10 when throwing an object hard enough to inflict damage. For example, a character with Rank 5 could lift up to 10 tons but could only throw objects weighing up to 1 ton. This is treated as a normal attack and thus can be negated by a successful defence roll. Damage depends on the weight of the object hurled: 1d4 damage for an object weighing up to 2 pounds, 1d8 damage for up to 20 pounds, 2d8 damage for one up to 200 pounds, 3d8 damage for one up to one ton, and so on. The same damage applies to the object being hurled. If Telekinesis is used to directly crush or constrict a target, damage delivered equals 2 Points/Rank.

A character who uses Telekinesis to grab another person and throw him or her uses the same procedure, but this requires a successful Power Usage: Telekinesis Skill check against a DC equal to the target's defence roll. Accurately tossing an opponent so that he or she hits another target requires a successful to hit roll. If attempting to disarm a character with Telekinesis, the subject should be allowed a Strength check against DC 10 + 1 per Telekinesis Rank to retain the weapon. If a character wishes to fly at speed exceeding 30 feet/round, he or she needs Flight rather

than Telekinesis.

Ordinary Telekinesis (capable of lifting anything physical, but not forms of energy) costs 4 Points/Rank. At a cost of only 2 Point/Rank, the character may have a more focused Telekinesis. This restricts the character to telekinetically moving (or sculpting) a particular type of matter. Some examples are provided.

Air
The character can only move air (or other gases). A cubic yard of air weighs about 2.1 pounds. Enough air to fill a roughly 10' x 10' x 10' room weighs 75 pounds.

Earth
The character can only move dirt, rock, stone, sand, etc. He or she cannot affect treated metals. A cubic yard of packed dirt masses about 2 tons; the same mass of concrete weighs about 2.5 tons, while a cubic yard of solid granite weights about 2.7 tons.

Fire
The character can only affect flames of an existing fire, or can possibly start them with his or her mind as well (GM's discretion). Since fire does not have mass, the Rank indicates the size of the flames that can be controlled and manipulated: small fires at Rank 1 (like a candle or match flame), up to raging infernos that cover several city blocks at Rank 6.

Metal
The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's power is actually based on magnetic. A cubic yard of steel weighs about 8 tons.

Water
The character can lift and move water. A cubic yard of water weights about 1700 lbs. (close to a ton). A gallon of water weights

about 8 pounds.

Wood
The character's power only works on wood (living or dead). This ability is usually mystical in nature and common to nature priests and spirits. A cubic yard of wood weighs less than a ton.

Rank 1	The character can lift up to 2 lbs.
Rank 2	The character can lift up to 20 lbs.
Rank 3	The character can lift up to 200 lbs. (a person).
Rank 4	The character can lift up to 1 ton (a car).
Rank 5	The character can lift up to 10 tons (a large truck).
Rank 6	The character can lift up to 100 tons (a small spaceship or house).

Telepathy
Cost: 1-3 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

Telepathy is the classic psionic ability, and anime characters with ESP will often possess it. Versions of telepathy may also represent other magical capabilities; demons who can tempt their victims often possess Telepathy, for example.

Telepathy costs 1 Point/Rank if its utility is quite restricted (for example, "only works with canines" or "only with close friends"). It costs 2 Points/Rank if its utility is somewhat restricted (for example, "only with humans" or "only with beasts"). It costs 3 Points/Rank if it has universal utility.

This Attribute allows the character to read and transmit thoughts, and at higher Ranks, to actually "invade" a person's mind and probe their memories or alter their thoughts. Telepathy normally works only if a subject is in sight, or can be otherwise perceived (touched, heard, etc.). If the subject is beyond normal perceptions, mental invasion is impossible, while transmitting thoughts, reading surface thoughts or sharing the subject's sensory impressions only works if

that particular subject is someone the character is close to, such as a parent, sibling, long-term co-worker, close friend, or lover.

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Attribute at an equal or higher Rank. If so, he or she can choose to block the telepath (or attempt to block it with the Mind Shield), in which case the only way to get through is via mental invasion. A subject will always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on).

Rank 1	The character can, by concentrating, use mind reading to pick up the "loud" surface thoughts of a particular subject. A "loud" thought is something about which the subject is thinking hard or that has a very strong emotional content. The character can also transmit a single feeling, such as "fear" or "love" to another person.
Rank 2	The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a particular subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other's thoughts. The character can also transmit a word, simple image, or simple concept (like "flower" or a person's face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.
Rank 3	The character can, by concentrating, pick up a single subject's surface thoughts and sensory impressions (i.e., see through a subject's eyes, feel what he or she feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read "loud" surface thoughts from 2-6 people. The character can transmit sub-vocalised speech to a single non-telepath at normal conversational speeds or send a single powerful image or word to 2-6 people.
Rank 4	The character has the same capabilities as at Rank 3 Telepathy. In addition, he or she can
	invade another person's mind. This counts as an attack, and if the subject is unwilling or unaware, the character will enter Mind Combat with him or her. If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character will also instinctively read "loud" surface thoughts of anyone he or she touches (unless deliberately blocking the ability) without any need for concentration. The character can transmit thoughts at conversational speeds to 2-6 people at a time, simultaneously.
Rank 5	The character has the same capabilities as Rank 4 Telepathy, except that he or she can read "loud" surface thoughts of anyone in the general vicinity without any need for concentration, unless deliberately blocking the ability. A successful mental invasion can even probe memories that the subject can no longer consciously remember. The character can transmit thoughts at conversational speeds to 7-20 people at a time, simultaneously.
Rank 6	The character has the same capabilities as Rank 5 Telepathy. He or she automatically reads the surface thoughts of everyone in the vicinity and automatically shares the sensory experiences of anyone he or she is actually touching without any need for concentration, unless he or she deliberately tries to block this ability. The character can transmit thoughts at conversational speeds to 21-50 people at a time, simultaneously. If the character succeeds with a mental invasion, he or she may not only probe memories but may also alter them, deleting existing memories or giving the subject false ones.

Teleport

Cost: 5 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

Teleport enables the character to transport him or herself instantly from place to place without crossing the intervening space. It is a common ability for psionic anime characters and not unusual for sorcerers and various superhumans.

Teleporting is only possible if the character has visited the intended destination or can clearly see or otherwise sense the destination

(possibly through the Heightened Senses or Sixth Sense Attributes). The GM may allow characters to teleport to unknown destinations (such as "100 yards up" or "to the other side of the door"), perhaps for an additional 1 or 2 Character Points total. Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport at the GM's option. A character can carry anything while teleporting that he or she could normally carry.

Teleporting is much quicker than any other means of travel (Flight, Space Flight, etc.), however, it is often risky. A Power Usage: Teleport Skill check against DC 15 should be required to perform a teleport beyond a "safe" distance. Failure means the character ends up in the wrong place (GM option) and his or her power "burns out" or "malfunctions" for hours or days.

When Teleport is first assigned, the GM may ask the player to decide if velocity (speed and direction) is conserved during travel. Alternatively, the character might adapt velocity to each Teleport individually. In many campaigns, the effects of velocity will simply be ignored.

Rank 1	The maximum teleportation distance is 1 miles, while the safe distance is 30 feet.
Rank 2	The maximum teleportation distance is 10 miles, while the safe distance is 300 feet.
Rank 3	The maximum teleportation distance is 1,000 miles, while the safe distance is 1 mile.
Rank 4	The maximum teleportation distance is 10,000 miles, while the safe distance is 10 miles.
Rank 5	The maximum teleportation distance is 100,000 miles, while the safe distance is 100 miles.
Rank 6	The maximum teleportation distance is 1,000,000 miles, while the safe distance is 1,000 miles.

Transmutation

Cost: 3-5 Points/Rank
Relevant Ability: Intelligence

Progression: Descriptive; see below
This Attribute allows a character to transmute one non-living object (or set of connected objects) into another, or even create them an object from nothing. Transmutation costs 5 Points/Rank if the character can transmute any object into another (within the limits of his or her Rank). It costs 4 Points/Rank if the character can only transmute (to or from) a general class of objects such as "metal," "weapons," "clothing," or "food." It also costs 4 Points/Rank if the character can only transmute one object to another of similar mass; the types of objects are unrestricted. The cost is 3 Points/Rank if the character is limited to a transmutation within a specific category and of similar mass, such as "regular clothes to battle costume," "lead to gold," or "spoiled food to edible food." Finally, if the character can only create objects in one of the categories, but not transmute one object to another, the cost is reduced by 1 Point/Rank. The GM may restrict any categories that seem overly broad or too powerful.
The character cannot transmute material into new objects outside the character's experience. The character could transmute a weapon into a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character who had no familiarity with computers could not transmute a television into one using Transmutation. The GM may choose to require a Intelligence Ability check (or relevant Skill check) if the character attempts a particularly complex transmutation. Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological devices. Unless the GM decides otherwise, Transmutation is only able to make objects that could be classified as Personal Gear; it cannot create Items of Power. When attempting to transmute an Item of Power, the character suffers a penalty

to the Intelligence Ability check of -2 for each Rank of the Item of Power.

Rank 1	The character can transmute objects weighing up to 1 lb.
Rank 2	The character can transmute objects weighing up to 5 lbs.
Rank 3	The character can transmute objects weighing up to 10 lbs.
Rank 4	The character can transmute objects weighing up to 50 lbs
Rank 5	The character can transmute objects weighing up to 100 lbs.
Rank 6	The character can transmute objects weighing up to 500 lbs.

Tunnelling

Cost: 2 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

The Tunnelling Attribute allows a character to move earth and/or burrow underground. Tunnelling assumes that the character is going through sand or packed earth; boring through solid rock is one Rank slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during creation of each tunnel).

Rank 1	The character tunnels very slowly, similar to the tunnelling speed of ten men with shovels.
Rank 2	The character tunnels slowly, similar to the tunnelling speed of a bulldozer.
Rank 3	The character tunnels at a snail's pace (up to 60 feet per minute).
Rank 4	The character tunnels at a walking speed (up to 10 mph).
Rank 5	The character tunnels at slow vehicle speeds (up to 50 mph).
Rank 6	The character tunnels at fast vehicle speeds (up to 100 mph).

Unique Attribute

Cost: 1-5 Points/Rank
Relevant Ability: Varies
Progression: Descriptive; see below

This Attribute covers any abilities not detailed in the rules. Often a single Point is sufficient to give the character "flavour," but more Points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Attribute possesses.

The GM should assign a Point cost per Rank based on how the Attribute compares to other Attributes and how useful it is. In general, an Attribute that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

Rank 1	The Attribute has little character or game effect.
Rank 2	The Attribute has a moderate character or game effect.
Rank 3	The Attribute has a large character or game effect.
Rank 4	The Attribute has a major character or game effect.
Rank 5	The Attribute has an extreme effect on the character or game.
Rank 6	The Attribute has a primal effect on the character or game.

Unknown Superhuman Power

Cost: Variable
Relevant Ability: Variable
Progression: Variable

In some campaigns, the characters may be unaware of their superhuman abilities until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase Ranks in this Attribute — he or she simply spends a selected amount of Character Points. The GM takes those Points and adds a bonus of 50% (rounding up) and uses them to assign other Attributes to the character. The GM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the powers manifest. GMs are encouraged to reveal the character's powers slowly and when it is appropriate for

the campaign's story. The GM should never feel pressured to tell the player what his or her character's unknown Attributes are before the time is right.

Water Speed

Cost: 2 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below
A character with Water Speed can float and travel on or under water. The character can swim on the surface at high speeds and dive underwater for brief periods by holding his or her breath, or indefinitely if he or she has the Adaptation (Underwater) Attribute. To survive the pressure associated with deep diving, the Adaptation (Pressure) Attribute must also be assigned. Also, depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character. A character without Water Speed can still swim but much more slowly (about 2 mph).

Rank 1 The character is as fast as a slow fish or rowboat (up to 10 mph).
Rank 2 The character is as fast as a swift fish or yacht (up to 20 mph).
Rank 3 The character is as fast as a modern steamship (up to 40 mph).
Rank 4 The character is as fast as a speedboat (up to 80 mph).
Rank 5 The character is as fast as a hydrofoil (up to 160 mph).
Rank 6 The character is faster than any fish or watercraft (to 320 mph).

Wealth

Cost: 3 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below
The character is more financially stable ("liquid") than an average person. This will allow him or her to easily acquire commercially available goods, and bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through Flunkies or the Servant Attributes. The character can be assumed to have non-liquid assets (like houses or real estate) commensurate with his or her wealth. In order to have access to things that are difficult to acquire without special licenses, or which are illegal, he or she should still take Organisational Ties, Own a Big Mecha, or Personal Gear Attributes.

Rank 1 The character is well off. In a modern-day setting, he or she has assets totalling about $500,000.
Rank 2 The character is wealthy. In a modern day setting, he or she has assets totalling about $1,000,000.
Rank 3 The character is rich. In a modern day setting, he or she has assets totalling a about $10 million.
Rank 4 The character is very rich. In a modern day setting, he or she has assets totalling about $100 million.
Rank 5 The character is extremely rich. In a modern day setting, he or she has assets totalling about $1 billion.
Rank 6 The character is fantastically rich. In a modern day setting, he or she has assets totalling about a $10 billion.

Step 7: Select Skills

The following outlines the rules for using Skills in Anime d20. See the PHB for the rules for acquiring Skill Ranks.

Skill Points and Skill Ranks

Characters have a number of Skill Points based on their class Levels, as outlined in the class descriptions. Depending on a character's class, some Skills are "class Skills" and some Skills are "cross-class Skills." For non-combat Skills, cross-class Skills require 2 Skill Points per Rank while class Skills require 1 Skill Point per Rank. For combat Skills, the cost is tripled to 6 and 3 Skill Points, respectively.

If the GM desires, the maximum number of Ranks a character can have in a class Skill is equal to that character's Rank +3 (a common limit in many d20 System games). The maximum Rank a character can have in a cross-class Skill is half that number (round down). Optionally, the GM can add the Skill's relevant Ability Score modifier to this maximum Skill Rank for the character. Of course, the Game Master can also ignore these limitations (and possibly develop his or her own Skill Rank maximums).

Using Skills

When a character uses a Skill, the character makes a Skill check to see how well the character performs the action. The higher the result on the character's Skill check, the more successful the attempt. Based on the circumstances, the character's result must match or exceed a particular number (called a DC, or Difficulty Class) to use the Skill successfully. The harder the task, the higher the number the character needs to roll.

Skill Description Format

Relevant Ability

This is the Ability modifier that most often applies to the Skill check. If two (or more) Abilities are listed, it indicates that different Abilities may be relevant, depending on the situation. The GM should select the one most appropriate to the circumstances. For example, the Pilot Skill has the Relevant Ability: Intelligence or Dexterity. When a character attempts to pilot a large cruise ship, the GM should require a Skill check using the Intelligence modifier — the character's knowledge of the boat's controls are more important when driving such a massive ship. When the character hops into a small ski boat, however, his or her Dexterity is more important and thus the GM should require a Skill check using the Dexterity modifier instead of the Intelligence Modifier.

Specialisations (Optional Rule)

A selection of Specialisations is provided. When a character gains a new Skill, he or she may select one Specialisation for free. Any time the character makes a Skill check (a character attempting to balance on a thin ledge using Acrobatics: Balance, for example), the character gains a +1 bonus to his or her Skill check. With GM permission, players may select a Specialisation that is not listed if it fits with their character concept. Also, GMs may allow characters to gain two additional Specialisations for a particular Skill by paying the normal cost associated with gaining a Rank in that Skill.

Description

The Skill name line is followed by a general description of what using the Skill represents.

General Skills

Balance

Relevant Ability: Dexterity
Specialisations: Shaking Surface, Slippery Surface, Tightrope
The ability to maintain balance under adverse conditions.

Bluff
Relevant Ability: Charisma
Specialisations: Acting, Fast-talk,
Misdirection, Misleading Body Language
The ability to make the untrue seem
plausible.

Climb
Relevant Ability: Strength
Specialisations: Natural Surfaces, Poles,
Ropes, Vegetation, Walls
The ability to scale vertical surfaces with or
without the use of specialised climbing
equipment.

Computer Use
Relevant Ability: Intelligence
Specialisations: Artificial Intelligence,
Databases, Intrusion/Security, Networks,
Programming
Practical knowledge of computer use.
Computer engineering (hardware) is covered
by Knowledge: Electronics.

Concentration
Relevant Ability: Constitution
Specialisations: Clearing One's Mind, Magic
Focus, Single Minded
The ability to ignore distractions and
interference when focusing on a task.

Controlled Breathing
Relevant Ability: Constitution
Specialisations: Cyclic Breathing, Holding
Breath, Slow Heart Rate
The ability to control respiratory functions in
order to maximise breathing efficiency or to
perform tricks such as "playing   dead."

Craft
Relevant Ability: Intelligence
Specialisations: Alchemy, Carpentry,
Leatherworking, Metalworking, Plumbing,
Tailoring, Woodworking
This Skill represents a character's ability to
work with a variety of materials to repair or

produce useful or aesthetically pleasing
objects not electronic or mechanical in
nature.

Decipher Script
Relevant Ability: Intelligence
Specialisations: Ancient Languages, Code
Cracking, Hieroglyphics, Runes
The ability to decipher texts either foreign to
the character or encoded.

Demolitions
Relevant Ability: Intelligence
Specialisations: Artificial Structures, Bomb
Disposal, Natural Structures, Safe Cracking,
Underwater
The ability to set explosive charges without
getting hurt in the process or inflicting
undesired collateral damage. It is also used
for deactivating explosives set by someone
else.

Diplomacy
Relevant Ability: Charisma
Specialisations: Etiquette, Social Grace,
Heraldry, Negotiation
The knowledge concerning the proper way
to interact during social situations, and
negotiations, including rules of conduct and
persuasion.

Disable Device
Relevant Ability: Intelligence
Specialisations: Jamming, By Passing, Traps
The ability to circumvent traps, jam
mechanical devices, by pass securities.

Disguise
Relevant Ability: Charisma
Specialisations: Costume, Dialects,
Impersonation, Make-up, Prosthetics
The ability to change one's personal
appearance and/or demeanour in an attempt
to deceive others.

Drive
Relevant Ability: Dexterity or Intelligence

Specialisations: Big Rig (large tractor/trailer trucks), Car, Motorcycle, Small Truck (vans, pick-ups, hi-cubes)
The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

Escape Artist
Relevant Ability: Dexterity
Specialisations: Grappling, Restraints, Tight Spaces
The ability to escape restraints and grips of opponents, or squeeze through tight spaces.

Forgery
Relevant Ability: Intelligence
Specialisations: Detection, Electronic Documents, Handwriting, Paper Documents
The ability to counterfeit documents and papers or to identify forgeries. This Skill can be used in conjunction with the Computer Use Skill.

Gamble
Relevant Ability: Wisdom
Specialisations: Card Games, Computer Games, Dice Games, Strategy, Role Playing
The ability to play various games (including betting strategies) well.

Gather Information
Relevant Ability: Charisma
Specialisations: Contacts, Gossip, Rumour-mongering
The ability to find out information about an area, from the day-to-day events to specific pieces of information.

Handle Animal
Relevant Ability: Charisma
Specialisations: Any single animal such as dogs, dolphins, horses, etc.
The ability to teach and train animals with an intellect above that of instinctive insects. An animal usually has an Intelligence of 1-3.

Hide
Relevant Ability: Dexterity
Specialisations: Concealment, Skulking, Tailing
The ability to hide from detection.

Intimidation
Relevant Ability: Charisma
Specialisations: Business, Interrogation, Political, Psychological, Street,
The ability to convincingly project a "tough guy" image through verbal and body language. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react after that will depend on how tough they are themselves in relation to the kind of threat you present — they may respond with respect, fear, hatred, or amusement.

Investigate
Relevant Ability: Intelligence
Specialisations: Government, Police, Underworld

The ability to track a piece of information or person through red tape and electronic media.

Jump
Relevant Ability: Strength
Specialisations: Long, High, Pole Vault
The ability to jump well and consistently. A character can normally jump about 6 feet forward or 3 feel up/back (double range with a running start). This Skill increases the character's maximum horizontal distance by +1 foot for every two Skill ranks. This modifier is doubled for running starts and halved for vertical or backwards jumps.

Knowledge: Arcane
Relevant Ability: Intelligence
Specialisations: Arcane Symbols, Magic, Rituals, Spells
Knowledge of magic, its history, and basics of how it works.

Knowledge: Architecture
Relevant Ability: Intelligence
Specialisations: Aquatic, Bridges, Fortifications, Small Buildings, Skyscrapers
Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

Knowledge: Area
Relevant Stat: Intelligence
Specialisations: One specific area (city, village, forest, sea, etc.)
This Skill reflects knowledge of the geography and people of a single area. The smaller the area, the more detailed and extensive the character's knowledge. This Skill may be assigned multiple times to indicate knowledge of several areas.

Knowledge: Biological Sciences
Relevant Ability: Intelligence
Specialisations: Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Zoology
This field covers scientific knowledge of how living things function.

Knowledge: Business
Relevant Ability: Intelligence
Specialisations: Accounting, Banking, Executive, Fraud, Government, Marketing, Small Business
The ability to organise, run, and understand part or all of an organisation (such as a business, government, or association).

Knowledge: Cultural Arts
Relevant Ability: Intelligence
Specialisations: Appraisal, Archaeology, History, Literature, Urban Legends
Knowledge of aspects of human culture (or another species' culture).

Knowledge: Domestic Arts
Relevant Ability: Intelligence
Specialisations: Cleaning, Cooking, Decorating, Home Budgeting
The ability to efficiently organise and run a domestic household.

Knowledge: Electronics
Relevant Ability: Intelligence
Specialisations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors
The ability to maintain, repair, build, modify (and at high Ranks, design) electronic equipment.

Knowledge: Foreign Culture
Relevant Ability: Intelligence
Specialisations: One Specific Culture
Reflects knowledge of the history, religion, ethics, and lifestyle of one or more foreign countries or cultures. Each Rank in this Skill provides familiarity with a distinct culture (a Specialisation). Thus, multiple Specialisations may be listed for Foreign Culture depending on the Skill Rank.

Knowledge: Law
Relevant Ability: Intelligence
Specialisations: Civil, Criminal, Customs, Family, International, Political
Knowledge of legal procedure and practice. GMs may assume that anyone with Rank 6 or more has a license to practice law. All Specialisations, except International, are specific to one country or region only (for example, "Japanese Criminal Law").

Knowledge: Mechanics
Relevant Ability: Intelligence
Specialisations: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Micro, Traps
The ability to maintain, repair, or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Artisan for archaic weapons.

Knowledge: Military Sciences
Relevant Ability: Intelligence
Specialisations: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics, Teamwork
The character has military-style tactical, staff, or leadership training. In addition, SWAT (or other tactical police units) often includes individuals who pick up similar Skills (and often recruit ex-military personnel).

Knowledge: Nature

Relevant Ability: Intelligence
Specialisations: Animals, Cycles, Plants, Seasons, Weather
Knowledge of the interactions of the natural world.

Knowledge: Occult
Relevant Ability: Intelligence
Specialisations: Astrology, Channelling, Numerology, Rituals, Spirits, Tarot, Voodoo, Witchcraft
Knowledge of the arcane and mystical arts, and their applications in both historical and modern society.

Knowledge: Physical Sciences
Relevant Ability: Intelligence
Specialisations: Astronomy, Biochemistry, Chemistry, Engineering, Mathematics, Physics
Scientific training in the way the universe works, including the necessary background knowledge.

Knowledge: Police Sciences
Relevant Ability: Intelligence
Specialisations: Ballistics, Criminology, Forensics
This is the science behind detective work. Ballistics is the study of the wounds inflicted by projectiles; criminology focuses on studies of criminal behaviour and strategies; forensics covers evidence gathering (including hair-and-fibre, fingerprint and DNA-based identification techniques).

Knowledge: Religion
Relevant Ability: Intelligence
Specialisations: One Specific Religion (Buddhism, Christianity, Muslim, Satanism, etc.)
The knowledge of how current and historical religions and mythology worked.

Knowledge: Social Sciences
Relevant Ability: Intelligence
Specialisations: Anthropology, Geography,

Politics, Psychology, Social Work, Sociology, Theology
Understanding of the way people function in society as well as societal behavioural patterns.

Knowledge: Streetwise
Relevant Ability: Intelligence
Specialisations: Gang Activity, Influential Individuals, Territorial Divisions (all by region)
The knowledge of street activity within a particular region or city. This is a vital survival Skill for a person on the streets.

Listen
Relevant Ability: Wisdom
Specialisations: Background Noise, Eavesdropping, Rural, Urban
The ability to listen attentively or to perceive unusual or out of place noises.

Medical
Relevant Ability: Wisdom
Specialisations: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary
Knowledge of how to heal the body. GMs may assume that anyone with Rank 6 or more has a license to practice medicine. A typical general practitioner would Specialise in Diagnosis, while most police officers or paramedics Specialise in Emergency Response.

Move Silently
Relevant Ability: Dexterity
Specialisations: Soft Step, Rural, Urban
The ability to move without being detected audibly.

Navigate
Relevant Ability: Intelligence
Specialisations: Air, Highway, Sea, Space, Urban, Wilderness
The ability to read maps or use specialised navigation equipment. The Navigate Skill will help a character find the fastest/safest route to a destination.

Open Lock
Relevant Ability: Dexterity
Specialisations: Combination, Electronic, Padlocks, Puzzle Lock
The ability to open locking devices.

Perform
Relevant Ability: Charisma
Specialisations: Comedy, Dance, Drama, Music, Public Speaking, Singing, Fast Talking
The ability to perform well before an audience, and to evoke an emotional response through the art form.

Pilot
Relevant Ability: Dexterity or Intelligence
Specialisations: Heavy Airplane (usually multi-engine), Helicopter, Hovercraft, Jet Fighter, Large Ships, Light Airplane (usually single-engine), Lighter than Air Craft, Small Boats, Spacecraft, Submarines
The ability to operate air, water or space vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.

Poisons
Relevant Ability: Intelligence
Specialisations: Alien, Natural, Synthetic
The ability to recognise, concoct, apply, and neutralise a variety of poisons and toxins.

Power Usage
Relevant Ability: Based on Power's Ability
Specialisations: One specific Power only
Unlike other Skills, Power Usage only offers a bonus to any check for the use of one specific Power. To receive a bonus on multiple Powers, this Skill must be assigned multiple times, once for each Power. The Skill is useful to a character who may not have a high ability (such as Intelligence) that

is associated with one of his or her Powers (such as Mind Control or Telepathy). When the character must make a check for the specific Power, the Power Usage Skill adds a bonus as though the check is actually a Skill check.

Powerlifting
Relevant Ability: Strength
Specialisations: Bulky Objects, Free Weights, Humans, Moving Objects, Small Objects (Hand-Held)
The ability to perform feats of strength with minimal chance for injury. This includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses.

Profession
Relevant Ability: Wisdom
Specialisations: One Specific Profession (Bookkeeper, Cook, Driver, Farmer, Miner, Sailor, Writer, etc.)
The character is trained in a specific form of livelihood.

Repair
Relevant Ability: Intelligence
Specialisations: Mechanics, Computerised, Electronics
The ability to carry out permanent or temporary repairs to equipment.

Research
Relevant Ability: Intelligence
Specialisations: Legal, Historical, Scientific
This Skill allows a character to locate difficult to find pieces of data by searching journals, the web, and other media.

Ride
Relevant Ability: Dexterity
Specialisations: One Specific Species (Camel, Horse, Tiger, etc.).
This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous manoeuvres safely and without balking, and how to best pace it for long distance rides.

Search
Relevant Ability: Intelligence
Specialisations: Compartments, Detail Work, Irregularities
This Skill allows the character to find hidden or concealed objects.

Seduction
Relevant Ability: Charisma
Specialisations: Alien, Female, Male
A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is genuinely interested in them. Whether or not the subject actually responds will depend on his or her own romantic inclinations and sexual preference.

Sense Motive
Relevant Ability: Wisdom
Specialisations: Body Language, Mannerisms, Speech

This represents the knowledge of determining when a person is not being honest or forth coming.

Sleight of Hand
Relevant Ability: Dexterity
Specialisations: Card Sharking, Fine Manipulation, Pick Pocket, Stage Magic
A character with this Skill has superior manual dexterity, greater than that suggested by his or her Dexterity score. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Speak Languages
Relevant Ability: Intelligence
Specialisations: Any One Language, Braille, Code Language, Lip Reading, Sign Language
This Skill reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign Language for each Rank in this Skill. Thus, multiple Specialisations will be listed for Languages — the first is the character's native language(s), while the others are foreign languages.

Sports
Relevant Ability: Strength, Dexterity, or Constitution
Specialisations: Baseball, Basketball, Cricket, Football, Hockey, Volleyball, etc.
The ability to play well in a team or individual sporting event with specialised rules.

Spot
Relevant Ability: Wisdom
Specialisations: Ambush, Movement, Tailing

This the ability to locate people or creature trying to hide their presence.

Survival
Relevant Ability: Wisdom
Specialisations: Aquatic, Artic, Desert, Wilderness, Urban
The ability to survive in harsh environments.

Swim
Relevant Ability: Strength
Specialisations: Competition, Deep-Sea Diving, Free Diving, Scuba, Snorkelling
The character is skilled at swimming or diving. The GM may assume that any character in a modern setting (or perhaps any setting) can swim even without this Skill.

Tumble
Relevant Ability: Dexterity
Specialisations: Dive, Flip, Roll, Somersault
The character is skilled at acrobatic tumbling and flips.

Use Rope
Relevant Ability: Dexterity
Specialisations: Knots, Handling Loads, Securing
This Skill allows a character to adeptly use rope for any number of purposes.

Wilderness Tracking
Relevant Ability: Intelligence or Wisdom
Specialisations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains
The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

Combat Skills

Archery
Relevant Ability: None (Offensive Combat Skill)
Specialisations: Bow, Crossbow
The ability to accurately shoot with a bow or crossbow.

Gun Combat
Relevant Ability: None (Offensive Combat Skill)
Specialisations: Auto-fire, Pistol, Rifle
The ability to accurately shoot with a hand-held firearm and to keep it properly maintained. Auto-fire applies to firing bursts of fully automatic fire from any gun, whether it is a small submachine gun, a big assault rifle, or a heavy machine gun. Pistol applies to firing single shots from a handgun. Rifle covers firing single shots from guns with a shoulder stock including rifles and shotguns.

Heavy Weapons
Relevant Ability: None (Offensive Combat Skill)
Specialisations:
        Artillery (indirect fire weapons such as Howitzers), Gunnery (heavy machine guns, tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)
The ability to accurately fire vehicle-, shoulder-, or tripod-mounted weapons such as a tank cannon or heavy machine gun, and to perform routine maintenance.

Melee Attack
Relevant Ability: None (Offensive Combat Skill)

Specialisations: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains
The ability to attack effectively with a hand-to-hand melee weapon.

Melee Defence
Relevant Ability: None (Defensive Combat Skill)
Specialisations: Axe, Baton/Club, Knife, Improvised Weapons, Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains
The ability to defend well with a hand-to-hand melee weapon.

Ranged Defence
Relevant Ability: None (Defensive Combat Skill)
Specialisations: Personal, Air Vehicle, Ground Vehicle, Water Vehicle, Space Vehicle
The ability to avoid ranged attacks, but this does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover.

Special Ranged Attack

Relevant Ability: None (Offensive Combat Skill)

Specialisations: One specific Special Attack

This Skill is used for weapons created using the Special Attack Attribute that emanate from the character's body, rather than a device or weapon. For example, eye beams, fireballs fired from the hand, or sonic blast shot from the mouth would qualify for this Skill use, but a laser gun (Gun Combat Skill) or a deadly boomerang (Thrown Weapon Skill) would not.

Thrown Weapons

Relevant Ability: None (Offensive Combat Skill)

Specialisations: Blades, Cards, Grenades, Rocks, Shields

The ability to accurately throw weapons or objects at a target.

Unarmed Attack

Relevant Ability: None (Offensive Combat Skill)

Specialisations: Strikes, Holds, Throws, Grappling

The ability to attack without weapons.

Unarmed Defence

Relevant Ability: None (Defensive Combat Skill)

Specialisations: Strikes, Holds, Throws, Grappling

The ability to block armed or unarmed melee attacks without using a weapon.

Step 8: Select Feats

While Feats will have a place in your campaign, Anime d20's Attribute power creation system (particularly combat Skills) reduces the scope of Feats. Additionally, since Anime d20 abstracts combat movement and position (thus there are no attacks of opportunity), many Feats no longer apply to Final Fantasy characters. Finally, some Feats (such as Expertise) allow characters to perform actions that every character is capable of performing in Anime d20. GMs may also allow players to use approved Feats from any d20 System game.

See the PHB for the rules for acquiring Feats. The Game Master will decide whether the benefits derived from a Feat are cumulative if it is assigned multiple times.

Feat Costs

Feats cost 2 Character Points each.

Approved Feat Descriptions

The Feat entries herein detail information in the following format:

Feat Name
Prerequisites: Some Feats have prerequisites. A character must have the prerequisite in order to select or use that Feat. A character can gain a Feat at the same time that he or she gains the prerequisite. A character can't use a Feat if he or she has lost a prerequisite.
Benefit: What the Feat enables the character to do.

Accuracy

Prerequisites: Base Attack Bonus +2
Benefit: The character suffers reduced dice penalties when attempting an accurate attack, such as striking at partial Armour, weak points, or vital spots, shooting at longer-than-usual ranges. Accuracy is also used when attempting a special trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner, and when using the Deflection Feat. Each difficulty penalty is reduced by 2 (to a minimum of 0). For example, attacking a vital spot (-8 penalty) would become a -6 penalty, while firing at double range (-4 penalty) would receive -2 penalty. This Feat can be assigned more than once.

Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Base Attack Bonus +8
Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Armour Proficiency (Heavy)

Prerequisites: Armour Proficiency (Light), Armour Proficiency (Medium)
Benefit: When a character wears heavy armour (full metal, tactical, etc.), the armour check penalty applies only to Skill checks that involve moving. A character who is not proficient suffers the armour check penalty on attack rolls as well.

Armour Proficiency (Light)

Benefit: When a character wears light armour (leather, light mail, soft body, etc.), the armour check penalty applies only to Skill checks that involve moving. A character who is not proficient suffers the armour check penalty on attack rolls as well.

Armour Proficiency (Medium)
Prerequisites: Armour Proficiency (Light)
Benefit: When a character wears medium armour (partial metal, hides, etc.), the armour check penalty applies only to Skill checks that involve moving. A character who is not proficient suffers the armour check penalty on attack rolls as well.

Blind-Fight
Benefit: The character does not suffer penalties associated with attacking or defending with melee weapons or while unarmed in poor light, absolute darkness, or against an invisible opponent.

Blind-Shoot
Benefit: The character suffers half penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent. This Feat can be assigned twice to reduce the penalty to zero. The character must be capable of detecting the general presence of the target, however, through one of his or her senses (smell, hearing, sixth sense, etc.).

Block Ranged Attacks
Prerequisites: Dexterity 13+
Benefit: Under normal circumstances, a character cannot use a Block Defence against a ranged attack. With this Feat, a character gains this defensive option.

Brawl
Benefit: When making an unarmed attack, the character receives a +1 bonus on attack rolls, and delivers stun damage (see Stun Ability under Special Attack Attribute) equal to 1d6 + his or her Strength modifier.

Burst Fire
Prerequisites: Wisdom 13+
Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target (instead of using the normal auto-fire rules). The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Cleave
Prerequisites: Strength 13+, Power Attack
Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out or by reducing the opponent's Hit Points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

Combat Martial Arts
Prerequisite: Base Attack Bonus +1
Benefit: With an unarmed strike, the character inflicts damage equal to 1d4 + Strength modifier.

Concealment
Benefit: The character has an unearthly ability to conceal weapons about his or her person. As long as the character has something to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an actual physical search, and such a search is conducted at a -8 penalty. A Special Attack weapon with the Concealable Ability is even harder to find: searches suffer a -12 penalty.

Deflection
Prerequisites: Dexterity 13+
Benefit: If the character makes a successful Block Defence, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack, the Block Defence roll is penalised: -2 for each Rank of the

Special Attack.

Dodge
Prerequisite: Dexterity 13+
Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defence against any subsequent attacks from that opponent. The character can select a new opponent on any action. A condition that makes the character lose his or her Dexterity bonus to Defence also makes the character lose dodge bonuses.

Double Tap
Prerequisites: Dexterity 13+, Point Blank Shot
Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit.

Empower Spell
Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many Hit Points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two Ranks higher than the spell's actual Rank.

Endurance
Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Enlarge Spell
Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one Rank higher than the spell's actual Rank.

Extend Spell
Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this Feat. An extended spell uses up a spell slot one Rank higher than the spell's actual Rank.

Far Shot
Prerequisite: Point Blank Shot
Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Force Stop
Prerequisites: Drive Skill 4+ Ranks
Benefit: When the character attempts to sideswipe a surface vehicle with his or her own, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid.

Frightful Presence
Prerequisites: Charisma 15+, Intimidate Skill 9+ Ranks

Benefit: When the character uses this Feat, all opponents within 10 feet who have fewer Ranks than the character must make a Will saving throw (DC 10 + the character's Rank + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and Skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the Feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this Feat for 24 hours. This Feat does not affect creatures with an Intelligence of 3 or lower.

Great Cleave
Prerequisites: Strength 13+, Cleave, Power Attack, Base Attack Bonus +4
Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

Great Fortitude
Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Greater Spell Focus
Prerequisites: Spell Focus
Choose a school of magic to which you already have applied the Spell Focus Feat. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Heighten Spell
Benefit: A heightened spell has a higher spell Rank than normal (up to 9th Rank). Unlike other magical Feats, Heighten Spell actually increases the effective Rank of the spell that it modifies. All effects dependent on spell Rank (such as saving throw DCs) are calculated according to the heightened Rank. The heightened spell is as difficult to prepare and cast as a spell of its effective Rank.

Improved Brawl
Prerequisites: Brawl, Base Attack Bonus +3
Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character inflicts damage equal to 1d8 + the character's Strength modifier.

Improved Initiative
Benefit: The character gets a +4 bonus on Initiative checks.

Improved Knockout Punch
Prerequisites: Brawl, Knockout Punch, Base Attack Bonus +6
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage.

Improved Trip
Prerequisites: Intelligence 13+
Benefit: If the character trips an opponent in melee combat, the character immediately

gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Iron Will
Benefit: The character gets a +2 bonus on all Will saving throws.

Judge Opponent
Benefit: The character can judge his or her opponent's approximate Base Attack Bonus and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a sword, but if you connect a few times with your ki blast, it will drop him," rather than saying "the enemy's base attack bonus is +10, with a Melee Attack (Sword) Skill of 2, and he has 60 Hit Points remaining."

Knockout Punch
Prerequisites: Brawl, Base Attack Bonus +3
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit.

Leap Attack
Prerequisites: Dexterity 13+, Base Attack Bonus +3
Benefit: The character can make leaping attacks with his or her melee weapon, delivering additional damage due to momentum.

Any time the character has a higher Initiative than his or her opponent, he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defence) the character gets an extra +2 bonus to damage and may additionally add half his or her Jump Skill Ranks (if any) to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defence, the character is off balance and receives a -4 penalty to any further defence checks until his or her turn to act in the following round.

Lightning Reflexes
Benefit: The character gets a +2 bonus on all Reflex saving throws.

Maximise Spell
Benefit: All variable, numeric effects of a maximised spell are maximised. A maximised spell deals maximum damage, cures the maximum number of Hit Points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximised spell uses up a spell slot three Ranks higher than the spell's actual Rank.

Mounted Combat
Prerequisite: Ride Skill
Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armour Class if it's higher than the mount's regular AC).

One Shot Left

Benefit: The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, plasma unit in a wrist blaster, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment. One Shot Left does not affect weapons or Special Attacks built using the Limited Shots Disability.

Point Blank Shot

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Portable Armoury

Benefit: The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired via the Personal Gear Attribute, but remarkably, the character can access them whenever he or she needs them instead of being forced to return to where they are normally stored. Characters with Portable Armoury may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round.

Power Attack

Prerequisite: Strength 13+
Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Quicken Spell

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four Ranks higher than the spell's actual Rank.

Rapid Shot

Prerequisites: Dexterity 13+, Point Blank Shot
Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty.

Reflection

Prerequisite: Deflection Feat
Benefit: If the character makes a successful Deflection defence and a successful attack roll (which uses an attack action), he or she can reflect a standard melee or ranged attack towards any target within range (including the attacker) without damaging the blocking object. This Reflection is treated as a normal attack against the target using standard attack rules. The GM may decide that some types of attacks cannot be reflected.

Run

Benefit: When sprinting, the character moves five times normal speed instead of four times

normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Sneak Attack

Benefit: If the character attacks a target who cannot defend him or herself effectively (the target has a situational defence roll or Armour Class penalty), the attacker adds an additional +1d6 damage each time this Feat is assigned.

Silent Spell

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one Rank higher than the spell's actual Rank.

Spell Focus

Benefit: Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal. Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. The character can gain this Feat multiple times. Its effects do not stack. Each time the character takes the Feat, it applies to a new school of magic.

Spirited Charge

Prerequisites: Mounted Combat, Ride Skill
Benefit: When mounted and charging into combat, the character deals double damage with a melee weapon (or triple damage with a lance).

Still Spell

Benefit: A still spell can be cast with no somatic (movement) components. Spells without somatic components are not affected. A still spell uses up a spell slot one Rank higher than the spell's actual Rank.

Streetfighting

Prerequisites: Brawl, Base Attack Bonus +2

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 damage.

Steady Hand

Prerequisites: Dexterity 13+
Benefit: This is the ability to attack with ease while moving quickly (running or sprinting, flying at high speeds, etc.) or otherwise engaged in complex stunts. This reduces the penalties suffered for attacking while in motion. Each penalty is reduced by 2 (to a minimum of 0). A character with this Feat may also use weapons in conjunction with the Tumble Skill, and may aim while they are moving. This Feat may be assigned more than once.

Stunning Fist

Prerequisites: Dexterity 13+, Wisdom13+, Base Attack Bonus +8
Benefit: Declare that the character is using the Feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's Rank + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armour Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four Ranks attained, and no more than once per round.

Two-Weapon Fighting

Prerequisite: Dexterity 13+
Benefit: The character can effectively fight with two melee or ranged weapons at once against the same or different targets, provided both weapons are designed for one-handed use. When using two weapons, the

character can attack twice using the normal Two Weapons rules, but the penalties for doing so are reduced by 2 for the primary hand and 6 for the off hand. Alternatively, the character can attack with one weapon and defend with another receiving a -2 penalty to Attack checks he or she makes but adding a +2 bonus to his or her Defence checks vs. melee or unarmed attacks. This bonus lasts until the character's turn in the following round.

Vehicle Dodge

Prerequisites: Dexterity 13+, Drive Skill 6+ Ranks

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defence against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Weapons Encyclopaedia

Prerequisites: Intelligence 13+

Benefit: A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, calibre, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll an Intelligence based Knowledge: Military Science (Hardware Recognition) Skill check to recall important details. In addition, Weapons Encyclopaedia also includes knowledge on acquiring weapons, so characters will have a +4 bonus on any Knowledge: Streetwise or Knowledge: Business Skill checks needed to locate or buy weapons.

Whirlwind Attack

Prerequisites: Dexterity 13+, Intelligence 13+, Dodge, Base Attack Bonus +4

Benefit: A character can give up all his or her regular attacks for the round and instead make one melee attack at the character's highest Base Attack Bonus against each adjacent opponent.

Step 9: Select Defects

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent and often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities.

The Defects that have "Linked to Attribute" in their description are direct limitations on your character's Attributes, rather than more general disadvantages. The combined Character Points and Bonus Points associated with the Attribute cannot be lower than 1. For example, if a character's Rank 1 Teleport (5 Character Points) is restricted with a 9 BP Limited Use, Instantaneous Defect, the Defect actually only returns 4 BP to the character (since Teleport costs at least 1 Point).

By taking a character Defect you can gain up to three (or occasionally more) Bonus Points (BP) to increase Ability Scores or Attributes Ranks, or select additional Attributes. The number of Points you receive is directly proportional to how much the Defect hinders your character; Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the earth of planet Neptune) are not worth any BP. After you have selected your character's Defects, return to the previous steps to use your Bonus Points (treat Bonus Points as extra Character Points).

It is recommended that you assign no more than eight Defects to your character. In most cases two-five Defects are appropriate.

Defects

Achilles Heel
Activation Time
Backlash
Bane
Blind Fury
Concentration
Conditional Ownership
Confined Movement
Cursed
Dependent
Detectable
Easily Distracted
Famous
Girl/Guy Magnet
Incomplete Training
Inept Attack
Inept Defence
Involuntary Physical Change
Ism
Limited Use, Instantaneous
Limited Use, Ongoing
Magical Restrictions
Marked
Maximum Force
Nemesis
Not So Tough
One-Way Transformation
Owned
Part of Body
Permanent
Phobia
Physical Impairment
Recurring Nightmares
Red Tape
Reduction
Restriction
Sensory Impairment
Significant Other (S.O.)
Skeleton in the Closet
Special Requirement
Unique Defect
Unreliable Power
Unskilled
Vulnerability
Wanted
Weak Point

Achilles Heel

The character loses twice as many Hit Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character's nature such as a robot taking extra damage from water (as it causes short circuits), or an alien's weakness to weapons from his or her home planet. The GM must approve any Achilles Heel Defects. A character may have an Achilles Heel to either a common, uncommon, or rare attack form (in the context of the campaign).

1 BP	The attack form is rare.
2 BP	The attack form is uncommon.
3 BP	The attack form is common.

Activation Time

Linked to Attribute. A character with this Defect cannot use one of his or her Attributes whenever desired because it requires a short time to activate. Once activation has started, only the character can stop it from becoming active when the appropriate time is up. This could represent a physical change that is not instantaneous, the collection of spiritual energies to perform a task, a device that takes time to "power up," or an Attribute that only works when the character is mentally prepared (or angry, or overcome with another emotion).

One additional BP is granted if the activation can be interrupted temporarily, but restarted where it left off. One example of this is an Item of Power body suit that the character must put on. If the character stops activating the Power (i.e. stops dressing) to make a phone call, he or she can continue afterwards. 2 additional BP are granted if the activation must start again from the beginning if it is interrupted before the Activation Time has elapsed. An example of this is a spell that must be chanted completely before the Power activates; if it is interrupted, the spell must be started again from the beginning. The Concentration Defect is often linked to these two applications of Activation Time.

1 BP	The Attribute requires a round to initiate.
2 BP	The Attribute requires a minute to initiate.
3 BP	The Attribute requires an hour to initiate.

Backlash

Linked to Attribute that requires a check to activate (GM's discretion). The character suffers from an unfortunate side effect whenever an associated Attribute fails to work. If the character fails his or her check when using the Attribute, the character is hit with the energy or essence that would have powered the Attribute's use. The Backlash could be physical damage, memory loss, Ability Score drain, disorientation, or many other effects that make the character's life more difficult. The player and GM should determine the game effect of the Backlash.

1 BP	The backlash occurs if the character fails the check by 6 or more.
2 BP	The backlash occurs if the character fails the check by 3 or more.
3 BP	The backlash occurs if the character fails the check by 1 or more.

Bane

A character with the Bane Defect is vulnerable to an otherwise non-damaging substance such as water, sunlight, or a specific element, material, or object. The Bane should relate to the character's background or powers in some way. For example, a fire demon's bane might be water, while myths indicate that a vampire suffers damage when touched by a crucifix. The character suffers damage if his or her skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the noise of a church or temple bell, or having the Bane in close proximity), the

damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage rating assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common such as a holy symbol, Buddhist scripture, or rare element, the damage is also doubled. If it is even more rare, such as one particular artefact, the damage may be tripled or quadrupled.

1 BP	The Bane causes minor damage (1d6/round of exposure).
2 BP	The Bane causes moderate damage (2d6/round of exposure).
3 BP	The Bane causes severe damage (3d6/round of exposure).

Blind Fury

Under specific conditions selected by the player (and approved by the GM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest "threat." Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in mortal danger, confrontation with a specific opponent, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve a Willpower save, or could be an automatic reversion. Examples of return conditions include: no

opponents in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

1 BP	Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.
2 BP	Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.
3 BP	Initiating the Blind Fury is easy; reverting to normal emotional state is difficult.

Burns Energy

Linked to any Attribute. Activating an Attribute with this Defect costs Energy Points. The number of Energy Points depends on the Rank of the Attribute and the level at which this Defect is assigned. This Attribute cannot be applied to Force Field or Special Attack.

1 BP	Activating the Attribute costs one-half the Attribute's rank in Energy Points. If the Attribute must be maintained, it costs this number of Energy Points every minute.
2 BP	Activating the Attribute costs the Attribute's full rank in Energy Points. If the Attribute must be maintained, it costs this number of Energy Points every minute.
3 BP	Activating the Attribute costs double its rank in Energy Points. If it must be maintained, it costs this number of Energy Points every minute.

Concentration

Linked to Attribute. The character must concentrate while using a specific Attribute that functions over a period of time; it does not apply to Attributes with an instantaneous effect. If the character's concentration is interrupted voluntarily or by an outside event, the Attribute ceases to function.

1 BP	The Attribute requires slight concentration. The character can still perform other non-combat actions, but cannot engage in combat or use other Attributes that also require Concentration.
2 BP	The Attribute requires intense concentration. The character can move at a slow speed and talk with others while using the Attribute, but cannot perform any complex actions or use any other Attribute.
3 BP	The Attribute requires full concentration.

> The character cannot do anything else while using the Attribute; he or she must remain still and devote full attention to the Power.

Conditional Ownership

Linked to Attribute. Only a character who possesses the Item of Power, Own a Big Mecha, or Personal Gear Attributes can acquire this Defect. The character's possessions granted by those Attributes actually belong to another person or organisation. They are issued to the character, but the agency imposes "mild," "strict," or "severe" conditions on their use. "Mild conditions" indicate that the character can use the objects for some personal business (such as travelling), but if he or she is released from the organisation or disobeys direct orders, the objects can be taken away. The character can also be assigned different objects at any time. For example, a police detective might have conditional use of an unmarked police car.

"Strict conditions" indicate that the character is only permitted to use the objects for activities as ordered by the organisation. This is the way most military and police equipment is issued. If the character is caught using the objects for personal activities, he or she will receive a severe reprimand.

"Severe conditions" indicate that the character can only use the objects under specific orders. A government owned time travel device would probably fall under these conditions. Using the objects at any other time results in incarceration, physical punishment, or even death.

1 BP	Mild conditions are imposed on the objects' ownership and usage.
2 BP	Strict conditions are imposed on the objects' ownership and usage.
3 BP	Severe conditions are imposed on the objects' ownership and usage.

Confined Movement

This Defect prevents the character from leaving a narrowly defined area. This may represent, for example, an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or a government-licensed magical girl that is only registered for travel in a specific region.

2 BP	Restricted to a large area (100-mile radius), such as a single county or large city.
4 BP	Restricted to a small area (1-mile radius), such as a small town or large, multi-structure complex.
6 BP	Restricted to a tiny area (300-foot radius), such as a small village or single building.

Cursed

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendent of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

1 BP	The character suffers from a slight disadvantage.
2 BP	The character suffers from a moderate disadvantage.
3 BP	The character suffers from a severe disadvantage.

Dependent

Linked to Attribute. The character cannot use the chosen Attribute without first using a second (or more) Attribute. If the character fails to activate the second Attribute, he or she cannot use the other one either. Examples of the Dependent Defect include: a character who can fly after activating his Force Field (Flight dependent upon Force Field), a character who gains additional Armour when invisible (Armour dependent upon Invisibility), a character that can run much more quickly after stretching his or her legs and growing (Speed dependent upon Elasticity and Size Change), etc. The player must justify the Dependent Defect to the GM

to avoid silly combinations.

| 1 BP	The Dependent Attribute cannot work until 1 other Attribute is activated.
2 BP	The Dependent Attribute cannot work until 2 other Attributes are activated.
3 BP	The Dependent Attribute cannot work until 3 other Attributes are activated.

Detectable

Linked to Attribute. While using a specific Attribute, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Attribute's use may make a loud noise or a bright flash, send vibrations through the ground, or emanate mental shock waves. Detection techniques include: astral; ethereal; human sight, hearing, or sense of smell; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration; and others. The Special Attack Attribute is an exception to this Defect — characters must acquire an Attack Ability to make the attack undetectable.

1 BP	The Attribute's use can be detected using 1-2 methods.
2 BP	The Attribute's use can be detected using 3-5 methods.
3 BP	The Attribute's use can be detected using 6-9 methods.

Easily Distracted

Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers include attractive members of the opposite (or same) sex, wealth, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, and magical items. A character with this Defect will become enthralled

with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers but do not possess this Defect because their interest is moderated by their sense of judgement.

1 BP	The character is distracted by a trigger that is encountered infrequently.
2 BP	The character is distracted by a few infrequent triggers, or by one trigger that is encountered frequently.
3 BP	The character is distracted by several infrequent triggers, or by one trigger that is encountered constantly.

Famous

The character is recognisable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. Journalists and photographers may hound the character regularly, and report his or her actions on television, in newspapers, and on websites. While being Famous may have some privileges (preferred seating at restaurants, daily special treatment, etc.), it is a significant disadvantage for a character that maintains a secret identity (such as a magical girl).

1 BP	The character has regional fame.
2 BP	The character has national fame.
3 BP	The character has international fame

Girl/Guy Magnet

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship. The Girl/Guy Magnet does not represent some unusual charisma on the part of the character but

rather his or her fate to constantly meet obsessed people.

1 BP	Only a couple of girl/guy characters are actively chasing the character.
2 BP	Several girls/guys are actively chasing the character.
3 BP	Swarms of girls/guys are actively chasing the character; a new one appears every adventure or two.

Incomplete Training

This Defect requires GM permission. The character's training and development in his or her class was not as extensive as it should have been. The character does not gain one or more "Special" benefits associated with class progression upon gaining a new Rank. The Bonus Points returned by this Defect is equal to the Character Point cost of the specific benefit (though the GM may penalise the character by returning one less Point). The Bonus Points returned are typically used to acquire alternative Attributes.

Inept Attack

This Defect reflects a character's poor judgement in offensive combat situations, which makes it much more difficult to strike an opponent successfully. A character with the Inept Attack Defect suffers a penalty to his or her base attack bonus.

3 BP	The character's Base Attack Bonus is decreased by 1.
6 BP	The character's Base Attack Bonus is decreased by 2.
9 BP	The character's Base Attack Bonus is decreased by 3.

Inept Defence

This Defect reflects a character's poor judgement in defensive combat situations, which can often place him or her in precarious positions. A character with the Inept Defence Defect suffers a penalty to his or her Armour Class.

2 BP	The character's Armour Class is decreased by 1.
4 BP	The character's Armour Class is decreased by 2.
6 BP	The character's Armour Class is decreased by 3.

Involuntary Physical Change

This Defect is only available to characters who have the Alternate Form Attribute. The character may accidentally change from normal form to the Alternate Form (or vice versa), or an external trigger (cold water, natural force, etc.) may induce the change. This Defect may represent a character who: transforms between identities upon hearing or uttering a specific sound or word, reverts to normal form when a particular chemical in the body is in low quantities (such as sugar or salt), transforms when a button on a gadget or Item of Power is pushed, transforms in times of stress, etc.

This Defect is assigned once to indicate the character can accidentally change from normal to Alternate Form or from Alternate Form to normal form. The Defect is assigned twice if the character can transform both ways unintentionally.

1 BP	It is difficult to trigger the Involuntary Change.
2 BP	It is moderately easy to trigger the Involuntary Change.
3 BP	It is easy to trigger the Involuntary Change.

Ism

Ism is discrimination based solely on one particular aspect of a character. Examples of Ism include: ageism, elitism, racism, sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc. The players and GM are strongly encouraged to discuss these contentious discrimination issues, and their role in the game, before play begins.

1 BP	The character experiences a small degree of discrimination.
2 BP	The character experiences a large degree of discrimination.
3 BP	The character experiences a severe degree of discrimination.

Limited Use, Damage Dependent

Linked to any Attribute. The character can only use a specific Attribute after suffering damage equal to a certain percentage of her total Hit Points. This may represent powers stemming from the inherent mystical potency of one's blood or it may involve abilities owed to a mounting sense of anger or fear.

1 BP	The Dependent Attribute is only available when the character is reduced to 50% Hit Points or less.
2 BP	The Dependent Attribute is only available when the character is reduced to 25% total Hit Points or less.
3 BP	The Dependent Attribute is only available when the character is reduced to 10% total Hit Points or less.

Limited Use, Instantaneous

Linked to Attribute with an instantaneous effect. The character can only use a specific Attribute occasionally. This may result from a need to recharge the Attribute (or a device), an incredible drain on the character's internal reserves, or a different form of limitation. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute more often than indicated by this Defect.

3 BP	The character can only use the Attribute three times a day.
6 BP	The character can only use the Attribute twice a day.
9 BP	The character can only use the Attribute once a day.

Limited Use, Ongoing

Linked to an Attribute that can be used on an ongoing basis. After the character uses a specific Attribute, he or she cannot use it again for a specific period of time; the longer the Attribute is used, the longer the rest period must be. For example, the muscles of a character with Superstrength may need time to recuperate after use, or an Item of Power that grants Flight may need to be recharged between uses. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute

again before the waiting period has elapsed.

1 BP	For every minute the character uses the Power, he or she must wait 1 minute before the Attribute functions once again.
2 BP	For every minute the character uses the Power, he or she must wait 5 minutes before the Attribute functions once again.
3 BP	For every minute the character uses the Power, he or she must wait 10 minutes before the Attribute functions once again.

Magical Restrictions

Only someone with the Dynamic Sorcery or Magic Attributes can take this Defect. The character's magic is either difficult to perform or occasionally ceases to function or both. Magical restrictions can be minor or major.

Some examples of minor restrictions are:

- The character must always dress in a peculiar set of ritual clothing (or body paint, or whatever) to use magic.
- The character must transform into a special costume in order to use his or magic. This is very common for "magical girl" type characters.
- The character's magic works at the pleasure of a patron spirit, god, goddess, or demon and may cease to function if the character disobeys the patron's commands or violates particular religious or other strictures.
- The character's magic is limited if the character violates certain minor taboos.
- About half of the character's magic powers are dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access these powers.
- Some examples of major restrictions are:
- The character's magic ceases to

function if he or she is in contact with metal, carrying it, or wearing it on his or her body.

- The character must perform blood sacrifices for his or her magic to work.
- The character's magic only functions half or less of the time; for example, it may not work during daylight or only work when the moon is visible.
- Nearly all the character's magic (except possibly a minor power or two) is dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access the item-dependent powers.

Magical Restrictions of this sort are a good way to establish the nature of a particular form or school of magic. This Defect cannot be taken if its BP value would be equal to or greater than the Points the character spent to acquire Magic or Dynamic Sorcery.

1 BP	The character's magic suffers from one or a few minor restrictions.
2 BP	The character's magic suffers from a major restriction.
3 BP	The character's magic suffers from several minor and 1-2 major restrictions.

Marked

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Defect. In a standard high-fantasy setting, none of the typical races (dwarves, elves, halflings, etc.) have this Defect.

1 BP	The mark is easily concealable because it is small or in an inconspicuous location.
2 BP	The mark can be concealed, but this is difficult because it is large or in an obvious location.
3 BP	Under most circumstances, the mark cannot be concealed because it affects the character's entire body.

Maximum Force

Linked to Attribute. The character cannot use a specific Attribute at the lowest end of its power range. This could represent a character who is too talented for his or her own good, an item that only functions within certain parameters, a powerful character who pushes the Attribute's limits so often that he or she has forgotten how to use it at a low Rank, or something different.

This Defect is only appropriate for the following Attributes: Elasticity, Flight, Insubstantial, Jumping, Projection, Size Change, Special Attack (applies to damage only), Speed, Teleport, Transmutation, and Water Speed.

Maximum Force extends to Rank 6, providing 1 BP each Rank. The restriction on an Attribute's use is given below, where X is the number of Bonus Points granted and (X+1) is one Rank higher than the BP Rank.

X BP	The character cannot use up to Rank X of the Attribute. The Attribute must be at Rank (X+1) or higher.

Nemesis

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favour of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing. The Nemesis should be someone who makes

the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. An overbearing parent who lives at home is an example of this. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Power Points gained through advancement to eliminate the Defect permanently.

1 BP	The Nemesis is merely annoying and/or interferes infrequently.
2 BP	The Nemesis may actively try to harm the character and/or interferes frequently.
3 BP	The Nemesis will always harm the character given the opportunity, and/or interferes constantly.

Not So Tough

The character is less durable than his character Level would otherwise suggest. This Defect is appropriate for characters with a "glass jaw," or those who succumb to physical trauma easily. A character may not take this Defect if it would reduce his or her Hit Points below 1.

1 BP	The character's Hit Points are decreased by 5 Points.
2 BP	The character's Hit Points are decreased by 10 Points.
3 BP	The character's Hit Points are decreased by 15 Points.

One-Way Transformation

Linked to Attribute. This Defect is usually only be taken in conjunction with the Alternate Form, Elasticity, Insubstantial, Invisibility, or, Size Change Attributes. Once the character has transformed from a normal state, he or she cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by mechanics or lab technicians, consuming a specific substance, or simply the passage of time.

1 BP	It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.
2 BP	As 1 BP, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.
3 BP	As 2 BP, but the process takes several days.

Owned

Free will has little meaning for a character who is Owned by a corporation, government, crime ring, or other organisation or individual. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, technology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning body.

1 BP	The organisation has partial ownership of the character; the character is subject to slight punishment for opposing the owners.
2 BP	The organisation has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.
3 BP	The organisation has total ownership of the character; the character is subject to severe punishment for opposing the owners.

Part of Body

Linked to Attribute. Only part of the character's body is affected by a specific Attribute, most commonly used for: Adaptation, Alternate Form, Armour, Invisibility, and Superstrength. For example, a character might only receive Armour benefits against abdominal attacks, possess the ability to turn his or her left arm invisible, or have bionic legs with Superstrength.

1 BP	The Attribute affects a large part of the body (torso, both legs, both arms, etc.).
2 BP	The Attribute affects a small part of the body (one leg, one arm, abdomen, chest, head, etc.)
3 BP	The Attribute affects a tiny part of the body (one hand, face, one foot, groin, knee, etc.).

Permanent

Linked to Attribute. A specific Attribute is always functioning, and the character cannot turn it off. This Defect only applies to Attributes that would inconvenience the character if the Power were always active, such as: Force Field, Invisibility, or Size Change. The player and GM should discuss the problems and limitations associated with an eternally active Power.

1 BP	The Attribute is a slight inconvenience to the character.
2 BP	The Attribute is a moderate inconvenience to the character.
3 BP	The Attribute is a severe inconvenience to the character.

Phobia

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

1 BP	The character has a slight phobia or one that is encountered infrequently.
2 BP	The character has a moderate phobia or one that is encountered frequently.
3 BP	The character has a severe phobia or one that is encountered constantly.

Physical Impairment

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

1 BP	The impairment is a slight inconvenience to the character.
2 BP	The impairment is a moderate inconvenience to the character.
3 BP	The impairment is a severe inconvenience to the character.

Recurring Nightmares

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

1 BP	The nightmares occur infrequently and have a slight effect on the character's lifestyle.
2 BP	The nightmares occur frequently and have a moderate effect on the character's lifestyle.
3 BP	The nightmares occur constantly and have a severe effect on the character's lifestyle.

Red Tape

The character must negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Defect is often associated with characters who are members of law-enforcement organisations or similar government agencies that require paperwork. A large criminal organisation, however, may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs.

Red Tape also includes whatever measures the character must take "after the fact" to appease the organisation to which he or she belongs. For example, a cop may need to fill out a report every time his or her weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A criminal may be required to pay a percentage of his or her take to the local crime boss or face some very strict penalties.

The Red Tape Defect is usually inappropriate for characters created via the Flunkies or Servant Attributes.

1 BP	The Red Tape only impedes the character before or after a major action (but not both) and/or the Red Tape is easy to manage most of the time.
2 BP	The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.
3 BP	The Red Tape impedes a character before, after, and during a major action, and/or is extremely difficult to manage most of the time.

Reduction

Linked to Attribute. One of the character's Attributes is limited greatly, resulting in a Reduction of its Point cost per Rank. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the game ramifications and the Attribute's new Rank costs.

Unlike other Defects, Reduction does not return Bonus Points to the character; the Attribute cost changes instead. The Point cost change is directly related to the original cost of the Attribute. For example, a Reduction that limits a 4 Points/Rank Attribute to half of its power might be a 2 Points/Rank Reduction; the same limitation on a 10 Points/Rank Attribute could be a 5 Points/Rank Reduction. This Defect is not usually appropriate for 1 Point/Rank Attributes.

A list of suggested Reductions are shown below:

Sample Reductions
Attribute always used in same way
Fewer sub-Points awarded
Less frequent usage
Limited control
One aspect

Partial effectiveness
Smaller target group
Very specific utility

Restriction
Linked to Attribute. One of the character's Attributes is associated with one or more disadvantages that limit its use. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the ramifications of the selected Restriction. A list of suggested Restrictions are shown below.

The GM may increase the Bonus Points returned to the character to an alternate progression (such as 2 BP, 4 BP, 6 BP; or 3 BP, 6 BP, 9 BP) if the Attribute this Defect is restricting has a high Character Point cost at each Rank (see Dynamic Sorcery or Extra Attacks for examples). Severe limitations on an Attribute, which will affect the Point cost per Rank, are covered by the Reduction Defect.

1 BP	The Attribute has a minor Restriction.
2 BP	The Attribute has a moderate Restriction.
3 BP	The Attribute has a major Restriction.

Sample Restrictions
Cannot use on oneself
Check needed to maintain control
During specific times of the day
Easy to counteract
Flawed results
In particular locations
Initiative penalty to use
Limited functioning
Loss of specific effect
Naked form only
Requires consumable focus
Requires maintenance
Requires special equipment
Requires Ability checks
Restricts movement
Specific targets
Time limit
Under certain conditions
Usage inflicts pain
Use weakens character

Sensory Impairment
One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (Diminished Hearing, 1 BP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (Deaf, 2 BP) instead.

1 BP	The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).
2 BP	The character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.
3 BP	The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.

Significant Other (S.O.)
A character with this Defect has someone for whom he or she must go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It

is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 3 BP Defect by the GM in terms of the frequency with which it affects the game. S.O. is inappropriate for most Flunkies and Servant characters.

1 BP	The S.O. is rarely placed in grave danger and appears infrequently.
2 BP	The S.O. is often placed in grave danger and appears frequently.
3 BP	The S.O. is always placed in grave danger and appears constantly.

Skeleton in the Closet

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of BP gained from this Defect is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Defect or Defects worth at least as many BP as Skeleton in the Closet. Skeleton in the Closet is inappropriate for most Flunkies and Servant characters.

| 1 BP | The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly. |
| 2 BP | The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted. |

| 3 BP | The Skeleton is very easy to discover, and/or the consequences of discovery are severe, and/or the character's reputation will be devastated. |

Special Requirement

This Defect forces the character to meet a Special Requirement before an action or task can be completed. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. This Defect covers a wide range of possibilities, and thus the details should be discussed with the GM.

1 BP	The Special Requirement is easy to obtain and/or needed infrequently.
2 BP	The Special Requirement is difficult to obtain and/or needed often.
3 BP	The Special Requirement is extremely difficult to obtain and/or needed constantly.

Unique Defect

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

1 BP	The Defect occurs infrequently and/or has a slight effect.
2 BP	The Defect occurs frequently and/or has a moderate effect.
3 BP	The Defect occurs constantly and/or has a severe effect.

Unique Defect Example: Attack Restriction

A character with the Attack Restriction Defect has limitations on whom he or she can attack due to a reduction of free will (such as

"hard coded" commands). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. This Defect obviously does not apply to heroic characters who cannot "attack innocent people."

1 BP	The character's restriction applies to very few people, or the character has slight reservations.
2 BP	The character's restriction applies to many people, or the character has strong reservations.
3 BP	The character's restriction applies to a large group of people, or the character has extremely strong reservations.

Unreliable Power

Linked to Attribute. One of the character's Attributes frequently does not function when desired. Before the character can use the Attribute, he or she must make a successful Ability check. If the Attribute does not have a "Relevant Ability" entry, the character's Wisdom should be used as a default. If the Ability check fails, the character can try to use the Attribute again during the next round (when the character is in combat), or in a short period of time (when the character is not in combat).

At the GM's and player's discretion, Unreliable Power can also represent an Attribute that does not always function in the manner desired. For example, a character with Size Change might not always grow to the desired size, or a Force Field might not always appear in the correct place. For this alternative, the Ability check determines if the Attribute operates properly; a failed check indicates that it activates in an unexpected manner.

1 BP	The character must make the check against DC 14. In non-combat situations, the character cannot attempt to use the Attribute again for 1 to 10 minutes.
2 BP	The character must make the check against DC 17. In non-combat situations, the character cannot attempt to use the Attribute again for 10 to 30 minutes.
3 BP	The character must make the check against DC 20. In non-combat situations, the character cannot attempt to use the Attribute again for 30 minutes to 2 hours.

Unskilled

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute. Additionally, characters may not take this Defect if it would reduce his or her Skill Points below zero.

1 BP	The character has 4 fewer starting Skill Points.
2 BP	The character has 8 fewer starting Skill Points.
3 BP	The character has 12 fewer starting Skill Points.

Vulnerability

The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the Vulnerability, it can temporarily strip the character of some of his or her Attributes (GM determines which Attributes are affected). The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely.

1 BP	The character's accessible Attribute Ranks all drop by up to 2 Ranks when affected by the Vulnerability.
2 BP	The character's accessible Attribute Ranks all drop by up to 4 Ranks when affected by the Vulnerability.
3 BP	The character cannot use any Attributes when affected by the Vulnerability.

Wanted

The character is wanted by the law, a powerful criminal, or private organisation that has placed a price on his or her head. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers

calling the police or pursuing the character (depending on the circumstances).

1 BP	The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.
2 BP	The reward, contract, or other incentive offered to hunt the character is significant.
3 BP	The reward, contract, or other incentive offered to hunt the character is extreme.

Weak Point

The character's body possesses an abnormal weak point (in addition to the normal human weak points, like the heart and head). If the weak point is ever hit during combat with a Called Shot, the result is an automatic critical hit. If the attacker rolls a natural critical hit (a natural 20), the target is immediately reduced to 0 Hit Points and falls unconscious. The opponent, or even the character, may not be aware the weak point exists, however, until its presence is discovered by accident or through careful study.

1 BP	The weak point is tiny (-6 Called Shot attack penalty).
2 BP	The weak point is small (-4 Called Shot attack penalty).
3 BP	The weak point is large (-2 Called Shot attack penalty).

Step 10: Determine Calculated Values

Now that the majority of character creation is finished, you can determine your character's Calculated Values.

Base Attack Bonus

Every character has a Base Attack Bonus (even if the bonus is +0). The Base Attack Bonus is a representation of the character's skill in combat. It is determined by taking the characters Base Attack Bonus earned from character Level and adding any Ranks of the Attack Combat Mastery Attribute acquired during creation.

Armour Class Bonus (Optional Rule)

A character may decide, for each Level gained, whether he or she wants to use the Base Attack Bonus for that Level either as Base Attack Bonus or as an Armour Class Bonus. Once this is decided, the character may not change it. The character also does not gain any Character Points for choosing one way or the other. For example, when a character advances to a 3rd Level Samurai, gaining an additional +1 Base Attack Bonus, she could assign the +1 to her Armour Class Bonus rather than increase her Base Attack Bonus. If this option is selected, the GM may also award the character one free Character Point to keep the Points balanced.

Armour Class

Every character (and items in some

circumstances) has an Armour Class (AC) that is a reflection of how hard a character is to hit in combat. Anime d20 uses the Defence Roll variant rule from the DMG. Armour Class is determined by adding the character's modifier from Dexterity, any Ranks of the Defence Combat Mastery Attribute, Size Modifier, and any other appropriate bonuses or penalties. When a character defends against an attack, his or her Defence Roll is equal to d20 + the character's Armour Class, plus any other applicable modifiers. Note that characters lose their Dexterity bonus to Armour Class when they are flatfooted, unaware of the attacker, or otherwise unable to fully benefit from their Dexterity bonus. If the character is not moving at all (by choice or because he or she is hindered), the character does not gain benefits from Dexterity or Defence Combat Mastery, and no d20 Defence Roll is made.

Hit Points

This value dictates the amount of physical damage your character's body can sustain before it ceases to function (for example, your character dies). Damage delivered in combat is subtracted from your character's current Hit Point total. If the total ever falls below zero, the character falls unconscious. If the total even drops to a negative number that is lower that the negative number of the characters total Hit Points (for example, a character has 45 HP and drops below -45 HP) then the character is dead. A characters'

Hit Points are determined by the Hit Dice appropriate for their class Rank, plus any Ranks of Damn Healthy!, plus their Constitution modifier per die rolled, minus any modifier for the Not So Tough Defect, plus any other modifiers. For instance, a Level 5 Samurai (d10 Hit Dice) with a Con of 14 (+2 modifier) and 2 Ranks of Damn Healthy! (+2d8 + Con modifier) would have Hit Points equal to 5d10 + 2d8 + 14.

Anime d20 assumes character death is rare. Characters are more frequently knocked unconscious than killed, thought that may not suit the specific style of game the GM wishes to run. If character death should be more common, the GM may have characters die when they fall to -10 Hit Points, which is how most d20 System games handle death.

Energy Points

This value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult or spiritual tasks. Energy Points are needed to fuels certain Attributes such as Dynamic Sorcery and Magic, but they can also be used to temporarily increase Ability Scores or Hit Points. This advantage only lasts for a few minutes — the duration of an important task.

Any Ability can be raised by 1 value for every 5 Energy Points drained from your character's total. Hit Points can also be increased by 2 for every 5 Energy Points sacrificed and may keep a character who has fallen deep into the negatives alive long enough to receive medical attention. Finally, your GM may decide that Energy Points can be used in other ways as well, such as altering game events or re-rolling dice. If your character's Energy Points total is ever reduced to 0, he or she will fall unconscious from exhaustion.

A character's Energy Point total is determined by taking the lowest modifier of Intelligence, Wisdom, or Charisma (the weakest aspect of the character determines his or her energy reserves) and adding 1d2 per character Level (with a minimum of 1

per Level). For example, a Level 8 character with an Int 12, Wis 16, and Cha 8 (the lowest modifier, Charisma, is -1) would have Energy Points equal to 8d2-8.

Characters with Ranks in the Dynamic Sorcery Attribute gains increased dice for Energy Points. Additionally, the Energy Bonus Attribute provides extra Points.

Saving Throws

When your character is subjected to an unusual attack such as Mind Control or an attempt to Teleport the character in front of a truck, he or she is allowed to make a saving throw to reduce or completely avoid the effects. A saving throw roll is d20 + the character's base save bonus + other modifiers due to equipment, active effects, environment, circumstance, etc. The saving throw succeeds if the total of the die roll plus modifiers equals or exceeds the DC.

The three different kinds of saving throws are these:

Fortitude

These saves measure a combatant's ability to stand up to massive physical trauma, or attacks against a character's vitality and health. Apply a character's Constitution modifier to Fortitude saving throws.

Reflex

These saves test a combatant's ability to evade attacks or otherwise avoid deadly situations. Apply the character's Dexterity modifier to Reflex Saving throws.

Willpower

These saves reflect a character's resistance to mental influence and domination. Apply the character's Wisdom modifier to Will saving throws.

Movement

To determine a character's base speed in feet per round, multiply the appropriate size-based movement modifier (x3 for most characters, who are Medium) by his or her Dexterity.

Size Classes

Characters are classified into nine size categories, as outlined below. Creating a character at any size other than medium costs (or returns) the Character Points outlined in the table. Additionally, if a character changes sizes (perhaps using the Size Change Attribute), his or her Ability Scores, Natural Armour, Armour Class, and Base Attack Bonus may change as well.

Modifying Size

In some campaigns, characters who deviate from the average size of their companions will suffer societal disadvantages. The generalised inconveniences — the Marked Defect, standing out in a crowd, inability to easily find clothing and weapons of the right size, trouble entering certain buildings, etc. — are represented by awarding such characters Defect Bonus Points.

Determine the average size of the player characters. For every size category the character deviates from this average, he or she is awarded 1 to 3 Bonus Points, depending on the societal impact size has on the campaign.

Size Categories

Size	Point Cost	Example Size	Approximate Weight	Armour Class Modifier	Movement Modifier
Fine	+19	Insect	1/8 lbs or less	+8	x1/4
Diminutive	-2	Rodent	1/8 — 1 lbs.	+4	x1/2
Tiny	-7	Cat	1 — 8 lbs.	+2	x1
Small	-4	Dog	8 — 60 lbs.	+1	x2
Medium	0	Human	60 — 500 lbs.	0	x3
Large	+14	Horse	500 lbs — 2 tons	-1	x4
Huge	+29	Elephant	2 — 16 tons	-2	x5
Gargantuan	+41	Sperm Whale	16 — 125 tons	-4	x6
Colossal	+44	Blue Whale	125 — 1,000 tons	-8	x7

Changing Sizes

Old Size		New Size	Str	Dex	Con	Natural Armour	Armour Class	Base Attack Bonus
Fine	=>	Diminutive	-	-2	-	-	-4	-4
Diminutive	=>	Fine	-	+2	-	-	+4	+4
Diminutive	=>	Tiny	+2	-2	-	-	-2	-1
Tiny	=>	Diminutive	-2	+2	-	-	+2	+1
Tiny	=>	Small	+4	-2	-	-	-1	+1
Small	=>	Tiny	-4	+2	-	-	+1	-1
Small	=>	Medium	+4	-2	+2	-	-1	+1
Medium	=>	Small	-4	+2	-2	-	+1	-1
Medium	=>	Large	+8	-2	+4	+2	-1	+3
Large	=>	Medium	-8	+2	-4	-2	+1	-3
Large	=>	Huge	+8	-2	+4	+3	-1	+3
Huge	=>	Large	-8	+2	-4	-3	+1	-3
Huge	=>	Gargantuan	+8	-	+4	+4	-2	+2
Gargantuan	=>	Huge	-8	-	-4	-4	+2	-2
Gargantuan	=>	Colossal	+8	-	+4	+5	-4	-
Colossal	=>	Gargantuan	-8	-	-4	-5	+4	-

Size Cost Modifiers

Deviations from Average Size of Player Characters	Minor Disadvantage	Major Disadvantage	Severe Disadvantage
1 size category	+1 BP	+2 BP	+3 BP
2 size categories	+2 BP	+4 BP	+6 BP
3 size categories	+3 BP	+6 BP	+9 BP
4 size categories	+4 BP	+8 BP	+12 BP
5 size categories	+5 BP	+10 BP	+15 BP
6 size categories	+6 BP	+12 BP	+18 BP
7 size categories	+7 BP	+14 BP	+21 BP
8 size categories	+8 BP	+16 BP	+24 BP

Step 11: Earn Background Points

Now that the numerical component of your character is complete (Abilities, Attributes, Defects, Skills, and Calculated Values), you should concentrate on fine-tuning his or her personality, while still leaving room for the character to grow in the future. One of the most effective ways to better visualise your creation is to provide detail through a background history, a character story, or a character drawing. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM will award you 1-3 Background Points for each contribution you complete, which are then distributed among the Ability Scores or Character Attributes. If any of your character's Abilities are changed after using the Background Points, you must recalculate any appropriate Calculated Values.

Chapter 2
Swords and Sorcery: Tools of the Trade

This chapter deals primarily with the equipment and powers used by Final Fantasy characters. It includes pre-created equipment lists, as well as powers created using the Attributes described in the previous chapter.

Equipment Rules

The variety of available equipment in most Final Fantasy games is staggering, and can range from the utterly mundane to the incredibly fantastic. Although, for the most part, the mechanics for equipment acquisition remain similar to those presented in the Anime d20 System Reference Document, there are a few changes.

Money

The default assumption in the Ad20 FFRPGT is that all items are purchased with the Personal Gear Attribute, but some GMs may wish to use currency instead. Detailed rules for using money can be found in the **Mastercrafting: Spot Rules** chapter. The most common currency type used in the Final Fantasy setting is "gil," but the GM does not necessarily have to use it. The generic fantasy "gold piece" may be more appropriate to the campaign concept. Similarly, the monetary values of the items presented will depend entirely upon the whims of the GM.

Remember that all prices are subject to an individual merchant's will. In some places, weapons, armour, and items will be somewhat more expensive, due to war, hostility, or simple greed.

Owning Gear

The Personal Gear Attribute functions slightly differently in a Final Fantasy campaign. It is not necessarily used to precisely dictate a character's possessions, for most Final Fantasy characters' possessions are likely to frequently change dramatically through adventuring and bartering. Instead, Personal Gear represents equipment particularly prized by a character.

Whenever possible, the GM is obligated to allow the character to start each session with his or her gear. While a character's Personal Gear may be removed or lost if said character is imprisoned or buried in an avalanche, a GM should always find a way to return the lost equipment paid for (or reimburse the points spent). In general, a character should start every new session with his or her equipment available (unless the situation renders such a possibility implausible; it is unlikely that a character starting out as a prisoner of war will begin play armed with his Dragon Buster sword).

The Personal Gear Attribute may be used to acquire a pool of expendable curative items, such as Potions and Phoenix Downs. Such expendable items are considered are assumed to be replenished (through creating, discovering, or purchasing them) between game sessions (if sufficient in-game time has passed).

Ordinary armour is considered Personal Gear. Light armour (such as leather or bronze) may be acquired as Minor Gear, while medium (such as chain mail) and heavy (any plate mail) armour must be purchased as Major Gear. Exotic Armour, enchanted or specifically created to provide additional benefits, must be purchased with the Item of Power attribute. Personal Gear may be also used to acquire weapons.

A Minor weapon counts as Minor Gear, while a Major weapon is considered Major Gear for the purposes of this RPG.

Armour

The armour and Armour Values presented in the Anime d20 SRD have been altered somewhat to fit the Final Fantasy genre. Every type of armour fits into one of three different categories: light armour, medium armour, or heavy armour. Each category carries a penalty based upon the armour's weight and measure of encumbrance, but heavier armour generally provides greater protection (and therefore has a higher

Armour Value) at a greater penalty to physically-oriented skill checks. Mechanically, the difference between suits of armour in a given category is negligible. A full suit of leather armour and a light shirt of thin chanmail are both considered light armour and will have identical Armour Values.

Normal Armour

Armour Values and penalties are as follows:

Light Armour (AV: 4) – Examples: Chain shirt, leather armour; –2 armour check penalty.
Medium Armour (AV: 6) – Examples: Bronze Armour; –4 armour check penalty.
Heavy Armour (AV: 8) – Examples: Plate Mail; –6 armour check penalty.

This document assumes that shields serve as objects of Mundane, Minor, or Major Gear. While specifics shields may differ, most share similar traits. A Mundane shield has an AV of 2, a Minor Shield has an AV of 5, and a Major shield has an AV of 8.The following shields are typical of many settings.

Bracer (Mundane) – Small, protective metal band that wraps around the forearm; AV: 2.
Bronze Shield (Minor) – Heavy, bronze shileld that requires a free hand to use; AV: 5.
Mythril Shield (Major) – Light, mythril shield requiring one free hand to use; AV: 8.

Exotic Armour

Exotic armour must be purchased with the Item of Power attribute. Armour purchased in this fashion is assumed to be personalized (or at least a perfect fit), and such suits rarely carry penalties for the armour's weight (unless purchased with an appropriate Defect). These suits are sometimes nothing like standard armour, and might instead be enchanted clothing. A character's exotic armour should be of a type he or she can wear. A suit of Crystal Mail can reasonably be considered to be medium or heavy armour, and a character should have the appropriate proficiency before purchasing such a suit; however, an Adamant Vest might not even be considered armour at all. Mechanically, the effects of exotic armour suits are the same, but players purchasing these suits should choose or create ones that are thematically appropriate. Some examples of exotic armours appear below, but players are encouraged to come up with their own.

Aegis Shield – A shield enchanted to increase user's strength; Attributes: Armour (shield only) 2 Ranks, Enhanced Strength 1 Rank; Damage Reduction: 16; Strength Bonus: +2; Total Cost: 5 CP
Adamant Vest – Ribbed, green vest reinforced with thick bands of gleaming adamantite; Attributes: Armour (partial, unarmoured area) 3 Ranks; Damage Reduction: 12; Total Cost: 10 CP
Carabini Mail – Armour made from mythril plates and magically enhanced; Attributes: Armour (partial, unarmoured area) 4 Ranks, Enhanced Dexterity 1 Rank; Damage Reduction: 16; Dexterity Bonus: +2; Total Cost: 15 CP
Crystal Mail – Armour constructed of ultra-hard crystal that is nearly impervious to harm; Attributes: Armour (partial, unarmoured

area) 6 Ranks; Damage Reduction: 24; Total Cost: 22 CP

Dark Gear – Darkly-coloured clothing, popular with thieves and ninja, designed to magically enhance movement and coordination; Attributes: Armour (partial, unarmoured area) 2 Ranks, Enhanced Dexterity 4 Ranks; Damage Reduction: 8; Dexterity Bonus: +8; Total Cost: 10 CP

Earth Clothes – Exquisite garments enchanted with earth elemental magics; Attributes: Armour (optimised vs. earth-based attacks) 4 Ranks, Armour (partial, unarmoured area) 2 Rank, Rejuvenation (targeted by Earth-based attacks) 3 Ranks; Damage Reduction: 8 (24 vs. Earth attacks); Total Cost: 25 CP

Flame Shield – Attributes: Armour (shield only) 2 Ranks, Armour (shield only, optimised vs. Fire attacks) 2 Ranks, Rejuvenation (targeted by Fire-based attacks) 2 Ranks; Damage Reduction: 16 (32 vs. Fire attacks); Total Cost: 10 CP

Genji Armour – Extremely well-made armour often worn by Samurai, made from numerous overlapping reinforced plates; Attributes: Armour (partial, unarmoured area) 8 Ranks; Damage Reduction: 32; Total Cost: 30 CP

Ice Shield – A powerful magical shield attuned to the element of ice; Attributes: Armour (shield only) 2 Ranks, Armour (shield only, optimised vs. Ice attacks) 2 Ranks, Rejuvenation (targeted by Ice-based attacks) 2 Rank; Damage Reduction: 16 (32 vs. Ice attacks); Total Cost: 10 CP

Judo Clothes – Martial arts uniform designed to enhance physical power output; Attributes: Armour (partial, unarmoured area) 2 Ranks, Enhanced Strength 4 Ranks; Damage Reduction: 8; Strength Bonus: +8; Total Cost: 10 CP

Platina Armour – Plate armour made from a hardened platinum derivative; Attributes: Armour (partial, unarmoured area) 5 Ranks, Armour (optimised vs. Cold-based attacks) 3 Ranks; Damage Reduction: 20 (44 vs. Cold attacks); Total Cost: 30 CP

Power Sash – Brightly coloured sash that vastly increases wearer's vitality; Attributes: Armour (partial, unarmoured area) 2 Ranks, Damn Healthy! 2 Ranks; Damage Reduction: 4; Hit Point Bonus: +2d8 + (2x Con. Modifier); 10 CP

Secret Clothes – Clothing made from material that blends in with surroundings, so as to render wearer invisible; Attributes: Armour (partial, unarmoured area) 1 Rank, Invisibility (sight) 1 Rank; Damage Reduction: 4; Total Cost: 5 CP

Wizard Robe – Hooded robe enchanted to provide wearer with additional magical energy; Attributes: Armour (partial, unarmoured area) 1 Rank, Energy Bonus 1 Rank; Damage Reduction: 4; Energy Point Bonus: +20; Total Cost: 5 CP

Zephyr Cape – Cloak that enhances reaction time, allowing wearer to better evade attacks; Attribute: Defence Combat Mastery 5 Ranks; Defence Bonus: +5; Total Cost: 10 CP

Items

Extraordinary items are a staple of the Final Fantasy genre. An alchemical Eye Drop cures blindness, while the mystic Phoenix Down facilitates recovery from even the most grievous wounds.

In Final Fantasy campaigns, certain expendable items, such as Potions, Phoenix Downs, Eye Drops, and Tinctures, are represented by the Personal Gear attribute. All gear listed below is considered expendable. Each item is usable only once before requiring a character to "restock" at a settlement that sells such things (generally requiring 1-3 hours, modified for roleplaying, size of settlement, and availability of products) or create

replacements with the Craft skill. In short, expendable items last until used and are replenished at the GM's discretion. Characters may possess multiple items of the same type (for example, it is perfectly acceptable to carry 4 potions with a single Rank of Personal Gear); it is, in fact, advisable to do so. Some items, particularly those with offensive capabilities, are purchased as Items of Power. These items are also noted below.

If a campaign deals with currency, items may also be purchased with money, though once used, they are lost forever.

Unless otherwise noted (such as for Special Attack effects), these items require a single action to use and only affect adjacent targets.

Antidote (Minor Gear) – A mystical cure for most known poisons. One Antidote dose removes poison-based Burning Special Attack effects and heals two points of ability damage caused by poison-based Special Attacks.

Bolt Edge (Item of Power) – A bladed ninja weapon (useless as a melee weapon) that, when broken, releases a wide arc of electrical energy. Attribute: Special Attack 4 Ranks; Damage: 3d8; Abilities: Area, Penetrating (Armour); Disabilities: Short Range; Cost: 16 CP (4 CP for secondary attack)

Echo Grass (Minor Gear) – Strange grass that tends to amplify ambient sound, when eaten, it can restore the ability to speak; Attribute: Dispel (only silencing effects) 10 Ranks

Elixir (Item of Power) – A revitalizing alchemical mixture that heals wounds and eliminates fatigue. Attribute: Unique Attribute (heals all damage/Energy Points) 10 Ranks; 50 CP

Ether (Major Gear) – A mysterious alchemical substance that removes fatigue brought on by spellcasting. One Ether use restores 30 Energy Points.

Eye Drop – A liquid, often produced in small quantities, that can restore one's eyesight. Attribute: Dispel (only targeted blinding effects) 10 ranks.

Fire/Lightning/Water Ball (Item of Power) – Tiny crystals, often the size of small stones, which explode on impact to release a torrent of elemental energy. Each type is purchased separately. Attribute: Special Attack 2 Ranks; Damage: 2d8; Abilities: Penetrating (Armour); Disabilities: Short Range; Cost: 8 CP

Fire Skean (Item of Power) – A dagger-shaped ninja weapon (useless as a melee weapon) that, when broken, releases a wave of fire elemental energy. Attribute: Special Attack 4 Ranks; Damage: 3d8; Abilities: Area, Fire Affinity, Penetrating (Armour); Disabilities: Short Range; Cost: 16 CP (4 CP for secondary attack)

Hi-Potion (Major Gear) – A more powerful curative potion. One Hi-Potion restores 50 Hit Points to a target.

Holy Water (Minor Gear) – Water blessed by a White Mage or Priest, so as to cure the curse of the undead. Attribute: Dispel (only Shadow and undead effects) 10 Ranks

Phoenix Down (Major Gear) – An alchemical object, either created to look like (or actually made from) a phoenix feather, that can restore life to the dead (or nearly dead). Only usable on creatures reduced to negative Hit Points, a Phoenix Down allows a target to recover either 20 Hit Points or enough Hit Points to reach 1 (whichever is greater).

Potion (Minor Gear) – A curative potion that heals wounds. One Potion restores 10 Hit Points to a target.

Remedy (Major Gear) – An alchemical concoction that cures a wide variety of ailments of a mystical nature. Attribute: Dispel 3 Ranks.

Smoke Bomb (Minor Gear) – Tiny glass ball that, when broken, releases a thick cloud of smoke in a large area. One Smoke Bomb fills an area (with an approximate 10-foot radius) with smoke, incurring partial concealment penalties (usually a -4 penalty to attacks).

Soft (Minor Gear) – A small pin coated in an alchemical substance that can revert petrified flesh to its original form. Attribute: Dispel 10 Ranks (only petrifying effects)

Tincture (Minor Gear) – A revitalizing medication with a slightly intoxicating effect. One Tincture restores 10 Energy Points.

Weapons

The standard weapons presented in the Anime d20 SRD are not used in Final Fantasy campaigns. Instead, the GM constructs weapons using a 0- or 1- "Weapon Point" system based on the Special Attack Attribute presented in the Anime d20 SRD. Each weapon must deal at least one die of damage, and Weapon Points may be used to purchase additional damage dice at a 1:1 ratio. The weapon may be modified as a Special Attack by any of the Special Attack Abilities or Disabilities presented earlier (or in the Anime d20 SRD). Weapons bought as Personal Gear do not require the Flurry Ability, as they are assumed to possess it by default. The damage dice for a particular weapon depends on its type, as described below.

Axes: d10
Batons/Clubs: d6
Boomerang: d6
Bows: d8
Brawling Aids (Used with Unarmed Attack): d4
Claws: d6
Crossbows: d8
Improvised: d4 (Includes stones, bottles, etc.)
Knives: d4
Pistols: d8
Polearms: d10
Rifles: d10
Shields: d4 (bashing)
Swords: d8
Whips/Chains: d4

Minor (Zero-Point) Weapons

Minor, or Zero-Point weapons are quite mundane, though functional. In a Final Fantasy setting, most Minor weapons will be easy to acquire through normal means, while characters may have to search for One-Point weapons. GMs are encouraged to create their own weapons that conform to their particular settings.

Example: Edgar's player, Francine, wants Edgar to wield a rapier. Gerald, the GM, having never considered the possibility of a character using any blade besides a broadsword, must come up with the weapon's stats, and quickly. Looking at the Special Attack abilities, he considers his options. The rapier is a type of sword, so Gerald notes that the weapon needs a damage score of one or more eight-sided dice (d8). A normal rapier will be a Zero-Point weapon. Gerald needs to acquire Weapons Points through Special Attack Disabilities. In this case, the process is rather easy, for the rapier is a melee weapon. Gerald buys the Melee Disability and receives 2 Weapon points to spend on the weapon's other qualities. The lightweight rapier is well known for its ability to slip between chinks in opponents' armour. He puts one Weapon Point into the Penetrating (Armour) Ability. He considers the Muscle-Powered Ability, but finally rules against it, due to the fact that the rapier relies more on skill and agility than brute strength (and applying too much muscle may damage or ruin the blade). The final stat block for the weapon looks like this:

- **Rapier – 1d8, Penetrating (Armour), Melee, Melee (Sword) Skill**

- **Total Point Value Breakdown: 1d8 Damage (1 pt), Penetrating (Armour) (+1 pt), Melee (-2 pts) = 0 Points**

Major (One-Point) Weapons

Major weapons possess wondrous qualities or minor enchantments. These may be created using one Weapon Point. They are the exotic weapons of the Final Fantasy genre. Anything greater is epic, likely wrought by powerful divine or inhuman techniques, and should be purchased with the Item of Power Attribute.

Example: Deep within the Ithali Mountains, Edgar finds a chest that contains a beautiful, oddly shaped knife, glittering and cold to the touch. It is an Air Knife. The Air Knife is a short bladed weapon with a minor wind enchantment designed to increase damage capability, especially against earth elementals and other creatures attuned to the element of earth. Gerald, the GM, has determined that it is a Major (One-Point) weapon, and written the stat block as follows.

- **Air Knife – 1d4, Concealable, Elemental Affinity – Air, Melee, Melee (Knife) Skill**
- **Total Point Value Breakdown: 2d4 Damage (2 pts), Concealable (1 pt), Elemental Affinity – Air (0 pt), Melee (-2pts) = 1 Point**

More powerful weapons are Items of Power.

Elemental Affinities

Weapons can be given elemental affinities, described later in this chapter after **Special Attacks and Techniques**.

Knives

Knives, being weaker than most other types of weapons, receive one free ability. Brawling aids do not, due to their versatility (they can be used with Unarmed Attack skill).

Sample Minor Weapons

The following table barely scratches the surface. Other weapons may be created as suits the campaign.

Skill	Weapon	Damage	Abilities	Disabilities	Description
Archery (Bow)	Long Bow	1d8	None	Limited Shots (1)	A simple bow, wood and string.
Archery (Crossbow)	Crossbow	1d8	Penetrating (Armour)	Limited Shots (1) Reload: 1 Action	A trigger-activated bow.
Melee (Axe)	Battle Axe	1d10	Muscle-Powered	Melee	Heavy two-bladed axe.
Melee (Axe)	Giant Axe	2d10	Muscle-Powered	Inaccurate, Melee	A large, heavy axe with a massive head.
Melee (Axe)	Lode Axe	1d10	Muscle-Powered	Melee	Weighted Axe designed to enhance momentum behind blows.
Melee (Claws)	Cat's Claws	1d6	+4 Climb Skill, Concealable	Low Penetration, Melee	Small gloves with blades that protrude from between the fingers.
Melee (Club)	Baton	1d6	Muscle-Powered	Melee	A simple, weighted club of metal, wood, or ebony.
Melee (Club)	Club	2d6	Muscle-Powered	Low Penetration, Melee	Big chunk of metal, stone, etc.
Melee (Club)	Morning Star	1d6	Muscle-Powered	Melee	Spiked, steel ball attached to a length of wood by a very short chain.
Melee (Club)	Nail Bat	1d6	Penetrating (Armour)	Melee	Thin wooden slat with protruding nails or spikes.
Melee (Club)	Rod	1d6	Muscle-Powered	Melee	A long thin rod of wood or steel.
Melee (Club)	Warhammer	1d6	Muscle-Powered	Melee	A large, heavy hammer, built for use in battle.
Melee (Improvised)	Broken Bottle	3d4	Muscle-Powered	Low Penetration, Melee, Unreliable (Breaks totally on a natural "1" on Attack Roll)	Half of a glass bottle, jagged on one end.
Melee (Knife)	Heavy Dagger	2d4	Muscle-Powered	Melee	A simple, long knife.
Melee (Knife) or Thrown (Knife)	Dagger	1d4	Concealable, Muscle-Powered	Melee	A simple short bladed weapon.
Melee (Polearm)	Javelin	1d10	None	Short Range	A short spear designed for hurling, often

					carried in bundles.
Melee (Polearm)	Spear	1d10	Muscle-Powered	Melee	Long, hafted weapon with a pointed tip
Melee (Polearm)	Staff	1d6	Muscle-Powered	Melee	A long thin branch of wood.
Melee (Sword)	Broad Sword	1d8	Muscle-Powered	Melee	Inexpensive wide-bladed sword.
Melee (Sword)	Claymore	2d8	Muscle-Powered	Inaccurate, Melee	Huge sword with elaborate crossguard.
Melee (Sword)	Falchion	2d8	Muscle-Powered	Low Penetration, Melee	Massive, curved blade.
Melee (Sword)	Long Sword	1d8	Muscle-Powered	Melee	Double-edged straight sword.
Melee (Sword)	Rapier	1d8	Penetrating (Armour)	Melee	Light sword with a thin, straight blade designed for stabbing.
Melee (Sword)	Scimitar	1d8	Accurate	Melee	Lightweight slicing sword with a curved, thin blade.
Melee (Sword)	Short Edge	1d8	Concealable	Melee	A single-edged short sword with no crossguard, often used paired.
Melee (Whip)	Whip	1d4	Flexible, Tangle	Low Penetration, Melee, Unreliable (Strikes self on natural "1")	Thick, leather whip
Thrown (Boomerang)	Boomerang	1d6	Indirect, Muscle-Powered	Low Penetration, Short Range, Unreliable (Does not return on natural "1")	Crescent shaped throwing weapon with blunt edges that returns when thrown.
Thrown (Shuriken)	Shuriken	2d4	Concealable	Limited Shots (1) Reload: Instant, Low Penetration, Short Range	Small star shaped aerodynamic blades, usually thrown in groups of three.
Unarmed (Strikes)	Cestus	1d4	Muscle-Powered	Melee	A thick metal gauntlet designed to protect the fist and wrist.

Sample Major Weapons

The following table barely scratches the surface. Other weapons may be created as suits the campaign.

Skill	Weapon	Damage	Abilities	Disabilities	Description
Archery (Bow)	Silver Bow	1d8	Accurate	Limited Shots (1)	A masterfully crafted bow lined with silver embroidery.
Archery (Bow)	Windslash Bow	1d8	Air Affinity, Penetrating (Force Field)	Limited Shots (1)	Beautiful bow that fires arrows at incredible speeds.
Archery (Crossbow)	Monster Bow	1d8	No Regeneration, Penetrating (Armour)	Limited Shots (1), Reload: 1 Action	A hardy crossbow crafted for hunting and burying wickedly barbed quarrels deep in quarry to prevent healing.
Gun Combat (Rifle)	Romanda Gun	1d10	Penetrating (Armour)	Limited Shots (1), Reload: 1 Action	Simple flintlock rifle.
Melee (Chain)	Chain Lash	2d4	Flexible, Muscle-Powered, Tangle	Inaccurate, Low Penetration, Melee, Unreliable (User strikes self on a natural "1")	Long length of chain, weighted for combat.
Melee (Chain)	Mythril Chain	2d4	Flexible, Tangle	Low Penetration, Melee, Unreliable (User strikes self on a natural "1")	Length of chain made from links of lightweight mythril.
Melee (Claws)	Forearm Blades	2d6	Muscle-Powered	Melee	Bracers with long, thin blades that extend past the knuckles.
Melee (Claws)	Mythril Claws	2d6	Muscle-Powered	Melee	Padded Gloves with mythril blades extending from knuckles.
Melee (Claws)	Tiger Claws	2d6	+4 Climb Skill, Muscle-Powered	Low Penetration, Melee	Padded gloves with claws that stretch from between the fingers.
Melee (Club)	Mythril Hammer	2d6	Muscle-Powered	Melee	Exquisitely fashioned hammer with a head of lightweight mythril.
Melee (Club)	Mythril Rod	2d6	Accurate, Muscle-Powered	Low Penetration, Melee	Well-balanced cylinder of fine mythril, elaborately decorated.

Type	Name	Damage	Properties	Other	Description
Melee (Gunblade) or Melee (Sword)	Gunblade	3d8	Muscle-Powered, Penetrating (Armour)	Inaccurate (-4 Attack), Limited Shots (Must Reload with a single action after 6 shots), Melee	Blade grafted to a revolver mechanism at the hilt that, when triggered, sends a shockwave along the length of the metal to increase attack velocity. May also be used as a Broad Sword without the Linked (Attack) Affinity Ability, if no shots are available.
Melee (Knife)	Air Knife	2d4	Concealable, Air Affinity, Muscle-Powered	Melee	Knife endowed with a minor wind enchantment to strengthen blade.
Melee (Knife)	Assassin Dagger	2d4	Concealable, Penetrating (Armour), Muscle-Powered	Melee, Unreliable (Breaks on a natural "1" attack roll)	Deadly dagger with a paper thin, serrated blade.
Melee (Knife)	Blind Knife	1d4	Concealable, Flare (DC 14), Muscle-Powered	Melee	Knife that exudes toxic fumes as it is swung.
Melee (Knife)	Mage Masher	1d4	Concealable, Silenced (as per Flare with DC 14; Silences targets), Muscle-Powered	Melee	Knife enchanted to combat spellcasters.
Melee (Knife)	Main Gauche	1d4	+2 Ranks Melee Defence Skill, Muscle-Powered	Melee	Well-crafted blade designed for parrying.
Melee (Knife)	Mythril Knife	2d4	Concealable, Muscle-Powered	Melee	Dagger of glittering, exceptionally durable mythril.
Melee (Knife)	Orichalcum Dagger	2d4	Concealable, Muscle-Powered	Melee	Dagger forged of a strange blue tinged golden material.
Melee (Knife)	Platina Dagger	1d4	Concealable, Penetrating (Armour), Muscle-Powered	Melee	Dagger forged of mythril and platinum alloy.
Melee (Polearm)	Mythril Spear	2d10	Muscle-Powered	Melee	A well-balanced spear reinforced by bands of glittering mythril.
Melee (Polearm)	Partisan	1d10	Muscle-Powered, Penetrating (Armour), Penetrating (Force Field)	Inaccurate, Melee	An extremely heavy pike that requires some effort to use effectively.
Melee (Polearm)	Trident	1d10	Muscle-Powered, Penetrating (Force Field)	Melee	Exotic three-pronged spear good for spearing a wide area.
Melee (Sword)	Buster Sword	2d8	Muscle-Powered	Melee	Sword with massive, single-edged, straight blade.
Melee (Sword)	Epee	1d8	Accurate, Muscle-	Melee,	A heavy fencing

			Powered, Penetrating (Armour)	Unreliable (Breaks on a natural "1")	sword.
Melee (Sword)	Katana	1d8	Accurate, Muscle-Powered	Melee	Single edged sword with folded blade, forged for balance and sharpness.
Melee (Sword)	Mythril Sword	2d8	Muscle-Powered	Melee	Sword with a blade of strong, glittering mythril.
Melee (Sword)	Regal Blade	1d8	Muscle-Powered, Penetrating (Armour)	Melee	A splendidly wrought sword etched with beautiful artistic designs.
Melee (Sword)	Rune Blade	1d8	Drain Body (Dexterity), Muscle-Powered	Melee	A heavy blade inscribed with mysterious runes.
Melee (Sword)	Swordbreaker	1d8	Targeted (Double Damage to Sword type weapons; Normal Damage to all others), Muscle-Powered	Melee, Unreliable (User disarmed on a natural "1")	Notched short sword forged to deflect and break incoming blades.
Thrown (Boomerang)	Pinwheel	1d6	Homing	Short Range, Unreliable (Does not return on a natural "1")	Bladed throwing weapon in the shape of a four-pronged star.
Thrown (Boomerang)	Rising Sun	1d6	Indirect, Muscle-Powered	Short Range, Unreliable (Does not return on a natural "1")	A deadly wide chakram with a serrated outer blade.
Thrown (Shuriken)	Magic Shuriken	1d4	Autofire, Concealable	Limited Shots (1) Reload: 1 Action, Low Penetration, Short Range	Small star-shaped aerodynamic blades, usually thrown in groups of three. These shuriken are enchanted.

Magic Styles and Special Attacks

Magic Spells are purchased with Magic Points gained from the Magic attribute. Magic Points gained from each Rank of Magic may be spent on Attributes representing spells appropriate to a particular class. In a classless game, players generally must "feel out" thematic angles from which to approach their magic spells, perhaps relating their powers to the temperaments, occupations, or experiences of their characters.

The following spells and lists are intended to serve as guidelines for characters, providing a baseline list of spells available to each magic-using character class. It is important to remember, however, that players may, within reason, define and name the abilities of their characters as they see fit. Magic Points can be "banked" and saved for later levels, so that a character can learn more powerful abilities over time. As always, the GM should use his best judgment.

Special Attacks also tend to be influenced by a given character's class, but there is still a great deal of leeway for personalization. The Special Attacks presented in this section are divided according to class, but are generally available to anyone who can justify possessing them (having been taught by an old master, being a natural swordswoman, etc.).

Many Special Attacks cost more than one Rank, and few, if any classes will provide more than one Special Attack Rank on a given level. With GM permission, a player desiring higher-rank Special Attacks may simply put Ranks toward the attack(s) desired, acquiring a weakened or diminished version (either lacking in Damage or Abilities or simply given additional Disabilities), or even, in some cases, putting the power "on hold" entirely until it is fully paid for. Like spells, Special Attacks may be improved with additional Ranks. A character may add Damage or Abilities, or he may remove Disabilities, as desired.

It should be noted that only a character's highest Special Attack Rank costs the full 4 CP or MP per Rank to purchase, while all others cost only 1 CP (or MP) per Rank. Even if a particular Special Attack's listed cost per Rank is 4, a character only pays 1 CP or MP per Rank if he has another Special Attack mode with a greater number of ranks. This only applies to Special Attacks and spells based on the Special Attack Attribute.

Magic Spells

Magic Spells are purchased with Magic Points gained from the Magic attribute. Magic Points gained from each Rank of Magic may only be spent on spells from a particular class' spell list. In a classless game, a character must choose one list from which to learn his magic spells. Each additional list available to the character requires 1 Features Rank.

Black Magic Spells (Black Mage)

Destructive magic used for offensive purposes, Black Magic is most commonly used by Black Mages. Such characters purchase black magic spells as Special Attacks with Ranks from their Magic Attributes. Many Black Magic spells have elemental affinities, which might have varying effects on opponents, as well as the environment. For example, a fire spell, such as Fira, might be used to catch a curtain on fire, while a lightning spell, such as Thundaga, cast into a body of water may do additional damage or have its area increased.

Magic-users purchasing Ranks of Black Magic elemental spells (Blizzard, Fire, Thunder, etc.) must pay for each element separately though at the GM's discretion, players may purchase subsequent variations of a spell

(such as Fira after Fire) simply by adding ranks to the base spell. For example, a character desiring the *Fira* spell need only add two Special Attack Ranks to the *Fire* spell, and she may cast both (with *Fire* simply being *Fira* using fewer damage dice).

Bio (Poison) – A vile, mystical substance afflicts living creatures with a terrible, wasting sickness that rots them from the inside; Attribute: Special Attack 2 Ranks; Damage: 3d8; Abilities: Area Effect, Burning; Disabilities: Short Range, Slow (One Round), Toxic

Element Attack (All have [Element] Affinity Ability)
(Aero/Blizzard/Fire/Quake/Thunder/Water) 1 – Creates a damaging blast of elemental energy; Attribute: Special Attack 1 Rank; Damage: 2d8; Abilities: Area Effect; Disabilities: Short Range, Slow (One Round)

Element Attack (All have [Element] Affinity Ability)
(Aero2/Blizzara/Fira/Quake2/Thundara/Water2) 2 – Creates a more powerful damaging blast of elemental energy; Attribute: Special Attack 3 Ranks; Damage: 4d8; Abilities: Area Effect; Disabilities: Short Range, Slow (One Round)

Element Attack (All have [Element] Affinity Ability)
(Tornado/Blizzaga/Firaga/Quake3/Thundaga/Water3) – Creates an incredibly powerful damaging blast of elemental energy; Attribute: Special Attack 5 Ranks; Damage: 6d8; Abilities: Area Effect; Disabilities: Short Range, Slow (One Round)

Flare – Creates a magical blast much that ignores typical defences; Attribute: Special Attack 5 Ranks; Damage: 6d8; Abilities: Penetrating (Armour), Penetrating (Force Field); Disabilities: Slow (Three Rounds)

Meteor – Calls down flaming meteors from the sky to decimate a small area; Special Attack 7 Ranks; Damage: 8d8; Abilities: Area Effect; Disabilities: Slow (Three Rounds)

Ultima – Creates a sphere of destructive magical force; Attribute: Special Attack 9 Ranks; Damage: 10d8; Abilities: Area Effect; Disabilities: Slow x2 (Three Rounds)

Summoning Magic (Summoner)

Like most magic spells, Summoner spells are purchased with Magic Points. The spells in this section involve entities conjured to serve the Summoner. These entities are often either incredibly powerful spiritual beings or merely "aspects" or shadows of them. Due to the effort required to maintain Summon Magic, Summoners usually only hold entities for a short time, just long enough for a quick,

devastating attack, a breathtaking healing, or a similar effect. If desired, however, Summoning Magic Points may also be used to purchase Pet Monster Ranks. Some examples of more brief summoning spells common to Final Fantasy follow:

Alexander – Calls forth holy mechanical construct Alexander, who unleashes wide-angle beams of holy light; Attribute: Special Attack 12 Ranks; Damage: 10d8; Abilities: Area Effect x3, Holy Affinity, *Selective*; Disabilities: Slow x2 (Three Rounds); Magic Points: 4/Rank

Bahamut – Summons Bahamut, king of the dragons, who unleashes a destructive breath weapon of pure magical energy; Attribute: Special Attack 8 Ranks; Damage: 6d8; Abilities: Area Effect x3, *Selective*; Disabilities: Slow x2; Magic Points: 4/Rank

Carbunkle – Summons Carbunkle, a minor dragon spirit who protects allies from magical attacks; Attribute: Force Field 6 Ranks; Damage Reduction 20; Abilities: *Affects Others, Deflect*; Magic Points: 3/Rank

Cyclops – Summons Cyclops, a powerful one-eyed monster spirit with great strength, which it uses to devastate the landscape; Attribute: Special Attack 12 Ranks; Damage: 10d8; Abilities: Area Effect x3, *Selective*; Disabilities: Slow x2 (Three Rounds); Magic Points: 4/Rank

Fairy – Summons a fairy spirit that heals wounds; Attribute: Healing (area, ranged) 3 Ranks; Damage Healed: 30 hit points; Magic Points: 7/Rank

Fenrir – Summons Fenrir, the wolf spirit of the moon, to cast convincing illusions; Attribute: Projection (All Senses) 4 Ranks; Magic Points: 4/Rank

Golem – Summons the earth spirit Golem, who protects allies from harm; Attribute: Force Field 5 Ranks; Damage Reduction 30; Abilities: *Affects Others, Diffuse Field*; Magic Points: 3/Rank

Ifrit – Summons Ifrit, the spirit of fire, to blast an area with devastating flame; Attribute: Special Attack 4 Ranks; Damage: 2d8 Abilities: Area Effect x2, Fire Affinity, *Selective*; Disabilities: Slow (One Round); Magic Points: 4/Rank

Kirin – Summons the unicorn spirit Kirin to allow one target to recover from injury at an accelerated pace; Attribute: Metamorphosis (only Regeneration +1, 10 minutes) 4 Ranks; Magic Points: 2/Rank

Leviathan – Summons the serpent Leviathan, master of the sea, who floods an area with deadly torrents of water; Attribute: Special Attack 5 Ranks; Damage: 3d8; Abilities: Area Effect x3, *Selective*, Water Affinity; Disabilities: Slow x2 (Three Rounds); Magic Points: 4/Rank

Lich – Summons Lich, a spirit of darkness, to blast an area with negative energy; Attribute: Special Attack 6 Ranks; Damage: 3d8; Abilities: Area Effect x3, Dark Affinity *Selective*; Disabilities: Slow (One Round); Magic Points: 4/Rank

Odin – Summons the one-eyed warrior horseman, Odin, who attacks all in the area; Attribute: Special Attack 7 Ranks; Damage: 5d8; Abilities: Area Effect x2, *Selective*; Disabilities: Slow (One Round); Magic Points: 4/Rank

Phoenix – Summons the phoenix spirit, who heals those near death; Attribute: Healing (only characters with negative hit points 9 BP) 4 Ranks; Magic Points: 4/Rank

Ramuh – Summons old Ramuh, who rains lightning down on an area; Attribute: Special Attack 4 Ranks; Damage: 2d8; Abilities: Area Effect x2, Lightning Affinity, *Selective*; Disabilities: Slow (One Round); Magic Points: 4/Rank

Salamander – Summons Salamander, a powerful fire spirit, who sets an area ablaze; Attribute: Special Attack 5 Ranks; Damage: 3d8; Abilities: Area Effect x3, Fire Affinity, *Selective*; Disabilities: Slow x2 (Three Rounds); Magic Points: 4/Rank

Shiva – Summons the ice queen Shiva, who freezes an area, then fills it razor-sharp shards of ice; Attribute: Special Attack; Damage 4 Ranks: 2d8; Abilities: Area Effect x2, Ice Affinity, *Selective*; Disabilities: Slow (One Round); Magic Points; 4/Rank

Siren – Summons Siren, who performs a music piece that fills an area with silence; Attribute: Environmental Control (Sound, All) 2 Ranks; Magic Points: 2/Rank

Titan – Summons Titan, a powerful earth elemental spirit who causes devastating earthquakes and rock falls; Attribute: Special Attack 5 Ranks; Damage: 4d8; Abilities: Area Effect x2, Earth Affinity, *Selective*; Disabilities: Slow x2 (Three Rounds); Magic Point: 4/Rank

Time Magic (Time Mage)

Time magic alters the fabric of space and time. Time Mages may use their abilities to dilate or contract a moment around a target, speeding or slowing time. Also, by manipulating gravity, Time Mages may provide flying capabilities or even deal crushing damage to a target. If desired, Time Magic Points may also be used to purchase Extra Attacks or Extra Defences Attributes.

Demi – Contracts time and space around an area, creating an artificial gravity well that crushes targets; Attribute: Special Attack 1 Rank; Damage: 2d8; Abilities: Area Effect; Disabilities: Short Range, Slow (One Round); Magic Points: 4/Rank

Float – Allows target to float a few feet from the ground; Attribute: Metamorphosis (only Flight: Skimmer +1) 2 Ranks; Magic Points: 2/Rank

Haste – Dilates time around a target, allowing her to move faster; Attribute: Metamorphosis (only Extra Defences +1 and Speed +1) 5 Ranks; Magic Points: 2/Rank

Reflect – Creates a magic discontinuity that functions as a barrier to spells, turning them back on their casters; Attribute: Force Field (Damage Reduction: 20; Abilities: *Affects Other*, *Reflect*; Disabilities: Limited – magic attacks) 6 Ranks; Magic Points: 3/Rank

Slow – Contracts time around a target, slowing her; Attribute: Special Attack 1 Rank; Damage: 1d8; Abilities: Affects Incorporeal, Drain Body (Dexterity); Disabilities: No Damage, Short Range; Magic Points: 4/Rank

Stop – Stops time for a target; Attribute: Special Attack 7 Ranks; Damage: 1d8 (None); Abilities: Incapacitating, Soul Attack; Disabilities: No Damage, Short Range; Magic Points 4/Rank

White Magic (White Mage)

White Magic consists of curative and protective spells. Though the number of spells in a White Mage's repertoire might be somewhat limited, their value is inestimable.

Cure – Heals a target's wounds with a touch; Attribute: Healing 1 Rank; Magic Points: 4/Rank

CureAll – Heals wounds from a distance, in all within the area of effect; Attribute: Healing (Area, Ranged) 1 Rank; Cost: 7/Rank

Esuna – Eliminates target spell effect currently in place; Attribute: Dispel 1+ Rank; Magic Points: 3/Rank

Holy – Blasts a target with holy energy; Attribute: Special Attack 10 Ranks; Damage: 8d8; Abilities: Holy Affinity, Soul Attack; Disabilities: Short Range, Slow (Three Rounds); Magic Points: 4/Rank

Protection– Creates a mystical force field that damaging attacks have difficulty penetrating; Attribute: Force Field (extendable) 1 Rank; Armour Value 10; Magic Points: 4/Rank

Shell – Creates a mystical force field that turns magic attacks back; Attribute: Force Field (extendable) 3 Ranks; Armour Value 10; Abilities: *Reflect*; Disabilities: Limited (Magic Special Attacks only); Magic Points: 4/Rank

Regen – Allows target creature to gradually heal damage from wounds over time; Attribute: Metamorphosis (only Regeneration +1) 4 Ranks; Magic Points: 2/Rank

Yin Yang Magic (Oracle)

As an Oracle often draws power from some transcendental source of mystical wisdom, her magic revolves around altering the very building blocks of life. Yin Yang magic works profound change in a target's body and soul, and it is often as widely feared as the more overtly dangerous black magic. It often involves the Metamorphosis Attribute.

Absorb Energy – Drains a target's vitality to revitalize the caster; Attribute: Special Attack 4 Ranks; Damage: 2d8 (None); Abilities: Dark Affinity, Drain Energy, Vampiric (Restore Lost Points); Disabilities: No Damage, Short Range; Magic Points: 4/Rank

Blind – Momentarily robs a target creature of sight; Attribute: Special Attack 2 Ranks; Damage: 3d8 (None); Abilities: Flare; Disabilities: No Damage, Short Range; Magic Points: 4/Rank

Dispel – Eliminates target spell effect currently in place; Attribute: Dispel 1+ Rank; Magic Points: 3/Rank

Life Drain – Drains a target's life force to heal the caster's wounds; Attribute: Special Attack 3 Ranks; Damage: 2d8; Abilities: Dark Affinity, Vampiric (Restore Lost Points); Disabilities: Short Range; Magic Points: 4/Rank

Paralyse – Robs a target creature of the ability to move; Attribute: Special Attack 3 Ranks; Damage: 1d8 (None); Abilities: Incapacitating (Paralysing); Disabilities: No Damage; Magic Points: 4/Rank

Petrify – Turns target creature to stone; Attribute: Special Attack 7 Ranks; Damage:1d8 (None); Abilities: Incapacitating (Turns to Stone), Incurable (Requires Soft item or Dispel); Disabilities: No Damage; Magic Points: 4/Rank

Silence – Renders a target completely unable to speak for a time; Attribute: Metamorphosis (only Physical Impairment: mute 2 BP, Sensory Impairment: diminished hearing 1 BP) 1 Rank; Magic Points: 2/Rank

Sleep – Puts a target to sleep until awakened with a full action; Attribute: Special Attack 3 Ranks; Damage: 1d8 (None); Abilities: Incapacitating (Causes Sleep); Disabilities: No Damage; Magic Points: 4/Rank

Zombie – Robs a target of her soul, transforming her into one of the undead; Attribute: Metamorphosis (only Bane: fire 3 DP, Bane: healing magic 3d6/round 3 DP, and Blind Fury: living creatures 3 DP) 3 Ranks; Magic Points: 2/Rank

Special Attacks and Techniques

Special Attacks are often purchased with discretionary Character Points, but many classes receive them as well. Generally, a character can create his own Special Attacks or choose any that are appropriate, but a GM may decide to limit his choices to those based on his class. In a classless game, a character may have to choose one list from which to draw his Special Attacks. If so, each additional list available to the character costs 1 Features Rank. In most games, however, all attacks are open, and any character may use earned Character Points to purchase unique, personalized Special Attack forms.

Dragoon Attacks (Lancer)

Sometimes, Lancers develop Special Attacks. Although these attacks are not quite as devastating or widely useful as those of the Knights, they are powerful enough in their own right and complement the Lancers' other abilities as well.

Cherry Blossom – The character delivers a powerful strike filling the air with razor-edged cherry blossoms; Attribute: Special Attack 3 Ranks; Damage: 2d8; Abilities: Area Effect; Disabilities: None

Dragon Breath – The character exhales a powerful blast of energy; Attribute: Special Attack 8 Ranks; Damage: 7d8; Abilities: Area Effect; Disabilities: None

Lancer – The character leaps high into the air, coming down on an opponent with incredible force; Attribute: Special Attack 1 Rank; Damage: 1d8; Abilities: Linked (Attack); Disabilities: Only In (Environment: No Ceiling/High Ceiling), Stoppable

Luna – The character summons forth the power of the moon, awakening the primordial spirits within his targets; Attributes: Metamorphosis (only Blind Fury: movement) 1 Rank / Special Attack 4 Ranks; Damage: 1d8 (None); Abilities: Area Effect, Aura, Linked (Metamorphosis); Disabilities: No Damage

Self-Destruct – The character explodes spectacularly, bombarding opponents with devastating energy and leaving his badly burned body near death; Attribute: Special Attack 6 Ranks; Damage: 6d8; Abilities: Area Effect, Aura, Penetrating (Armour), Disabilities: Self-Destruct (reduces to –1 hit points)

Terrain Magic (Geomancer)

Geomancer magic, unlike most other magical forms, is not usually purchased with Magic Points, though in some cases, it may be. Geomancer magic can be quite powerful, if limited. Many of the Environmental Attacks only work in given environments, though this limitation, like any other, may be bought off with CP.

Blizzard – Freezes a localized area, causing targets extreme discomfort; Attribute: Special Attack 2 Ranks; Damage: 2d8; Abilities: Area Effect, Ice Affinity; Disabilities: Only In (Environment: Ice)

Carve Model – Causes nearby earth or stone to fly at a targets, eventually enveloping them completely; Attribute: Special Attack 3 Ranks; Damage: 1d8; Abilities: Area Effect, Incapacitating (Turns to Stone); Disabilities: Only In (Environment: Rocky Ground)

Gusty Wind – Causes a powerful wind to buffet an area, knocking targets off balance; Attribute: Special Attack 3 Ranks; Damage: 1d8; Abilities: Air Affinity, Area Effect, Drain Body (Dexterity); Disabilities: Only In (Environment: Elevated)

Hell Ivy – Causes greenery in a target area to grow and viciously attack; Attribute: Special Attack 2 Ranks; Damage: 1d8; Abilities: Area Effect, Tangle; Disabilities: Only In (Environment: Grass)

Kamaitachi – Creates a strong, biting cold wind that can blind or knock over targets; Attribute: Special Attack 1 Rank; Damage: 1d8; Abilities: Air Affinity, Area Effect, Irritant

Local Quake – Causes the ground in a particular location to spectacularly explode upward; Attribute: Special Attack 1 Rank; Damage: 1d8; Abilities: Area Effect, Earth Affinity; Disabilities: Only In (Environment: Rocky Ground)

Pitfall – Creates a localized quake that suddenly opens up the ground beneath area; Attribute: Special Attack 3 Ranks; Damage: 1d8; Abilities: Area Effect, Quake, Disabilities: None

Sand Storm – Hits an area with an abrasive blast of sand that may momentarily blind opponents; Attribute: Special Attack 2 Ranks; Damage:

1d8; Abilities: Area Effect, Irritant;
Disabilities: Only In (Environment: Sand)

Water Ball – Strikes a target area with a concentrated sphere of water that may transform humanoids into frogs; Attribute: Special Attack 5 Ranks; Damage: 1d8; Abilities: Area Effect, Flare, Incapacitating (transformation into a frog), Water Affinity; Disabilities: Only In (Environment: Water)

Knight Attacks (Knight)

Knight attacks are often powerful displays of might and prowess. Many Knights use these abilities with swords, although this need not be the case. These characters have an extensive list of Special Attack techniques. GMs might wish to place certain attacks on a special list that requires 1 or more Features Ranks, representing training in a special knightly (or warrior) order. Examples include Features: Church Knight, Features: Holy Knight, and Features: SOLDIER.

Blade Beam – The character focuses inner strength, and channels it into a concussive bolt of force that radiates smaller energy bolts from its point of impact; Attribute: Special Attack 3 Ranks; Damage: 3d8; Abilities: Area Effect; Disabilities: Short Range

Climhazzard – The character strikes, then leaps high into the air, delivering a devastating uppercut attack; Attribute: Special Attack 6 Ranks; Damage: 4d8; Abilities: Linked (Attack); Disabilities: None

Cross Slash – The character delivers a series of quick blows that cross a weak point in an opponent's defences; Attribute: Special Attack 4 Ranks; Damage: 2d8; Abilities: Linked (Attack); Disabilities: None

Crush Punch – The character channels emotion into a blade of infernal energy that strikes an opponent; Attribute: Special Attack 3 Ranks; Damage: 1d8; Abilities: Incapacitating (knocks target unconscious); Disabilities: Short Range

Dispatch – The character attacks an opponent quickly and with great strength and expertise; Attribute: Special Attack 3 Ranks; Damage: 1d8; Abilities: Linked (Attack); Disabilities: None

Empowerer – The character strikes an opponent drawing life force from the blow; Attribute: Special Attack 3 Ranks; Damage: 1d8; Abilities: Muscle-Powered, Vampiric (Restores Only); Disabilities: Melee

Finishing Touch – The character flows throughout an area, performing a masterful series of attacks; Attribute: Special Attack 6 Ranks; Damage: 5d8; Abilities: Area Effect, *Selective*; Disabilities: Short Range

Holy Explosion – The character channels a blast of holy energy at a target; Attribute: Special Attack 8 Ranks; Damage: 3d8; Abilities: Holy Affinity, Soul Attack, Spreading; Disabilities: Inaccurate

Lightning Stab – The character calls bolts of lightning from the sky; Attribute: Special Attack 5 Ranks; Damage: 3d8; Abilities: Area Effect, Flare (Hearing), Lightning Affinity; Disabilities: None

Magic Break – The character strikes a blow that fatigues a target; Attribute: Special Attack 1 Rank; Damage: 2d8 (None); Abilities: Drain Energy; Disabilities: Melee, No Damage

Meteorain – The character leaps into the air and calls down a small storm of flaming rocks; Attribute: Special Attack 5 Ranks; Damage: 5d8; Abilities: Area Effect, Penetrating (Armour); Disabilities: Short Range, Static

Mind Break – The character strikes a blow that leaves an opponent stupefied; Attribute: Special Attack 1 Rank; Damage: 2d8 (None); Abilities: Drain Mind (Intelligence); Disabilities: Melee, No Damage

Omnislash – The character becomes a blur of motion, violently attacking everything in an area; Attribute: Special Attack 14 Ranks; Damage: 10d8; Abilities: Area Effect, Linked (Attack), *Selective*; Disabilities: None

Power Break – The character strikes a blow that drains an opponent's strength; Attribute: Special Attack 1 Rank; Damage: 2d8 (None); Abilities: Drain Body (Strength); Disabilities: Melee, No Damage

Speed Break – The character strikes a blow that slows an opponent significantly; Attribute: Special Attack 1 Rank; Damage: 2d8 (None); Abilities: Drain Body (Dexterity); Disabilities: Melee, No Damage

Split Punch – The character channels spiritual energy into a rune-covered blade of energy that rises from the ground to strike an opponent down; Attribute: Special Attack 3 Ranks; Damage: 2d8; Abilities: Burning; Disabilities: None

Stasis Sword – The character channels spiritual energy into forming an icy blade that slashes opponents, entrapping them in a sheen of ice; Attribute: Special Attack 3 Ranks; Damage: 2d8; Abilities: Area Effect, Ice Affinity, Tangle; Disabilities: Short Range

Stunner – The character strikes, releasing a charge of energy that leaves all within the area of effect stunned; Attribute: Special Attack 4 Ranks; Damage: 4d8; Abilities: Area Effect, Stun; Disabilities: Melee

Martial Arts Attacks (Monk)

Martial Artists develop powerful melee techniques to devastate their opponents. These techniques are purchased with Special Attack Ranks.

Air Blade – The character hurls razor-sharp arcs of tightly focused air; Special Attack 4 Ranks; Damage: 4d8; Abilities: Area Effect, Penetrating (Armour); Disabilities: Static

Aura Bolt – The character channels spiritual energy into a blast of holy light; Special Attack 3 Ranks; Damage: 3d8; Abilities: Holy Affinity; Disabilities: None

Bum Rush – The character becomes a blur, attacking an opponent with a number of powerful melee techniques; Special Attack 8 Ranks; Damage: 10d8; Abilities: None; Disabilities: Melee

Earth Slash – The character strikes the ground, focusing energy that manifests as a devastating shock wave; Special Attack 3 Ranks; Damage: 4d8; Abilities: Earth Affinity, Spreading; Disabilities: Static

Fire Dance – The character releases spiritual energy, wreathed in flames that dance around the area; Special Attack 4 Ranks; Damage: 2d8; Abilities: Area Effect, Aura, Fire Affinity, Penetrating (Armour); Disabilities: Static

Pummel – The character delivers a number of lightning-fast melee strikes; Special Attack 1 Rank; Damage: 2d8; Abilities: Muscle-Powered; Disabilities: Melee

Secret Fist – The character strikes a special pressure point, disrupting the flow of a target's life force; Special Attack 1 Rank; Damage: 2d8; Abilities: Burning; Disabilities: Melee

Wave Fist – The character channels a sphere of blazing energy at a target; Special Attack 2 Ranks; Damage: 3d8; Abilities: None; Disabilities: Short Range

Samurai Swords

Samurai techniques involve the release of spiritual energy within their katanas. In order to use a Special Attack or similar technique, a Samurai character must have a katana sword ready. Some sample Samurai techniques are presented below, though players are encouraged to create their own. All of the following techniques may also be purchased using CP earned from Item of Power, so long as a katana of some sort is necessary for their use. Players are encouraged to devise their own techniques, as well. The CP costs below do not include the BP for the Samurai's Backlash, Restriction, or Unreliable Power Defects.

Asura – Calls forth a number of ethereal blades to cut enemies in the area; Attribute: Special Attack 2 Ranks; Damage: 1d8; Abilities: Area Effect, Aura, Selective; Disabilities: Slow (One Round), Static; Total Cost: 8 CP

Kikuichimoji – Calls an angry spirit that rushes opponents; Attribute: Special Attack 4 Ranks; Damage: 5d8; Abilities: Spreading; Disabilities: Static; Total Cost: 16 CP

Kiyomori – Releases energy that surround nearby individuals in a protective, spiritual veil; Attribute: Force Field (extendable) 1 Rank; Damage Reduction: 10; Total Cost: 4 CP

Koutetsu – Releases a powerful wail that manifests as a destructive wave of sonic energy; Attribute: Special Attack 4 Ranks; Damage: 2d8; Abilities: Area Effect, Aura, *Selective*; Disabilities: Static; Total Cost: 16 CP

Muramasa – Calls forth angry spirits of vengeance that slowly drain targets' spirit; Attribute: Special Attack 6 Ranks; Damage: 3d8; Abilities: Area Effect, Aura, Burning, Selective; Disabilities: Static; Total Cost: 24 CP

Murasame – Calls down a rain of positive energy that heals the wounds of all within range; Attribute: Healing (area) 2 Ranks; Total Cost: 12 CP

Elemental Affinities

Weapons, spells, and Special Attacks can be given elemental qualities, affinities for particular elements, for free at the time of their construction. Attacks with particular affinities may deal extra damage to enemies with appropriate Achilles Heel, Bane, or Vulnerable Defects. Some enemies, however, may possess affinities identical to those of the attack in question. If a creature is struck by an attack that shares even one of its affinities, the attack restores damage equal to that which would normally be inflicted. Available elements vary with settings, but typically, they are as follows:

Air – Wind-aligned damage, opposed to Earth.

Darkness – Evil anti-life energy, opposed to Holy.

Earth – Earth- and/or metal-aligned damage, opposed to Air.

Fire – Heat and fire damage, opposed to Ice (or, in some campaigns, Water).

Holy – Holy good-aligned energy, opposed to Darkness.

Ice – Cold and ice damage, opposed to Fire

Lightning – Electrical damage, opposed to Water.

Water – Rushing water damage, opposed to Lightning (or, in some campaigns, Fire).

Status and Attribute Effects
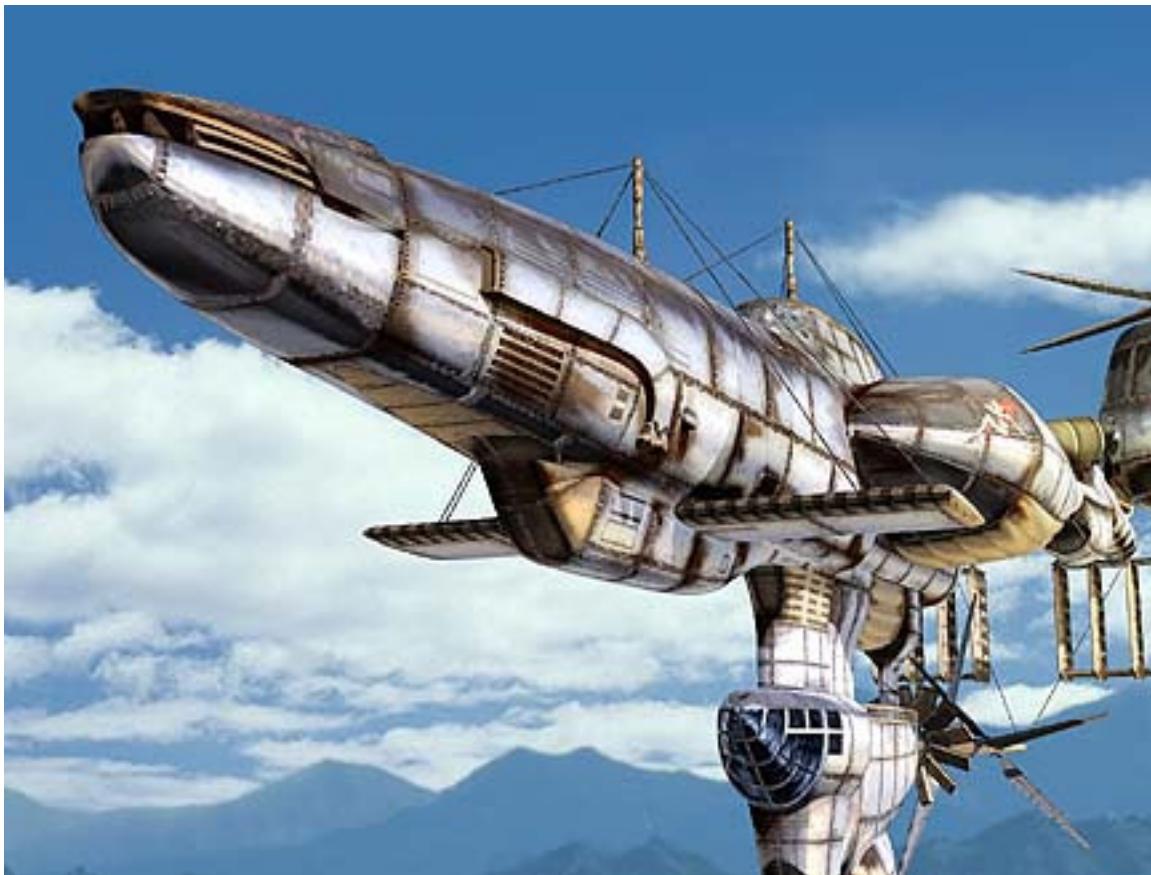
Status effects play a huge role in most Final Fantasy games. A character may be poisoned, silenced, enraged, or even charmed into attacking her allies. In a point-based, effects-based system such as that used in Anime d20, such specific conditions are difficult to represent. For this reason, it is important to remember descriptions when defining the powers, spells and special abilities possessed by a creature or character. These descriptions will play a large role in determining everything from the expendable items needed to correct an inflicted status condition to whether or not a given creature is immune to a technique.

Gaming troupes are encouraged to name important techniques and Attributes to better define their effects on the game world. Special attention should be given to particular "key words," such as those used in the item entries in the Equipment section. Game Masters should use common sense in relating Attributes to potential corrective and protective measures in the game, particularly as concerns magic and items (such as antidotes, softs, and eyedrops).

Chapter 3
Mastercrafting: Customization

Airships-n-Stuff

One of the first questions likely to be asked by players in an adventuring party involves when access to an airship can be expected. Vehicles greatly increase a party's ability to move around and enhance the potential for adventure. Airships, sailing vessels, spacecraft, submarines, and similar objects are purchased with the Own a Big Mecha Attribute. They are created as per those rules, possibly using the Mecha d20 SRD (available at Guardians of Order's website at http://www.guardiansorder.com) for particular stats. A few sample vehicles are presented below, created using the Mecha d20 rules.

Airship (800 Mecha Points)

This is a typical airship that might be found in a Final Fantasy game. The rows of Cannons can be switched out for different weapons of equal value (198 MP)
Type: Vehicle
Class: Air Ship
Size: Colossal (24 m, 60 tons)
Hit Points: 150 [200]
Occupants: 1 Operator, 100 (72) passengers [160]
Armour: 6 [30]
Defence: 0
Air Speed: 150 mph [90]
Ceiling: 23,500'[33]
Water Speed: 10 mph [12]
Handling: -6/+2 [60]
Special Abilities: Accessories (gambling tables, loudspeaker, luxurious décor, wet bar) [4], Climate Control [5], Navigation Aids (basic) [1], Rooms (20-person conference room, kitchen, workshop) [7]

Cannon Rows – Damage: 6d10; Critical: 20; Type: Ballistic; Increment: 100'; Rate of Fire: Auto; Magazine: 100; Cost: 198; Notes: Automatic, Extra Ammo, Long Range.

Motorcycle (180 Mecha Points)
This sleek motorcycle is generally only appropriate to modern or futuristic settings.
Type: Vehicle
Class: Motorcycle
Size: Medium (6' long, 800 lbs.)
Hit Points: 30 [60]
Occupants: 1 Operator, 1 passenger [14]
Armour: 3 [15]
Defence: 0
Land Speed: 210 mph [105]
Handling: +0/+3 [15]
Special Abilities: Sensors (radar 1 mile) [3]; Noisy [-5], Open [-6], Road Vehicle [-21]

Sailing Ship (615 Mecha Points)
This sailing ship is fairly fast and requires a small crew. It can easily be fitted with whatever weapons are common to the setting.
Type: Vehicle
Class: Sailing Ship
Size: Colossal (280', 1250 tons)
Hit Points: 200 [200]
Occupants: 6 Operators, 30 passengers [180]
Cargo: 70 tons [200]
Armour: 5 [25]
Defence: 0
Water Speed: 15 mph [15]
Handling: -8/-8 [0]
Special Abilities: Firing Ports x12 [12], Rooms (kitchen) [1]
Defects: Flammable [-5], Service Crew (8) [-8], Wind-Powered [-5]

Submarine (250 Mecha Points)
This is a small submarine with which characters might travel and explore the ocean depths.
Type: Vehicle
Class: Submarine
Size: Huge (28', 10 tons)
Hit Points: 40 [40]
Occupants: 2 Operators, 8 passengers [52]
Armour: 10 [50]
Defence: 0
Water Speed: 20 mph [80]
Dive Depth: 1,000'[10]
Handling: -2/-2 [0]
Special Abilities: Life Support [12], Navigation Aid (INS) [2], Sensors (sonar 2 miles) [6]

Classes
A number of options exist to customize class treatment in a Final Fantasy campaign. Classes are not for everyone, and all classes are not for every game. This section offers a few options to help GMs in establishing the feel of their games.

Classless Games
Many games, especially those set in modern or futuristic eras, might work best if a gaming group does away with classes altogether. This works especially well to get a more "free," contemporary feel like that from Final Fantasy VIII, for example. The following guidelines apply to purchasing abilities in classless games.

+1 to Fort, Ref, or Will Save – Cost: 1 CP
+1 to highest Base Attack Bonus – Cost: 3 CP
Feat – Cost: 2 CP
Skill Bonuses (Multiply by 4 at 1st level; max rank = level +3; All skills are considered Class Skills except for Combat Skills; character may convert one Combat Skill to a Class Skill by spending one CP to do so)
    (2 + Intelligence modifier) Skill Points – Cost: 0.5 CP
    (4 + Intelligence modifier) Skill Points – Cost: 1 CP
    (6 + Intelligence modifier) Skill Points – Cost: 1.5 CP
    (8 + Intelligence modifier) Skill Points – Cost: 2 CP
Hit Dice (Add Constitution Modifier to each roll; max HD = level)
    d4 Hit Die – 1 CP
    d6 Hit Die – 1.5 CP
    d8 Hit Die – 2 CP
    d10 Hit Die – 2.5 CP
    d12 Hit Die – 3 CP

In classless games, characters still use levels and experience points as normal, but at each level, they may distribute 10 CP among their ability scores, skills, saving throws, Attributes, etc. as they see fit. Feats are still gained every third level (and at 1st level), and ability score increases accumulate every fourth as normal. Attributes are purchased as

normal, though GMs might wish to limit access to more than one or two magic and special attack lists per character.

Some games might entail only the characters and major NPCs being classless while all non-important NPCs belong to classes. This option may help with bookkeeping and stock NPC creation, but this is not necessarily the case, as many GMs find it easier to just create everything from the ground up.

Class Selection Limitations
Most Final Fantasy games have a little bit of everything, as far as areas of expertise are concerned. Some GMs, however, may prefer to limit their players' class selection. In certain settings, particular classes will not be generally available. Each disallowed class may require a Features Rank, if it is possible at all. Some examples of settings and disallowed classes follow.

Asia-Based – Many Final Fantasy games are influenced by a number of different cultures, but usually, some Asian influences are visible in many aspects of the world. In an Asia-Based setting, however, archetypes, occupations, and equipment from other settings may be something of a rarity, except in remote areas of the world. The following classes are generally unavailable: Knight, White Mage.

Europe-Based – In a Europe-Based setting, certain archetypes based on other cultures may not be available, except in remote areas of the world. The following classes are generally unavailable: Dragoon, Ninja, Oracle, Samurai.

Genteel – Campaigns or campaign areas with a focus primarily on polite society may make training in certain combative and magical fields a bit more rare. The following classes are generally unavailable: Archer, Black Mage, Geomancer, Martial Artist, Ninja, Summoner.

Low-Magic – In this campaign, magic is rare or nonexistent, perhaps available only to particular ancient races. Low-Magic settings are more common in games set in futuristic, technologically advanced worlds, though there is no reason that this must be the case or that fantasy low-tech worlds must have magic available. The following classes are unavailable: Black Mage, Geomancer, Oracle, Summoner, Time Mage, White Mage.

Primitive – While it is unlikely for an entire Final Fantasy campaign to be set in a primitive setting, characters who hail from a Stone Age or pre-Stone Age society may see certain occupational opportunities blocked. The following classes are generally unavailable: Archer, Chemist, Knight, Lancer, Oracle, Ninja, Samurai.

Class Tiers
In some settings, characters of the same class might be different from others based on allegiance, experience, or some similar feature. Though the differences between such characters might seem subtle at first, they may affect an individual's access to certain special abilities or equipment. A GM might want to require characters to purchase a new "tier" of a class with a Rank in the Features Attribute. Each Rank indicates an advance in ability or training. This allows the GM to limit Special Attacks and techniques available to certain characters.

The most noteworthy candidate for this option is the Knight class. Knights have the largest Special Attack list of all the classes, and as a result, it makes a certain degree of sense to split up those attacks a bit, having some available only to particular types of Knight. A GM may wish to require characters to take a Rank in Features: Holy Knight before allowing access to certain attacks and a Rank in Features: Arc Knight before even stronger attacks. These tiers can climb as high as the GM feels is appropriate. A few sample tiers follow, along with recommended Special Attack Rank and spell Rank maximums for each.

Black Mage (Class) – Maximum spell Rank: 3
Black Wizard (Features 1: Black Wizard) – Any spell Rank possible

Knight (Class) – Max Special Attack Rank: 3
Holy / Unholy Knight (Features 1: Holy Knight) – Max Special Attack Rank: 8
Arc Knight (Features 2: Arc Knight, Holy Knight) – Any Special Attack possible

Martial Artist (Class) – Max Special Attack Rank: 3
Martial Arts Master (Features 1: Martial Arts Master) – Any Special Attack possible

White Mage (Class) — Max Spell Rank: 3
Cleric (Features 1: Cleric) — Any spell Rank possible

Levels

Final Fantasy characters generally see incredible development in both personality and power level. Characters should expect to advance well beyond 20th level in a campaign. As stated earlier, starting at 21st character level, GMs can simply give characters 10 CP each level to do with as they please.

Limit Breaks

Most Final Fantasy games have some variation of Limit Breaks, whether they are called Crisis Techniques, Overdrives, or something else entirely. These manoeuvres are essentially special abilities (usually attacks) characters can attempt only in dire circumstances. If Limit Breaks are used, the GM should consider allowing characters to give up bonus feats from classes for CP (each feat provides two CP) that may be spent on Limit Break Attributes.

The easiest way to model these Limit Breaks in the Ad20 FFRPGT is to purchase the Attribute in question with one or more of the Limited Use Defects (Of particular note is Limited Use, Damage Dependent).

Trance Techniques

Sometimes, a character who has reached his Limit may, instead of gaining access to a single technique, seem to change entirely (as seen in FFIX) as adrenaline, magic, or some inexplicable force makes him much more powerful for a short period of time. This is the Trance technique. Trances should be purchased in much the same way as standard Limit Breaks, save that they should always have the Limited Use, Damage Dependent Defect and usually have the Limited Use, Ongoing Defect. Trances are purchased as (usually full-powered) Alternate Forms. Character Points gained from these Alternate Form Ranks may be spent in any way desired.

Magic

The workings of magic are often unique to a particular campaign world. While the traditional class-based spellcasting system may work for some campaigns, others may call for other methods. Most often, customization options allow magic use to be restricted in some way. This is understandable, as magic is a potent force, and many spells attainable by even a low-level (4th) Black Mage may prove devastating in combat. GMs who fear abuse of the magic system or who simply want to try something different may wish to consider one of the following options.

Magicite (Item-Based Spell Acquisition System)

Another way to limit magic in a campaign is to only make the spells available through possession of a particular object. Although this object is often a powerful item of magic (Magicite in Final Fantasy VI, for example, was composed of the remains of the powerful Espers), in some settings, relatively ordinary items can slowly "teach" magic (weapons and armour in Final Fantasy IX, for example) to characters over time.

For Item-Based Spell Acquisition campaigns, the spells available to characters are

determined by the GM, based on objects they possess (either items of magic or normal items). A character who gains a Magic Attribute Rank must assign it the Focus requirement, representing an item needed to cast the spells gained at that level. The next time the character gains a character level, he may remove the Focus requirement (if desired) from these spells. All new spells, however, receive the Focus requirement.

If desired, GMs using the Item-Based Spell Acquisition option may do away with Class-specific spell lists and choose instead to allow characters access to any spells their items allow them to learn.

Materia (Item-Based Spellcasting System)

In some games, especially those in which magic is not particularly common, would-be spellcasters might need certain items in order to cast their spells. In these games, the Magic Attribute is generally unavailable except through the Item of Power Attribute. Any Ranks in Magic offered by a particular class should be replaced by Item of Power (the CP gained from the item or items can then be spent on the Magic Attribute).

Furthermore, if desired, the GM can create a Materia (or whatever the items are called in the campaign world) character class. Characters take levels in this class as normal, but instead of the usual benefits, they receive 10 CP that *must* be spent on Item of Power Ranks (leftover CP must be saved until the next level), which are used to purchase Attributes according to the various Materia types. While the individual Materia names will vary, the effects are the same in game mechanics terms. Each Item of Power Rank must be focused on a Materia "type" (Ability, Magic, or Summon), though the number of actual pieces of Materia a character has is up to the character (who is responsible for keeping track of which do what). Characters

may use Item of Power CP to purchase Ranks in any Attribute deemed allowed by the Materia type, as detailed below.

Ability Materia — Ability Materia enhances a character's abilities or skills in some way (in game terms, it is an amalgamation of FFVII's Command and Independent Materia types). CP gained from this type of Item of Power can be used to purchase Adaptation, Damn Healthy!, Energy Bonus, Enhanced [Ability], Extra Attacks, Extra Defences, Highly Skilled, Mimic, Special Attack, and anything else the GM deems appropriate.

Magic Materia — Magic Materia allows a character to purchase spells from a particular spell list, though the Summoner spell list may not be chosen. CP are used to purchase Magic Attribute Ranks. Magic Points are then used as normal to purchase spells. A character must choose which spell list each Item of Power Rank applies to.

Summon Materia — Summon Materia allows a character to cast Summoner spells. CP gained from these Items of Power are used to purchase Magic Attribute Ranks, and the Magic Points gained are used to purchase Summoner spells.

Magic Availability

In many settings, magic is simply not available to certain groups of people. Humans in many games appear to be completely lacking in natural magical talent. GMs may decide that in campaigns in which magic is particularly restricted, characters and races who desire to cast spells must purchase spell ability with one Rank of Features. Doing so allows the character to learn spells from one spell list (if spell lists are used) per Features Rank devoted to magical talent. This option makes it somewhat more difficult to play spellcasters while not outright forbidding it.

Money

Many GMs will prefer to use money in their games. While this won't necessarily upset the balance of play, it will affect the game. Characters who can use money to purchase items in addition to those bought with Character Points will be slightly more capable than those who must rely entirely on Character Points for their gear.

Incorporating Money: Increase Character ECL

GMs whose players can use Character Points and money to buy gear for their characters might wish to consider the characters one level higher for the purposes of selecting enemies. Characters aren't really a level higher (that is, they do not receive ability score increases, extra feats, etc. a level earlier), but they are much more likely to be capable of handling threats faced by higher-level parties.

Incorporating Money: Remove Personal Gear

The easiest way to fully incorporate money into a game is to eliminate the Personal Gear attribute, replacing it with a bonus feat or Defence Bonus. Instead of buying weapons and items with Character Points, characters instead spend money for them. Items of Power still require the Item of Power attribute, however.

Monster Money

Some GMs may want to award characters with money based on defeated monsters. When beaten, an unnamed monster or opponent yields gil (or gold or an equivalent in precious stones or trade goods) equal to (its total Hit Point maximum x the result of a 1d2 roll). A group of unnamed opponents yields gil equal to (the highest total Hit Point maximum x the result of a 1d2 roll) + (the total Hit Point maximums of all the other unnamed allies). Each opponent or monster with a name, on the other hand, yields gil equal to its Hit Point maximum x the result of a 1d10 roll. This allows enemies more important to the story to provide characters with a much greater reward.

Pricing Weapons and Armour

It can be assumed that weapons generally have a base price in gil (or gold) equal to double the weapon's maximum damage, multiplied by one more than the number of Abilities it possesses [(2 x maximum damage) x (number of Abilities +1)], rounded to the nearest ten. Major weapons cost 10 times this base price.

Armour has a base price equal to (its Armour Value x 100). Multiply this base price by 1 for light armour, 3 for medium armour, and 5 for heavy armour.

Nonstandard Fantasy Settings

Most Final Fantasy games appear to be set in a semi-traditional fantasy setting, perhaps with a smattering of advanced clockwork technology. Final Fantasy VII, Final Fantasy VI (to a much lesser degree), and Final Fantasy VIII drifted significantly from that mould. These games incorporated more high-technology, "futuristic" world aspects. Guns, motorcycles, cars, and electric lights were all common sights in these games. For GMs desiring similarly styled campaigns, it is suggested that the Classless option (above) be considered. Also, while most of the given equipment is usable, other kinds of weapons and (less often) armour might be available. Regardless of the setting, melee weapons do remain fairly common, for varying (likely dramatic) reasons. A short table of more contemporary/futuristic weapons from Final Fantasy games may be found on the following page. It should provide some general ideas for items available in nonstandard Final Fantasy settings. All of the following are guns and are considered Major weapons.

Skill	Weapon	Damage	Abilities	Disabilities	Description
Gun Combat (Auto-Fire)	Gatling Gun	1d8	Auto-Fire	Inaccurate (-8 attack), Limited Shots (Reload with single action after 6 attacks)	A massive and notoriously inaccurate automatic weapon with multiple rotating barrels.
Gun Combat (Auto-Fire)	Machine Gun	2d8	Auto-Fire	Inaccurate (-4 attack), Limited Shots (Reload with single action after 6 attacks), Static	A relatively large, long-barrelled automatic weapon.
Gun Combat (Pistol)	Peacemaker	1d8	Concealable, Penetrating (Armour)	Inaccurate (-4 attack), Limited Shots (Reload with single action after 6 attacks)	A heavy pistol with impressive stopping power.
Gun Combat (Rifle)	Long Rifle	1d10	Long Range, Penetrating (Armour)	Limited Shots (Reload with single action after 1 attack)	A simple, long-barrelled rifle made to attack from a distance.
Gun Combat (Rifle)	Shotgun	3d10	Spreading	Limited Shots (Reload with single action after 1 attack), Low Penetration	A long-barrelled weapon that can be devastating to unarmoured targets.
Gun Combat (Rifle)	Valiant Rifle	1d10	Penetrating (Armour)	Limited Shots (Reload with single action after 3 attacks)	A rifle made for field use that incorporates a number of technological mechanisms to increase bullet velocity and maximise ammunition capacity.
Melee (Gunblade) or Melee (Sword)	Gunblade	3d8	Muscle-Powered, Penetrating (Armour)	Inaccurate (-4 Attack), Limited Shots (Reload with a single action after 6 attacks), Melee	Blade grafted to a revolver mechanism at the hilt that, when fired, sends a shockwave along the length of the metal to increase attack velocity. May also be used as a Broad Sword without the Penetrating (Armour) Ability, if no shots are available.

Races

The default character race in Final Fantasy is human. Often, individuals belong to races so similar as to not warrant significant mechanical changes. In some campaigns, however, it might be interesting to provide more options to characters.

Exotic races are fairly common in the Final Fantasy genre, but most are very similar to humans and generally function in exactly the same fashion (though some might have a Features Rank representing magical ability, a strange appearance, or something similar). Some that differ significantly are detailed below, but GMs are encouraged to create their own to fit their campaigns.

Bangaa (FFTA, FFXII)

Bangaa are large, humanoid lizards with long snouts and red or orange scales. They are generally very strong and resilient. Many Bangaa are warriors of some sort who excel at melee combat.
Bangaa – Base Movement (0), +4 Strength (2), -2 Dexterity (-1), +2 Constitution (1), -2 Charisma (-1), Fortitude Save Bonus +2 (2), Adaptation (Heat) +1 (1), Heightened Senses (Type I: Smell) +1, Natural Weapons: Fangs +1 (1). Final Cost: 0 CP

Burmecians (FFIX)

Burmecians are a race of large humanoid rats introduced in Final Fantasy IX. Though little concrete information is known about them, some reasonable assumptions for racial modifications (based on rodent characteristics) follow.
Burmecian – Base Movement (0), +2 Dexterity (1), Fortitude Save Bonus +2 (2), +2 Escape Artist/Jump/Listen/Survival Skills (2), Special Movement: Cat-Like +1 (1). Final Cost: 0 CP

Dwarves (FF)

Dwarves, seen occasionally in Final Fantasy games, are likely very similar to their traditional fantasy counterparts, as described below.
Dwarf – Slow Movement (-1), +2 Constitution (1), -2 Charisma (-1), Darkvision (1), Stability (1), Stonecunning (1), +2 Save vs. Poison (1), +2 Save vs. Spells (2), +2 Knowledge: Cultural Arts Skill (0.5), +2 Craft Skill (0.5). Final Cost: 0 CP.

Elves (FF, FFXI)

Elves (present in the first FF) can also be assumed to be fairly similar to their traditional fantasy base.
Elf – Base Movement (0), +2 Dexterity (1), -2 Constitution (-1), Low-Light Vision (1), +2 Listen/Search/Spot/Survival Skills (2), Detect Secret Doors (1). Final Cost: 0 CP.

Goblins (FFT, FFIX)

Goblins are a barbarous humanoid race of aggressive, hook-nosed creatures with pointed teeth and claws. They are often incredibly stupid.
Goblin – Base Movement (0), +2 Strength (1), +2 Dexterity, -4 Intelligence (-2), -2 Charisma (-1), Low-Light Vision (1), +2 Hide/Listen/Spot/Survival Skills (2), Natural Weapons (claws and fangs) +2 (2). Final Cost: -3 CP.

Guado (FFX)

The Guado are a race of arboreal humanoids with elongated limbs, hands, and digits. Guado have long angular facial features, accentuated by thick, easily visible veins or bone ridges. Though a generally peaceful people, the Guado are somewhat severe in temperament. They are not known for their sense of humour.
Guado – Base Movement (0), +2 Strength, +2 Intelligence (1), -2 Charisma (-1), +4 Balance/Climb/Swim Skills (3), Massive Damage (grapple attacks) +1 (2). Final Cost: 0 CP.

Moogles (FFVI, FFIX, FFX, FFXI, FFXII)

Moogles are common in Final Fantasy games. While the exact details of this race change somewhat based on the game, they generally remain the same. Moogles are a race of small, almost *too* cute ursine, winged creatures. Their small stature sometimes makes them unlikely to be effective in

combat, but in some settings (FFVI, for instance), they can be tenacious fighters.
Moogle – Small Size (-4), +2 Dexterity (1), +2 Charisma (1), Animal Friendship +2 (2), Flight: Either Skimmer/Hovercraft or Gliding +1 (2). Final Cost: -4 CP.
(In some settings, Moogles can fly, in which case, replace the limited Flight Attribute with full Flight, for 4 CP and increase the CP cost for the Moogle race to -2 CP).

Note: Moogles' size modifiers (-4 Str, +2 Dex, -2 Con, +1 AC, -1 Attack, Movement Modifier x2) should be applied in addition to those given above. Point costs are already factored in.

Nu Mou (FFTA)

The Nu Mou are squat, dog-like bipeds. These talented magicians are well respected for their wisdom and level-headedness, and well known for their ability to speak with animals.

Nu Mou – Base Movement (0), -2 Dexterity (-1), +2 Intelligence (1), +2 Wisdom (1), +2 Will Save (2), Energy Bonus +1 (3). Final Cost: 0 CP.

Seeq (FFXII)

These massive, pig-like bipeds tend to be very strong, yet very stupid. They are often hired as mercenaries, thugs, and general labourers.

Seeq – Base Movement (0), +4 Strength (2), +2 Constitution (1), -4 Intelligence (-2), -2 Charisma (-1), Fortitude save bonus +2 (2), Damn Healthy! +1 (2). Final Cost: -2 CP.

Viera (FFTA, FFXII)

Viera are a group of agile humanoids with extremely long ears. Viera look much like lithe humanoid rabbits. In most campaign worlds, all known Viera will be female. They are typically hunters or fighters that benefit from stealth and agility. In many worlds, they enjoy a sensitivity to magical phenomena.

Viera – Base Movement (0), +2 Dexterity (1), +2 Charisma (1), +2 Hide/Jump/Listen/Move Silently Skills (2), Sixth Sense (Magic) +1, Special Movement: Cat-Like +1 (1). Total Cost: 0 CP.

Rapid Advancement

The Final Fantasy genre is known for extremely high-level characters with amazing powers. As a result, it is generally expected that player characters in the Ad20 FFRPGT end campaigns far beyond level 20. As a matter of fact, many of the most impressive character abilities aren't generally available to most characters until around 21st level. However, by standard rules, this may take a lot of time.

GMs who wish to speed up this process might consider setting the base XP award per adventure higher than suggested in the Ad20 SRD, at (200 x the average PC level) rather than the usual (100 x the average PC level). For an even faster progression, the base XP award can be set at (500 x the average PC level).

Appendix 1
Mechanics Overview

Introduction

In a role-playing game, most character or NPC actions do not require any particular rules. A player simply says his or her character walks across a room, picks up an object, drives a vehicle, or talks to someone, etc., and if the GM agrees that it is possible, this simply happens. Personal interaction between characters or NPCs normally consists of the players and GM talking "in character" and describing what their characters are doing. In the GM's case, he or she describes what the characters are seeing, hearing, smelling, touching, and tasting.

In the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can he or she do it in time? If a character's car drives off a cliff, can he or she jump clear in time, and if not, how badly will the crash injure the character? If two people fight, who wins?

A character's Ability Scores, Attributes, Skills, and Calculated Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact.

In some situations, the GM may elect to determine the results by simple fiat, without rolling dice. The GM may do so if he or she thinks a particular outcome is certain or is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The rules for combat are extensive, giving players a greater sense that they are in control of their characters' every step. If they lose, they will know the GM has not arbitrarily killed or injured their characters. The GM can also follow a similar procedure with any other actions that affect a character's fate.

The Passage of Time

"In game" passage of time in a role-playing game is fluid, just as it is in anime movies or TV series. In some situations, like a conversation between two characters, the movement of game time normally matches real world time. More often, the amount of time that passes depends on the characters' activities as set by the players' actions and officiated by the GM, who may something like "It takes you two hours to reach the castle" or fixing the computer takes 20 minutes." The GM should telescope time until something interesting happens: "Two weeks pass as you go about your jobs and engage in routine training. Then the Empress summons you for a special mission…." Finally, in very dramatic situations such as combat, the GM may keep very precise track of time, using individual "combat rounds." GMs may go back in time as well to employ flashback scenes. A flashback is a useful tool to establish the background for a story without simply recounting the information in dry lecture fashion, allowing the player to work through the event.

Scene, Round, and Initiative

Three common measures of game time in Anime d20 are a scene, round, and Initiative. A scene is any situation where the events remain linked, moment-to-moment. Think of it in anime terms — a scene lasts until the camera cuts to an entirely new setting, potentially with new characters. If, for example, a character is listening to the pleading of a distraught farmer, the conversation constitutes a scene. Once the GM switches scenes to the character entering a dark uninhabited section of the forest, the farm scene ends and a new scene begins in the forest. If a bandit interrupted the conversation by attacking the farmer, intent on shutting him up before he could reveal any important information, the scene would not yet end when the character chased after the bandits toward the forest. Since the events are still linked moment-to-moment, it is still a part of a scene although the setting has changed.

A round is a measure of time of approximately 6 seconds in length, while an Initiative is one specific moment in time. When combat occurs, characters roll Initiative and each is allowed to act on his or her Initiative. The round is broken into a number of Initiatives equal to the highest Initiative rolled for the round. For example, in a combat between three characters who roll an 11, 19, and 24, the combat round has 24 Initiatives. The round remains 6 seconds in length, but for the purposes of action within the conflict, there are 24 potential individual moments — 24 instances where a character could decide to act.

Taking Action

Every character is capable of performing or attempting a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking), skilled activities (building a suit of power armour, hacking into a computer, moving silently, climbing the side of a building), or combat activities (fighting, dodging, shooting). A later section on combat covers combat action in detail and thus is not discussed here. Additionally, players can assume that characters carry out routine skilled activities successfully on a regular basis unless specified otherwise by the GM. For example, the GM can assume that characters with the Gun Combat Skill routinely keep their weapons clean, safely stored, and properly maintained.

Every GM has a preferred method for having players describe their characters' actions. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each person equal role-playing time so that everyone is an important facet of the story (switching between characters as necessary). Conversely, players are responsible for relating their characters' intended actions to the GM. In return, the GM will describe the results of those actions or will request an Ability or Skill check to determine the outcome.

Attributes and Actions

In some situations, it is important to know how many Attributes a character can activate at one time and how quickly he or she can activate the Attribute. Innate Attributes, such as Armour or Superstrength, are considered always active, unless the character selects a Restriction Defect whereby the Attribute is not always active. Powers which must be activated but do not usually require a dice roll, such as Force Field, can be activated at a rate of one per Initiative starting on the character's Initiative roll; these activations do not require the character to use an action. Powers that must be activated and do require a dice roll demand focus, and thus the character must spend one or more actions to activate the Attribute. A character can have any number of Attributes active at any moment, though GMs may wish to impose penalties if the character is focusing on too many things. It is usually obvious which Attributes fall into which category, but the final classification is at the Game Master's discretion.

Using Attributes at Reduced Ranks

Unless a character assigns the Maximum Force Defect to an Attribute, he or she can voluntarily use the Attribute at reduced Attribute Ranks. For example, a Ninja with Rank 6 Teleport (maximum safe distance of 1,000 miles) could choose to teleport any distance up to 1,000 miles.

Fractional Attribute Use

The GM might also allow the character to use a fraction of an Attribute's effect. A character with Rank 4 Insubstantial, for instance, may only want to turn a single body part, such as a hand or head, incorporeal. The GM could decide that fractional Attribute use is more or less difficult than using an Attribute's full effect, assigning appropriate modifiers to the Attribute's use.

Dice and Dice Rolls

Anime d20 uses one twenty-sided die (1d20) to handle many aspects of the game mechanics. The core mechanic is a d20 dice roll plus modifiers against a number called the Difficulty Class (DC). If the dice roll plus modifiers is equal to or greater than the Difficulty Class, the attempted task is successful.

There are three major types of dice rolls, or checks, a GM or player may use during game play: an Ability check dice roll, a Skill check dice roll, and one of two combat checks (a "to hit" roll and a defence check). When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of check is most appropriate.

In most cases, a player rolls dice to determine the success of an action his or her character performs, while the GM rolls the dice to determine the results of NPC actions when they impact the characters. In situations where NPCs are only involved with other NPCs, the GM should simply decide what happens rather than rolling dice.

In some circumstances, the GM may roll the dice to determine the results of a character's action instead of having a player roll, keeping the actual dice roll — and the reason for rolling — secret. This is normally done when the player rolling would give away an event that should remain unknown to the character. If, for example, there is something hidden that the character may or may

not notice, the GM can secretly roll dice to see if the character spots it. If the GM allowed the player to roll the dice, the player would know that a clue existed even if the character did not succeed in noticing it.

Should I Make My Players Roll Dice?

It is important for the GM to realise that not all actions require a dice roll. Obviously mundane character activities, such as hammering a nail, riding a horse down a road, or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. In other situations, the necessity to roll dice is less obvious. If a character is virtually guaranteed to succeed at a task, then the GM should consider whether the check is really necessary. While it is true that the character might fail, having the player roll the dice will slow the game down. Thus, GMs should recognise when a character is almost certainly going to succeed at a task and, in those situations, not request the check and allow game play to continue, uninterrupted. Conversely, one might think that if a character only succeeds if the player rolls a 20, then the GM should similarly not request a check and, instead, state that the action fails. This, however, is not the case — player characters should always be given that one slim chance of success, even at difficult tasks that seem doomed to failure (with the exception of tasks that the GM deems impossible). While the dice roll may slow game-play down a bit, that slim chance of success allows characters to accomplish heroic feats that will be remembered for years. GMs may wish to allow only player characters to make this roll, even in the face of near-certain failure — since NPCs are not the stars of the game, they should not be allowed the same chance of pulling off superhuman feats.

Ability Checks

An Ability check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During an Ability check, the GM decides which Ability Score would be most relevant to the action in question. For actions that fall under the domain of an Attribute, the relevant Ability Score is usually given in the Attribute description.

A successful Ability check involves the player rolling equal to or greater than the difficulty class for the given task with 1d20 + the character's modifier for the applicable Ability Score. DCs usually fall between 5 (rather easy task) and 30 (very challenging task) though they can certainly be higher for exceptionally difficult or near impossible tasks.

The check is unsuccessful if the value is less than the DC. The greater the difference between the value and the DC, the greater the degree of success or failure (see Table Degrees of Success).

Task Difficulty Classes

The Difficulty Class (DC) is a number set by the GM that reflects how easy or challenging any given task is to complete. Providing a list of sample DCs is pointless because the DC of each task changes based on the situations involved. Walking across a tightrope may be a DC 15 task one time but may be a DC 12 task the next time (the GM decides the rope is thicker or more stable this time) or the DC may be 22 (a thinner rope with a stiff and erratic cross-breeze). The GM must take all variables into account when assigning a DC to a task and should endeavour to remain as consistent in selecting the DC of a task as possible. If the GM decides a "difficult" task has a DC of 20, then all "difficult" tasks should have a DC of 20. GMs should use Table: Difficulty Classes as a rough guideline when determining the DC of a task.

Difficulty Classes

DC	Task Difficulty
3	Practically Guaranteed (why roll dice?)
5	Extremely Easy
7	Easy
10	Average Difficulty
15	Above Average Difficulty
20	Difficult — success above this DC is possible only under favourable conditions or by talented characters (who have a Skill Rank and/or Ability bonus)
25	Quite Difficult
30	Extremely Difficult
35	Supremely Difficult
40	Practically Impossible

Critical Success or Failure

Regardless of the actual DC, an unmodified or "natural" roll of 20 always succeeds (it is considered at least a "marginal success"), and an unmodified roll of 1 always fails (it is considered at least a "marginal failure"). This rule is important because it reflects the extreme possibilities that even the most talented characters sometimes fail in their tasks, while even the most awkward characters can succeed.

Contested Actions

If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a check. The character with the greatest degree of success (or least degree of failure if both characters fail) is considered to have the advantage over the contested action. In the event of a tie, the characters are locked in contest and may re-roll next round.

<u>Retries</u>

Often, a character can try a Skill check again if he or she fails, and can keep trying indefinitely. Some actions have consequences to failure that must be taken into account, however, as determined by the situation and GM.

In some instances, the GM shouldn't even bother to make the player roll dice and instead allow the player to Take 10 or Take 20.

Checks Without Rolls — Taking 10

When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the Skill check, calculate the character's result as if the character had rolled a 10.

Checks Without Rolls — Taking 20

When the character has plenty of time, and when the Skill being attempted carries no penalties for failure, the character can take 20. Instead of rolling 1d20 for the Skill check, calculate the character's result as if the character had rolled a 20 (but its is not considered a "natural" 20). Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take. Unless the GM deems the task is considered impossible (such as performing brain surgery without any training), the character automatically succeeds.

For example, a character who is attempting to break the coding on a computer disk to read the top secret files can take a 20 — nothing bad will happen if the character fails and the character has all the time in the world to slowly break the code. If the character had to break the code in ten minutes to learn the location of the bomb that is about to explode, however, he or she could not take a 20. The character is working against the clock and doesn't have the luxury of slowly puzzling the coding out. Further, if the character was instead attempting to disarm the explosive, he or she similarly could not take a 20 since failure will probably result in the bomb exploding.

Skill Checks

A Skill check is similar to an Ability check, except it is used when the task is one that the GM decides would be governed by both a particular ability and a particular Skill. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), an Intelligence check would be made. Determining the origin of a rare alien species would also require an Intelligence check, but this task is governed by the Knowledge: Biological Sciences Skill (more specifically, the Xenobiology Specialisation, if Specialisation optional rule is used). In game terminology, this task would require a "Intelligence-based Knowledge: Biological Sciences

(Xenobiology) Skill check."

The DC of a Skill check is determined by the difficulty of the task. If the character possesses the appropriate Skill (even without the exact Specialisation), he or she receives a bonus to the check. This bonus is equal to the character's Skill Rank (if the task does not fall under his or her Specialisation) or one more than the character's Skill Rank (if his or her Specialisation does apply). A successful Skill check involves the player rolling equal to or greater than the DC.

The GM is responsible for deciding which Ability Score, Skill, and specialisation are relevant to a particular task.

Combining Skill Checks

When more than one character tries the same Skill at the same time towards the same goal, their efforts may overlap — they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a Skill check against the assigned DC, while each helper makes a Skill check against DC 10 (the character can't take 10 on this check). For each helper who succeeds, the leader gets a +2 circumstance bonus to his or her Skill check. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits co-operation as she sees fit for the given conditions.

Skill Synergy

It is possible for a character to have two Skills that work well together, such as Investigate and Knowledge: Streetwise, or Computer Use and Open Lock for a computerised lock. Having 5 or more Ranks in one Skill gives the character a +2 synergy bonus on Skill checks with its synergistic Skills, as determined by the situation and the GM.

Unskilled Attempts

Often, a character will attempt an action for which he or she does not possess the relative Skill.

Familiar Action

If the character is undertaking a familiar action, the Skill check is unchanged — the task is treated as a simple Ability check without a bonus from the relevant Skill. The familiarity should have been established previously, such as in the character's background story, or be consistent with the character's role within the setting. The player should explain to the GM why his or her character is familiar with the current task. The GM, of course, has final say whether the character is sufficiently familiar to avoid an unfamiliar action penalty.

For example, a student who attends university to study astronomy undoubtedly has at least a cursory familiarity with many academic fields. Similarly, almost all characters living in New York City will be familiar with the process of driving a car, even if they do not possess the Drive Skill; in North America, attempting car-related actions is familiar to nearly everyone. A hermit living in the depths of the Amazon, however, is likely not familiar with motor vehicles and therefore driving would be an unfamiliar action.

Unfamiliar Action

If the character is undertaking an action with which he or she is unfamiliar, the task should be

treated as a normal Ability check with an unskilled penalty applied to the roll. This reflects how difficult it is for an unskilled character to accomplish the task. The unskilled penalty should range from -2 to -10, depending on how much the GM feels training is required and how background aspects of the character could affect the attempt. The DC does not change; rather, the character's chance of succeeding is reduced.

For example, keeping a plane in the air after the cabin crew suddenly falls unconscious is a daunting task for anyone who is not trained as a pilot. An average character might therefore suffer a -8 penalty to the check. A character who is an aficionado of combat jets and aircraft documentaries might only suffer a -4 penalty … even if he or she has never actually piloted a plane before.

Required Skill
The GM may decide certain tasks automatically fail when performed by characters lacking the required Skill. Examples of required Skill activities include: performing brain surgery, deciphering ancient hieroglyphics, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

Power Usage Skills
Some characters may select the Power Usage Skill for one or more of their Powers. This Skill provides a bonus when the character makes any check involving the specific Power. Unlike other Skills, Power Usage does not provide an additional +1 bonus for Specialisations. For example, a teleporter with an Intelligence of 16 (+3 bonus) and the Power Usage: Teleportation Skill at Rank 4 (+4 bonus) makes Teleportation checks with a +7 bonus.

Combat Dice Rolls
The combat check resolves any type of physical combat including armed, unarmed, martial arts, and ranged weapons attacks. The combat check is very similar to a Skill check except the DC is now the target's defence roll.

A character can attack or defend with a weapon (or unarmed) even if he or she does not possess the relevant attack combat Skill (combat is a Familiar Action). Consequently, attacking characters lacking the appropriate Skill do not suffer a penalty; a character without the appropriate combat Skill simply does not receive a bonus.

Skills adjust the dice roll, but other Attributes may also provide modifiers as well. A natural dice roll of 20 is a critical success and cannot be negated by an opponent's defence (the defender does not even have the opportunity to make a defence check).

Combat Skills
Unlike most other d20 System games, Anime d20 uses combat Skills in addition to combat Feats. Offensive combat Skills are treated exactly like Skills for any other action — they serve as a

bonus to a character's dice roll. Defensive combat Skills are applied to the character's defence roll when defending in an appropriate situation.

For example, a character with Defence Combat Mastery at Rank 2, a Dexterity of 11, and Melee Defence (Sword) at Rank 3 is wielding a sword and attacked by an opponent in melee combat. His Armour Class is normally 2 (+0 Dex modifier and +2 from the Defence Combat Mastery). When defending with his sword, he gains a +4 bonus to his defence roll (+3 for the Melee Defence Skill Rank, and +1 for the Sword Specialisation), but only against melee or unarmed attacks. If another character attacks him with a gun, thus initiating a ranged combat attack, he makes a defence roll without a bonus since he does not have the Ranged Defence Skill.

Using Attributes

If an Attribute does not specifically require an Ability check, Skill check, or a combat check, GMs can assume they function automatically in most situations, though the Game Master may decide that a check is necessary in unusual circumstances. For example, a character with the Aura of Command always commands some attention, but the GM might require a Charisma check were he or she attempting to convince someone to do something specific.

Certain Attributes occasionally require checks (sometimes Skill checks) to properly use the Attribute. Other Attributes provide favourable modifiers to Ability checks or Skill checks. If an Attribute interacts with Ability or Skill checks, this is noted in the Attribute's description in Character Creation.

Combat

Conflict is an essential component of any role-playing game, and certainly of most anime games. Physical conflict, or combat, is an important element of the Anime d20, but important is not the same as frequent. Combat should be a vital element of a scene, and not just a distraction that the GM uses to pass the time.

The combat rules for Anime d20 were designed to mimic dynamic, fast-paced combat. Whenever a character enters physical conflict with another character or NPC, the physical Combat Phase begins. Each round of combat covers 6 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances.

Characters are permitted to take one action (attack or non-combat action) each round. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four parts: Initiative, Character Action, Defence, and Damage.

Initiative

Initiative determines the order in which characters act and is checked at the beginning of each combat to determine the character's Initiative in the battle as is normal for most d20 System games. Alternatively, the players and Game Master can roll at the beginning of each combat round to determine their characters' Initiatives for that particular round.

Each player involved in the fracas roll d20 plus the character's Dexterity modifier and adds bonuses for certain Attributes and Feats (such as the Speed Attribute and Improved Initiative Feat). The GM does the same for any NPCs engaged in the conflict. The GM may also grant bonuses or penalties if he or she believes the situations calls for it.

The character with the highest total has "gained Initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, the character with the highest Dexterity acts first. If the characters have the same Dexterity as well, their actions are simultaneous. This means both characters attack and deliver damage at the same time; if one character drops below zero Hit Points as a result, he or she still acts before falling unconscious.

A character may delay his or her action until any time later in the round to see what the other characters intend to do. If all his or her opponents also delay their actions waiting for something to happen, the round ends in a dramatic stand-off and a new one begins.

If a character holds one or more actions until the end of a round and does not act, he or she acts on the first Initiative in the next round. The character does not gain an additional action — he or she simply acts first regardless of Initiative rolls. All held actions occur during the first Initiative. If two (or more) characters hold their actions until the following round, then both characters act simultaneously (assuming neither continues to hold their action) and then everyone else involved in the combat acts based on Initiative rolls.

Character Action

Characters act in the sequence determined by the Initiative roll. When it is time for a character to act, he or she may make one offensive action (i.e. attack) or one non-combat action, unless the character has the Extra Attacks Attribute. Attacks are normally against a single target, though some weapons or attack Abilities may allow the character to engage multiple targets simultaneously. Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character uses (if any), and the target. If the character is trying something unusual (such as a Called Shot or attacking with two weapons), he or she should specify this beforehand.

To successfully attack an opponent, the player (or GM for an NPC) must roll equal to or greater than the target's AC. Remember to include all relevant Attribute, Skill, Defect, and Weapon Abilities/Disabilities.

If the Attack check succeeds, the character is on target and will hit unless the opponent can defend against the attack. Refer to defence checks for more information. If the target fails the defence roll or does not defend at all, he or she suffers the effects of the attack. This is normally damage and/or any other special effects associated with the attack. To reflect some of the brutally successful attacks demonstrated in real life, movies and TV series, a natural dice roll of 20 is a critical success and cannot be negated by an opponent's defence.

If an Attack check fails, the character has missed. The attacker's action is over, and the attack has no effect, though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (this is up to the GM). A natural roll of 1 will always miss and may result in an exceptional failure, such as hitting an innocent bystander or a weapon malfunctioning.

Multiple Attacks From Base Attack Bonus

Characters with a Base Attack Bonus of +6 or higher may make multiple attacks against a target. If the character decides to use these additional attacks, the character is assumed to be highly focused on combat and thus may only perform minimal other actions (move only a short distance, for example). Additional attacks gained through the Extra Attacks Attribute do not impose this restriction — only additional attacks gained via a high Base Attack Bonus. Furthermore, additional attacks gained via a high Base Attack Bonus occur after a character completes all bonus actions gained through the Extra Attacks Attribute. Lastly, unlike standard attacks, these additional attacks may not be used for non-combat actions — they may only be used for extra attacks.

Melee vs. Ranged Attacks

Some attacks are useful at a distance, while others are limited to close, hand-to-hand fighting. For simplicity, ranges are grouped into four categories. It is up to the GM to decide whether he or she wishes to track ranges and distances, or abstract them.

The distance given for each attack range is the effective reach of that attack — the maximum distance at which the attack is most effective. Some may be fired out to twice that range at -4 penalty or four times the distance at -8, though the GM may decide that some attacks or weapons cannot exceed their listed ranges.

Melee

The attack is only usable against adjacent opponents within touching distance (usually five to ten feet). This is the range for swords, melee combat, etc.

Short

The attack has an effective range out to about 30 feet. Most pistols, shotguns, grenades, submachine guns, and hurled weapons such as a thrown rock or throwing knife, are short-ranged.

Medium

The attack has an effective range out to about 300 feet. The energy blasts from most characters, as well as bows, crossbows, rifles, and machine guns, are medium-ranged. This is the default range for weapons if none other is listed.

Long

The attack is effective out to considerable ranges: about one to five miles (or more if specifically noted). A surface-to-air missile, an anti-tank rocket, or a tank's main gun are examples of long-range weapons.

Special Combat Situations

The following are special situations that can occur during combat.

Attacking Multiple Targets with One Attack

When a character absolutely must take down a number of targets but he or she does not have enough Extra Attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made, not one check per target. Each target, however, is allowed to make a defence check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to swing his sword and strike three people in one blow, he would make one attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half. Characters with certain Feats (for example, Cleave or Whirlwind Attack) are exempt from these penalties.

Attacking Multiple Weaker Opponents

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 10 character Ranks (or 5 CR Ranks) lower than the attacker. Characters represented by the Flunkies Attribute are considered CR 1 characters for the purpose of determining these modifiers.

Mooks in Anime d20

The rules for Attacking Multiple Weaker Opponents is for cinematic games where the heroes are able to dispatch significantly weaker foes without much concern. The rules should not be used in grittier, realistic games.

Attacks With Two Weapons

A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have Extra Attacks) but at a severe penalty to both checks. A two-weapon attack incurs a -6 penalty for the primary or first hand and a -10 for the other hand (the off hand). An additional -2 penalty is applied on each attack (-8 and -12 penalties) if the attacks are aimed at different targets. If a character has Extra Attacks, he or she can only use this option with one attack and not every attack.

If the character possesses the Two-Weapon Fighting Feat, the penalties for attacking with two weapons are reduced by 2 for the primary hand and 6 for the off hand.

Called Shots

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armour (by attacking a small, unarmoured spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

Called Shot – Disarming

A character may attempt to shoot or knock a weapon out of another person's hand. If using a ranged attack, this requires an attack at a -8 penalty. If the attack hits, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4 penalty, but the target may make a Strength check to retain control of the weapon. If the check succeeds, the weapon's user still suffers a -4 penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

Called Shot to Partial Armour
Some armour may provide partial protection, like a flak vest only protecting a person's torso. An attack aimed at a thin or unarmoured area suffers a -4 attack check penalty and ignores the effects of the armour if successful.

Called Shot to Vital Spot
A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the centre of mass as usual. He or she suffers a -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next size: d4 becomes d6; 6d becomes d8; d8 becomes d10; d10 becomes d12; and d12 becomes d20. For example, a character with a Rank 6 Special Attack, which normally delivers 6d8 damage, would inflict 6d10 damage if he or she made a successful Called Shot to Vital Spot.

Called Shot to Weak Point
If the character knows his or her enemy has a Weak Point Defect, a Called Shot can be made to hit it in combat. The attack check penalty depends on the size of the Weak Point: a tiny spot gives a -6 penalty; a small spot gives a -4 penalty; and a large spot gives a -2 penalty.

Combined Attacks
Sometimes, characters will find themselves facing an extremely tough opponent whose Armour or Force Field is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defences. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their attack check. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an attack check to see if he or she hits the target. If the character hits, he or she determines how much damage is inflicted by the attack normally. All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack.

If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does not successfully co-ordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. The character determines how much damage is inflicted but reduces the damage delivered by half (round down). If the character misses, no damage is delivered.

The target of a successful combined attack is only required to make a single defence roll to determine if she or he is hit by the incoming combined attack. A penalty of -1 is applied to the roll for each opponent beyond the first who participates in the combined attack.
Characters who possess the Combination Attack Attribute have special rules for performing this

manoeuvre, and are not subject to the same limitations.

Extra Aim

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move during that period, he or she receives a +4 attack check bonus, or +6 if he or she is using a scope. If an aiming character chooses to move or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

Striking to Incapacitate

A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her attack check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Fort Save (DC 10 + attacker's Strength modifier). If the target succeeds on this save, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is one-quarter of the attack's maximum damage (round down).

For example, a character wants to capture an opponent so she strikes to Incapacitate. Her punch (with three Ranks of Massive Damage) normally inflicts 1d3 + 6, for a maximum of 9 damage. She rolls to hit with a -6 penalty and successfully hits her opponent, forcing the target to make a Fort save. Regardless of whether or not the target remains conscious, he takes 2 (9 ÷ 4 = 2.25, rounded down to 2) damage from the blow.

Striking to Wound

A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 (known as striking to wound). He or she may not attempt this with attacks possessing the Area Effect, Auto-Fire, or Spreading Ability, however.

Throwing Heavy Things

A character with a high Strength Ability (sometimes gained through the Superstrength Attribute) can lift heavy things — up to 10% of his or her maximum capacity — and throw them to deliver damage. It takes one action to grab and lift a large, awkward object, and another to throw it. Consequently, throwing objects is slower than firing most weapons. The advantage of throwing an object is that big things are harder to dodge than smaller ones. The GM should assign each object a size category based on its size and weight.

The attack delivers damage, and receives an attack roll bonus, based on the size of the object (see Table: Throwing Damage Bonuses). The damage is increased by the attacker's Strength modifier plus any bonuses for Massive Damage.

Throwing Damage Bonuses		
Size Category	Damage (*)	Attack Roll Bonus
Medium	1d4+2	0
Large	2d4+4	+1
Huge	3d4+6	+2
Gargantuan	4d4+8	+4
Colossal	5d4+10	+8
* Plus the attacker's Strength modifier and any other bonuses		

Total Attack

A character can take this option in conjunction with an attack. It means he or she focuses intently on an offensive action with little thought given to defence. The character gains a +2 bonus to a single attack check, but the character's Armour Class decreases by 2 for the entire round in which he or she is making an Total Attack. A character with the Extra Attacks Attribute can initiate more than one Total Attack each round, but each Total Attack reduces his or her AC by 2.

Touching a Target

Some Attributes require a character simply touch his or her target. It is much easier to just touch a person than it is to physically strike him or her with enough force to cause damage. Thus, any character who is simply attempting to touch an opponent gains a +6 bonus to his or her attack check. Touching a specific part of a target's body may require a Called Shot. This assumes the character is simply attempting to make physical contact with the target. If prolonged contact is required, the target must either be willing or the character must grapple the target. This rule replaces the standard d20 System method for resolving Touch Attacks.

Grappling

Instead of striking to inflict damage in melee combat, a character can attempt to grab someone and pin him or her. This is a grappling attack, and a character must have at least one empty hand free. Grabbing a small, inanimate object not that is not held by someone else (see Sphere of Control) does not require a full action.

Game Masters resolve a grappling attempt like a normal attack using the Unarmed Attack (Grappling) Skill. If the attack hits and the target's defence (if any) fails, then the attacker successfully grabbed his or her opponent. The attacker gains a grappling advantage if he or she has more free hands than the defender. "Free" means not holding weapons or other objects, or not otherwise incapacitated. In this case, the defender suffers a cumulative -2 penalty for each free hand the attacker uses to grapple in excess of the number of free hands the defender is using. The maximum penalty assigned for this disadvantage is -8. For example, if a Mecha Pilot (two hands) tries to escape from the grasp of a Mantis Man (four hands), she suffers a -4 penalty (4 — 2 = 2; 2 x -2 = -4). If the Mantis Man is holding an object in one of its four hands, however, the Magical Girl only suffers a -2 check penalty (3 —

$2 = 1; 1 \times -2 = -2$). Characters with the Elasticity Attribute gain a bonus to attempts to grapple.

The attacker can hold a grabbed character relatively stationary. The target suffers a -4 penalty on all checks when performing other melee attacks (including grabbing, biting, kneeing, etc.) or -8 when attempting to perform other tasks requiring freedom of movement like using hand-held equipment. Exception: if the grabbed character is much stronger (or more agile, at the GM's discretion) than the opponent, his or her penalty is halved, and the character can still move freely. The GM may consider a character much stronger if his or her Strength is at least 8 points higher. Thus, a small child (Strength 4) could not stop a strong man (Strength 16) from pinning him or her, while the strong man would be able to move freely if grabbed by the small child. It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when grappling).

Grappling Manoeuvres
Once a character grabs an opponent, he or she can attempt a grappling special manoeuvre (Lock, Throw, or Pin) as his or her next attack.

Lock
Instead of attacking normally, the grabbing character can choke, crush, or strangle his or her foe. This attack automatically hits and inflicts damage equal to 1d4, plus bonuses from Strength and Massive Damage.

Throw
Instead of attacking normally, a grabbing character can hurl the foe to the ground. A character must make an attack check at a +4 bonus, modified by the Unarmed Attack (Throws) Skill. If successful, a throw delivers 1d6 damage (as well as bonuses from Strength). Additionally, if the defender fails his or her defence check, the attacker may throw the character out a window or off a ledge, and the GM can assign extra damage based on the situation. If the attacker throws the opponent at another enemy, he or she may make an attack check. If the attack is successful, the grabbed opponent hits the target and both suffer equal damage. A throw normally breaks the grip on the target unless the attacker attempts to maintain a hold and succeeds in an Unarmed Attack (Grappling) check against a DC of 15 (which must be made whether the throw is successful or not).

Pin
A character who has grabbed someone may attempt to improve his or her hold during the next attack by completely immobilising the opponent in a pin. Treat this manoeuvre the same as the first grab attack. If the attack succeeds, then the foe is pinned, usually under the weight of the attacker's body. Attackers may not attempt a pin if the opponent is much stronger (see earlier for definition of much stronger). Once a character pins an opponent, the target suffers a -6 penalty on checks when attempting to escape. A pinned character cannot attack or move.

Biting
Since biting does not require the use of hands, it is an effective tactic when a character has either grabbed or been grabbed by an opponent. Game Masters should treat this as a normal attack that inflicts 1d3 damage, unless the aggressor is using a Natural Weapons Attribute (Fangs, Beak, or Mandibles).

Escaping
A grabbed character may attempt to struggle free. On the character's Initiative, he or she can attempt to escape instead of attack. Both characters roll a Strength or Dexterity check (as appropriate) with modifiers for the Unarmed Attack (Grappling) Skill. The character with the highest degree of success (or least degree of failure) wins. If the grabbed character wins, he or she

escapes, and may also attack or take another action. If the characters tie, the grabbed character escapes, but forfeits his or her current action. If the grabbed character loses, he or she is immobilised and forfeits one attack action that round. If a grabbed character chooses to attack the person who grabbed him or her (with appropriate penalties) and inflicts damage equal to or greater than his or her foe's Constitution, he or she automatically escapes the grab.

Fighting from the Ground

Fighters thrown to the ground or who are otherwise forced to fight from a prone position make all attacks at a -4 penalty.

Movement in Combat

The GM decides whether he or she wishes to keep detailed track of movement, ranges, and distances. In most close-in combat situations, GMs should not worry about exact speeds and distances — a general idea of the overall situation is sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: "you're behind him and in melee range" or "you can reach her in three rounds, if you hurry." The GM should judge how quickly range shifts from relative speeds to dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can allow the character who keeps winning Initiative to increase the gap gradually between him or her and the other runner.

If the GM wishes to keep precise track of movement and distances, assume an average character moves a number of feet equal to his or her size-related moment modifier (3 for an human) times his or her Dexterity while walking (one-half foot times Dexterity if swimming or crawling). Jogging is a double move, running a triple move and sprinting a quadruple move. This guideline assumes six-seconds per round, but the GM can modify exact speeds when necessary.

Jumping

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a person can jump about 6 feet forward, or 3 feet up or back, with range doubled on a short running start. Use the Jump Skill to determine exact distances for trained characters and for characters with the Jumping or Speed Attribute. A wheeled or tracked vehicle or a boat can only jump if it has a ramp.

Movement Attack Penalties

When a character is moving in combat, he or she may incur penalties to attack and Block Defence checks (see Table: Movement Attack Penalties). The penalty incurred depends on how quickly the character is moving relative to his or her maximum movement ability. The following chart indicates the movement rates and penalties incurred. For a normal character who does not have or is not using an Attribute to move (Speed, Flight, Hyperflight, or Water Speed), the character's movement rate is dictated by his or her Dexterity, as outlined in the Normal Character column. Characters who are using a movement Power refer to the Movement Attribute column to determine their rate of movement.

If a character is sprinting, he or she incurs a -4 penalty to attack and Block Defence checks. If the character is running, he or she incurs a -2 penalty on attack and Block Defence checks. Characters

who are jogging do not incur penalties. Additionally, characters do not incur penalties when attempting Parry/Dodge Defence checks regardless of their speed. GMs do not need to keep exact track of movement rates unless they wish; they may simply keep movement abstract.

Movement Attack Penalties		
Normal Character	Movement Attribute	Penalty
Jogging (up to Base Movement x 2)	Up to Maximum Attribute Rank -2	no penalty
Running (Base Movement x 3)	Maximum Attribute Rank -1	-2
Sprinting (Base Movement x 4)	Maximum Attribute Rank	-4

Firing Weapons from Moving Vehicles

Characters who are inside a fast-moving vehicle fire their weapons at a penalty. Firing weapons when moving at moderate speeds incurs a
-4 penalty, while moving very quickly earns a -8 attack check penalty. Game Masters should impose an additional -4 penalty for characters also piloting the vehicle while firing.

Attacking Moving Targets

Attempting to hit a target that is moving at exceptional speeds is very challenging. When attempting to hit a target that is moving quickly, the character suffers an attack check penalty. See Table: Attack Situation Modifiers for the appropriate penalty based on the target's speed.

Attack Situation Modifiers

Attacker is:

Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action	0, -2, or -4 per additional target
Attacking with two weapons (same target)	-6 and -10
Attacking with two weapons (different targets)	-8 and -12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acrobatics	-4
In an awkward position (on the ground, etc.)	-4

Attacker is:

Jogging: At Base Movement x 2 or lower	no modifier
Running: At Base Movement x 3 per round	-2
Sprinting: At Base Movement x 4 per round	-4
Jogging: At two Ranks below maximum Attribute movement rate	no modifier
Running: At one Rank below maximum Attribute movement rate	-2
Sprinting: At maximum Attribute movement rate	-4

Attacker is Attempting a Called Shot:

Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armoured point	-4
Targeting a vital spot	-8
Targeting a Weak Point	-2, -4, or -6

Target is Moving at:

up to 99 mph	no modifier
100 to 499 mph	-2
500 to 999 mph	-4
1,000 to 4,999 mph	-6
5,000 to 10,000 mph	-8
10,000 mph or more	-10

Target within melee range, and:

Concealed by trees or brush	-2 to -6
Partially concealed by darkness, fog, or smoke	-2 to -4
Fully concealed by darkness, fog, or smoke	-6 and up
Taking cover	-2 to -8

Target beyond melee range, and:

Concealed by trees or brush	-4 to -8
Partially concealed by darkness, fog, or smoke	-4 to -6
Fully concealed by darkness, fog, or smoke	-12 and up
Taking cover	-4 to -10

Range Modifiers:

Attacking at up to twice range	-4
Attacking at up to four times range	-8

Attack Check Modifiers

The GM may impose appropriate modifiers when the players make an attack check. An attack action normally assumes characters are engaged in active combat — dodging enemy attacks, making quick strikes when the opportunity arises, moving about, etc. The GM should not apply any penalties for this sort of normal combat-related activity. If circumstances are such that a character's aim or concentration seems likely impeded (such as shooting someone whom the character cannot clearly see or attacking a foe while hanging upside down), the GM may assign penalties to the attack check. Likewise, in stress-free situations (such as whacking an immobile victim, or target range shooting with nothing riding on the outcome), the GM can apply favourable bonuses or assume automatic success.

A number of possible penalties or bonuses are described on Table 12-5: Attack Situation Modifiers. The GM may adjust or ignore these modifiers if he or she prefers.

Non-Combat Actions

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. Players may also use non-combat actions to safely withdraw from armed or melee combat, provided the opposition does not attack at a later Initiative number in the same round. Note that speaking a few words during combat, running about while attacking, or making a short dramatic speech does not constitute an action.

A non-combat action may succeed automatically, or the GM can require an Ability check or Skill check to determine whether it succeeds. Some non-combat actions may require several rounds to perform at the GM's option.

Other Actions

Some activities do not count as attack or non-combat actions. A character can perform either of the following activities in addition to an attack or non-combat action:
• Move a short distance or manoeuvre his or her vehicle.
• Say anything that fits within the span of 6 seconds.
• Perform Defensive Actions in response to any attacks against him or her. Note that if the character performs more than one defensive action in a round, subsequent defensives after the first (or later, if he or she has the Extra Defences Attribute) in the same round suffer penalties.

Defence

If a character is the target of a successful attack (any attack check that is equal to or greater than the character's Armour Class), he or she may attempt to defend against it with a Dodge/Parry defence (avoiding the attack by moving out of the way, or using a weapon to push the attack to the side or "off-line"), an Attribute defence, or a Block Defence (interposing an object between the attack and the target). Defensive actions are not dependent on Initiative order but resolved immediately after the attack before the attack damage is calculated or revealed.

To successfully defend, the player must roll greater than the attacker's modified attack roll. The

character's defence roll is equal to 1d20 + the character's base Armour Class + any additional appropriate modifiers. Each character can attempt a defence only once against a particular attack (including grapples). A character may defend against more than one attack in a round, but with an appropriate penalty to each defence after the first (unless the character has the Extra Defences Attribute; the penalty then applies to each defence after the final bonus defence). Should the opponent not defend (perhaps in anticipation of a more powerful attack still to come), he or she cannot change that decision later in the round.

If a vehicle is the target of an attack, its driver or pilot makes the defence checks. If a vehicle is unable to manoeuvre (trapped in a confined space, for example) the GM may rule that it cannot defend at all. Likewise, a vehicle cannot normally defend against attacks made by a character who is riding in or on it.

A defence combat check of a natural 1 is an automatic failure, regardless of the modifiers. In this case, the GM may decide the character automatically suffers full damage from the attack or perhaps even double damage.

Defending Against Multiple Attacks

When defending against multiple attacks in a single round, each defence after the first incurs a cumulative defence roll penalty of -2 penalty: -2 for the second defence, -4 for the third, -6 for the fourth, etc. This means that even the greatest fighter may be overwhelmed if badly outnumbered. Remember to include all relevant Attribute, Skill, Feat, and Defect modifiers. If successful, the defender blocks, dodges, or otherwise negates the attack, and suffers no damage. The Extra Defences Attribute allows the character to make a certain number of additional defences without penalty.

Relevant Defence Skills

When a character defends against a ranged attack, the relevant Skill is Ranged Defence. For a hand-to-hand or other melee attack, the relevant Skill is either Unarmed Defence (if the character is dodging, or blocking the attack with his or her body), or Melee Defence (if the character is using a weapon to parry).

Block Defence

Rather than attempting to avoid an attack with a Dodge/Parry defence, the character may instead choose to block the attack with a shield or other suitably large and resistant object (a Block defence). When a character attempts to block, he or she gains a +2 bonus to his or her defence roll. If the defence is successful, the character has interposed the object in front of the attack. The

object's Armour Rating provides protection to the character. Thus, a plank of wood can be used to block a powerful energy blast but, if the attack does more damage than the wood's Armour Rating, it will still strike the character, inflicting reduced damage. See Breaking Objects for suggested Armour Ratings of common items or Table 11-4: Armour and Protective Devices for shields. If the attack delivers five times the object's Armour Rating, the object is destroyed. Characters may only attempt to block melee or unarmed attacks unless they have the Block Ranged Attack Feat.

Indefensible Attacks and Flat-Footed

A character may not attempt a defence check if he or she is completely unaware of the attack, unable to move, or is struck with a Critical Hit. If a character is caught unprepared but who is aware of the attack (such as when surprised), however, he or she is considered flat-footed and may still attempt a defence but does not gain any bonuses from a high Dexterity score.

Total Defence

A character can elect to forgo any attempt to act and focus solely on defence. Instead of attacking or engaging in another activity, he or she concentrates completely on defence. A character performing a Total Defence may still move normally, but may not attack or take non-combat actions; the character is dodging and weaving, parrying frantically, ducking, and hiding. The character receives a +4 bonus to his or her defence roll for the round, starting on the character's Initiative, lasting until the character acts again next round. Total Defence is a good tactic for anyone retreating, or someone buying time until his or her allies arrive.

Defence Situation Modifiers	
Defence Situation	**Defence Roll Modifier**
Dodge/Parry Defence	No Modifier
Block Defence	+2
Total Defence	+4 per attack sacrificed
Defending Against Multiple Attacks	-2 per additional attack (cumulative)
Defending Against Undetectable Assailant	-8
Defending When Surprised or Flat-Footed	No Dex Bonus
Defending Against Critical Hit	No Defence Possible

Defending Others

A character can defend the target of an attack in three ways: by pushing/pulling him or her out of the way, by interposing an object (such as a shield, or the character's body) between the target and the attacker, or using an Attribute. The first two methods are described, while the final method is detailed under Defending With an Attack.

The first option, pushing or pulling (or grabbing a target as the character swing by), is similar to a Dodge/Parry Defence. The character uses a defence action, and rolls a defence check. It is difficult to defend someone else, however, and the attempt usually suffers a significant penalty (see Table). Obviously the action has to make sense — if the character has no way to reach a target, he or she cannot defend the individual.

To shield another person is akin to a Block defence. Like any other Block defence, the character

gains a +2 to his or her Amour Class, and must have the Block Ranged Attacks Feat in order to defend against missile weapons. A character can Block for another person with a Shield, weapon, extendable Force Field, or simply by standing in the way and absorbing the brunt of the attack. If the character is out of defence actions, however, he or she normally cannot attempt to defend another (although in dire situations a GM might allow the character to make a roll with the normal cumulative penalty for additional defences, plus any other modifiers).

Defending Others	
Defence Situation	**Modifier**
Target is within reach	-2
Target is at medium range	-4
Target is at long range	-6
Target is in an awkward position	-2
Defender is in an awkward position	-2
Target concealed by trees or bush	-2
Target concealed by darkness, smoke	-4
Defending against additional attacks	-4 (cumulative)
Defender is surprised	Defence Not Possible
Defending against Undetectable assailant	Defence Not Possible

Damage

Characters suffer damage through combat, accidents, or other hazards. Damage ratings indicate the dice roll required to determine the amount of damage inflicted. The target character subtracts any damage inflicted from his or her Hit Points if the attack successfully penetrates Armour, Force Fields, and other defences.

Amount of Damage Inflicted

Each attack has a damage rating, which is equal to the base damage of the attack (which includes a weapon's damage value) plus any bonuses from Massive Damage and Strength, as is appropriate for the attack. When the character successfully strikes an opponent, he or she rolls the number of dice indicated, plus any bonuses, to determine the amount of damage the attack inflicts.

Characters may choose to inflict less damage than the dice roll indicates, if they desire. Thus, a heroic character who scores a crushing blow against her opponent on his last legs can reduce the damage inflicted to ensure that he does not kill her foe by mistake, rendering him unconscious instead. For example, a character attacking with an 5d8 Special Attack that scores 32 damage may elect to only inflict 15 damage if he or she sees the target is about to collapse.

Unarmed Combat

The attack's damage is equal to 1d3 plus the character's bonuses for Strength and Massive Damage.

Melee Weapons
The attack's damage is equal to the weapon's damage value, plus bonuses for Strength and Massive Damage. If the weapon has Abilities or Disabilities, refer to the relevant section for their effects.

Ranged Weapons
The attack's damage is equal to the weapon's damage value, plus bonuses for Massive Damage. A Strength bonus may also be added when appropriate (such as for thrown weapons).

Special Attacks
The attack's damage is equal to the Special Attack's damage value, plus bonuses for Strength (as appropriate) and Massive Damage.

Impact Damage
Damage may also result from a non-combat action such as crashing a speedboat into land or falling from a tree. Naturally, some non-combat actions may result in an NPC's death, but these events should only kill a player character in exceptional circumstances.

Crashing
During the course of an adventure, a character's vehicle may accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in space. GMs should assess whatever damage they deem appropriate upon both the vehicle and occupants in a crash. The Armour and Force Field Attributes may protect against this damage. Similar damage can be applied to a character who jumps or is pushed from a speeding vehicle, or is struck by one.

Table: Crashing and Falling Damage assists the GM in determining the damage for hitting the ground, water, a building, or some other immovable object based on how fast the vehicle was moving during that round. If a speed falls between two damage values, use the greater of the two.

Speed	Falling Distance	Damage Delivered
10 mph	10 ft	1d6
20 mph	20 ft	2d6
30 mph	30 ft	3d6
45 mph	40 ft	4d6
60 mph	50 ft	5d6
75 mph	60 ft	6d6
90 mph	70 ft	7d6
120 mph	80 ft	8d6
150 mph	90 ft	9d6
180 mph	100 ft	10d6
300 mph	110 ft	11d6
400 mph	120 ft	12d6
500 mph	130 ft	13d6
1,000 mph	140 ft	14d6
2,000 mph	150 ft	15d6
3,000 mph	160 ft	16d6
4,000 mph	170 ft	17d6
5,000 mph	180 ft	18d6
7,500 mph	190 ft	19d6
10,000 mph	200 ft	20d6
each additional 2,500 mph	above 200 ft.	+3d6

Falling

A character who falls a great distance will suffer damage depending on the height he or she plummeted. He or she may also make an Acrobatics Skill check with success halving the sustained damage to indicate a proper break fall (DC of 15 + 1 per foot fallen above 10 feet). The Armour and Force Field Attributes may protect against this damage (GM's discretion).

Armour or Force Fields and Damage

If a character has Armour or a Force Field, this reduces the delivered damage from each successful attack by an amount equal to its rating. The character suffers any damage not negated by the Armour or Force Field, subtracting it from his or her current Hit Points. See Effects of Damage to a Character for the result.

Critical Hits

In the event of a natural attack dice roll of 20, the attacker inflicts a critical strike. Unlike other d20 games, the character is not required to make a second to hit roll to see if the critical is, in fact, delivered. A roll of 20 always inflicts a double-damage critical hit, unless the GM decides otherwise. For example, a 6d8 attack inflicts 12d8 damage when a critical is scored.

GMs may wish, alternatively, to use the normal rules from traditional d20, requiring a player to roll a second to hit roll to see if the attack is a critical hit.

Effects of Damage to a Character

Total loss of Hit Points can cause a character to pass out or die. Should a character or NPC's Hit Points ever drop below zero, he or she suffered a severe wound and is rendered unconscious. If a

character is reduced to the negative value of his or her Hit Points, he or she has suffered a mortal wound and will die (or fall into a coma, depending on the tone of the game) unless medical attention arrives immediately. The GM may allow the character to linger long enough to say a few last words or perform some other final, heroic action.

Unlike most d20 System games, characters in Anime d20 do not die when they reach -10 Hit Points (unless they only have 10 Hit Points normally). Anime d20 is a cinematic game that rarely inflicts lethal wounds. If the GM wishes to have a grittier, more realistic game, they may use the standard d20 rule for Hit Points — when a character drops to -10 Hit Points, they die.

Mind Combat

Mind combat is a special type of conflict, that uses the Telepathy Attribute to forcibly invade another's mind. Most telepaths make mental attacks using the Special Attack Attribute with the Mind Attack Ability. This mental conflict, however, is a clashing of two psyches, each struggling to subdue the other — it is akin to two people getting into a mental fist fight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, or destroying brain cells. Physical strength does not play a role in this battle, only the power of the mind. Each round of mind combat covers 6 seconds of time from the characters' perspectives, the same amount of time as one round of physical combat.

Mind combat can only be carried out once mental contact has been established, usually using the Telepathy Attribute. Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to break unwanted mind contact, the player cannot initiate any other actions for one round and must make a successful Willpower save against a DC of 15 plus the attacker's Telepathy Attribute Rank. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round, he or she can attack through mind combat. A successful attack requires the player to make a successful Wisdom check against a DC of 10 plus the target's Wisdom modifier (plus any bonuses from Mind Shield or other appropriate abilities). The GM has the option of modifying the DC should the attack be particularly easy or difficult.

The psychic damage of a successful attack is equal to the attacker's Intelligence modifier (thus, only characters with a positive Intelligence modifier can inflict damage in mind combat). The damage is removed from the target's Hit Points. If a character is ever reduced to or below zero Hit Points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Attribute. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

A telepath who wishes to alter a target's mind after winning a mind combat battle must spend a great deal of time to alter it. Minor changes such as removing unimportant memories or implanting unessential false memories can take a couple of hours. Massive changes, such as instilling (or removing) a prejudice or phobia, rebuilding a large portion of the target's memories, or similar

large scale remodelling should take days to complete. Characters may rush the procedure, if pressed, but there is a risk of the alteration failing over time. The target may notice a gap in his or her memory and question what happened, or a personality adjustment (new phobia, for example) may weaken over time. If the character wishes to perform a change quickly, the character may perform minor changes in a matter of rounds while the character can accomplish massive changes in about an hour.

When a character attempts to alter a target's mind, he or she must make a Knowledge: Social Sciences (Psychology) Skill check against a DC appropriate for the extent of the change; 10 for minor changes, 20 for major changes, 30+ for massive changes. The GM may increase the DC further if the alteration is particularly severe or drastic. The character's margin of success determines how long the modification lasts, measured in years if the character took his or her time with the procedure or measured in days if the character rushed things. GMs should make this Skill check secretly and not inform the player of the result unless it is a failure — he or she will not know how long the change will hold, only that it has occurred or not.

The Mind Shield Attribute provides a bonus to the character's attempt to resist mind combat and mental alterations, as well as Armour against mind combat damage.

Recovery

A character who suffers lost Hit Points due to damage may heal naturally (or be repaired, for mechanical characters).

Recovering Hit Points

Hit Points regenerate at a rate equal to one Hit Point per character Level for each day (or each hour for less "realistic" campaigns) of rest. For example, a Level 5 character rejuvenates 5 Hit Points every day while resting. The healing rate doubles if the character is in the care of someone with Medical Skill but halved if he or she does not spend time resting.

Recovering Energy Points

The highest of the character's Intelligence, Wisdom, or Charisma modifiers equals the number of Energy Points the character recovers every hour whether the character rests or not.

Repairing Equipment

Equipment, such as weapons, vehicles, or other gadgets can become damaged in the course of fighting crime. Characters can repair damage to equipment by making a Knowledge: Mechanics Skill check. If the object has Hit Points, each successful Skill check repairs 10 Hit Points. Each Skill check should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required.

Using Attributes in Combat

In some situations, players will want to use various Attributes in inventive ways in the middle of a fight. The following rules outline the use of Attributes in combat. In many instances, the appropriate Power Usage Skill can influence the chances of success.

Using Attributes Against Opponents

Creative characters can use a number of seemingly inoffensive Attributes in very effective ways in the middle of combat. Special Attacks are obviously designed for offensive use against an opponent, but what about Teleportation? Could a character not teleport an opponent in front of a moving truck or simply out of a fight entirely?

When a character wishes to use a normally inoffensive Attribute against an unwilling opponent, the character must use a non-combat action to make a Power Usage Skill check. If the check is successful, the target is allowed a save (whichever type of save is most appropriate) to defend against the Attribute's effect. The DC of the save is equal to 10 + 1 per Rank of the Attribute being used against him or her.

Sphere of Control

If a character attempts to use an Attribute on an object within the sphere of control of a character, the character is allowed to make a save to resist the effect as though he or she was the target of the attack. For example, a teleporter who wished to teleport the bullets out of an opponent's gun would still be required to make an Intelligence check against the target's AC (the appropriate DC for the action) and the person holding the gun would be allowed a Willpower save to resist the effect. Other common objects usually in a target's sphere of control include: the ground beneath the target, air around the target, objects the target holds or carries, etc. The GM determines what objects are under the defender's sphere of control.

All-or-Nothing or Partial Effects

When an Attribute is used against a group of targets, GMs may use one of two options for resolving the resistance check. When a large group of people attempt to resist the effect of a Power, the GM makes one save, using the average save modifier of the targets. Important characters (player characters or key NPCs) should be allowed to make individual rolls for themselves to prevent villains from teleporting a group of 50 people, including the players characters, thereby using the more vulnerable citizens to avoid the player characters' higher saves. In this way, either all of the targets are affected by the Attribute (on a failed save) or none are affected (on a successful save). Alternatively, the GM may wish to use one dice roll which is used as the same roll for each character's check — characters with high saves bonuses within the group may successfully resist the effects of the Attribute while characters with low saves are affected.

Attribute vs. Attribute

When two characters pit their Attributes against each other, who wins? In most situations, the character with the highest Rank wins. For example, a criminal alien is attempting to make his get-away by Flight. The hero grabs the alien with Telekinesis and tries to hold the character back, preventing him from flying away. The hero has Telekinesis at Rank 5 while the alien has Flight at Rank 3. The hero, therefore, is strong enough to prevent the alien from escaping.

If the two Attributes are close in Rank (usually the same or differing by one Rank), the GM may

request an opposed check to see who wins the contested action. Using the above example, if the alien's Flight Rank was 4, instead of 3, the GM could request an opposed check. The alien makes a Dexterity check (since Dexterity is the relevant Ability for Flight) and scores a result of 16. The hero must now make an Intelligence check (since Intelligence is the relevant Ability for Telekinesis) and score a result of 16 or higher to prevent the alien from escaping.

What if a character has two or more Attributes that can be used in the opposed check? What if the alien, in the first example, also has Telekinesis at Rank 4? In a situation like this, the GM should simply add the two Attribute Ranks together to determine who wins the opposed action. Thus, the alien has Flight at Rank 3 and Telekinesis at Rank 4 for a total of 7 which is much higher than the hero's Telekinesis Rank of 5. The alien is therefore able to make his escape (possibly lifting the hero into the air or simply breaking free of his hold, depending on the GM's discretion).

Using Attributes as Attacks
In anime movies and TV series, characters regularly use seemingly passive, non-hostile Attributes to attack opponents, causing harm. A character who can teleport may disorient foes by teleporting them repeatedly within one combat round or selectively teleporting portions of non-living foes away, causing massive trauma, for example. The list of possible attack applications of an Attribute is endless — anime characters are well known for pushing the bounds of innovation. Most Attributes, however, do not account for these offensive tricks and stunts — they are accomplished using Special Attacks. A Special Attack is not limited simply to powerful energy blasts — it can be any "attack" that causes harm or detriment to an opponent. The teleporter who repeatedly teleports a target in a combat round may have a Special Attack with the Drain Body Ability and the No Damage Disability, reflecting the sudden disorientation the target feels after the attack and the fact that no real physical harm is inflicted on the opponent. Alternatively, if the teleporter is capable of teleporting just a select portion of a target away causing harm to the target, the Special Attack may be designed to do an incredible amount of damage. By using the Attack Abilities and Disabilities, players can create any sort of attack, which will account for the numerous and creative ways that characters utilise their abilities. Some Special Attacks designed this way will have the Linked (Attribute) or Dependent Defect.

Using Attributes Defensively
Just as characters can find imaginative ways to use their Attributes against opponents, they are just as likely to think of ways to use their Attributes to defend themselves from harm. For a character to utilise such a Attribute defensively, he or she must select the Power Defence Attribute. If the character does not select this Attribute, he or she does not have the experience required to use the Power defensively. Thus, a character with Teleportation who does not have the Power Defence: Teleportation Attribute may be able to teleport but he does not have the training or knowledge needed to teleport at a moment's notice and avoid an incoming attack.

Defending with an Attack
By holding an action until attacked by an opponent, a character can defend him or herself with the offensive use of an Attribute. This simultaneous attack and defence option combines the advice under Using Attributes Against Opponents and Using Attributes Defensively into a single action. To succeed, the character must activate the Attribute with an appropriate check and also make a successful save (for the Power Defence Attribute) to activate the effect properly. For instance, when a character attacks a criminal who has a held action remaining, the criminal might attempt to

use Teleportation to place a bystander between him and the character's ki blast. The criminal must first make a successful Intelligence check to see if the Teleportation works. If the attempt is successful, and the bystander fails to resist, a Reflex save determines if the criminal activates the Teleportation in time.

This method can also be used to defend others with an Attribute. If an ally (or innocent bystander, etc.) is attacked, the character can attempt to Teleport (for example) the target out of the way of the attack with a successful use of Teleportation and Power Defence.

Character Advancement

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve their characters. Advancement is not a requirement, but it can reflect the characters' learned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.

The GM is encouraged to award all characters Experience Points (XP) at the end of each game session. The amount of the award should depend on the events of the game session as well as the quality of the role-playing of the player. Use the following as a guideline for determining the XP award for each player:
See the PHB for rules on the application of XP.

TABLE 12-10: XP Awards
Base Award = 100 times the average character Level of the player group

Add half the base award if the characters overcame weak/inferior conflict
Add the base award if the characters overcame moderate/comparable conflict
Add 1.5 to 2 times the base award if the characters overcame strong/superior conflict

Add 10% of the base award if the characters fail to overcome minor/inferior conflict
Add 20% of the base award if the characters fail to moderate/comparable conflict
Add 30% of the base award if the characters fail to overcome strong/superior conflict

Add half the award for good, heroic, in-character role-playing
Add the base award for strong, heroic, in-character role-playing
Add 1.5 to 2 times the base award for exceptional, heroic, in-character role-playing

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Base Award
All players who participate in a game session should earn a number of XP equal to 100 times the average character Level (not class Level) of the characters in the group.

Overcoming Conflict
When determining the XP awards for conflict, GMs must remember that conflict does not necessarily mean combat. While combat is a type of conflict, it is not the only form. Solving a mystery, saving someone from a raging fire, escaping a magician's death trap, negotiating the

release of hostages, or other similar situations where the character is pitted against an opposing force, is considered conflict. Any situation where there is a consequence for the character failing his or her attempted course of action is conflict.

For conflicts of note, GMs should award a number of XP, which represents the characters learning from the events. All characters involved in a conflict earn the XP, regardless of their involvement. For example, the Samurai who went toe-to-toe with the main villain while his Tech Genius ally attempted to diffuse the bomb while the third member of the team flew the innocent bystanders to safety all earn the same number of XP for the conflict. Each character played a role in successfully resolving the situation.

The quantity of the award depends on how much of a challenge it was for the characters to overcome. If the characters are virtually guaranteed of success, the GM should not provide an XP bonus — it is essentially a mundane activity and is subsumed in the base XP award. If the conflict presents a minor challenge to the characters but one they are likely to overcome, such as the skilled Gun Bunny thwarting a simple bank-robbery or a team of characters saving residents from a burning building, the GM should provide a bonus of one half the base award. If the conflict is comparable to the characters, such as the characters defeating a group of criminals of similar level or solving a complex mystery, the GM should provide a bonus award equal to the base award. Lastly, if the conflict is superior to the characters, such as defeating a powerful archmagi in her lair, thwarting a world-threatening plot, or something similar, the characters should earn a bonus award equal to 1.5 to 2 times the base award.

This award should be provided per conflict overcome but GMs should keep in mind that the average 4- to 6-hour game session usually has one or two conflicts-of-note — most situations are covered through the base XP award.

Failing in Conflict
Characters can learn something even when they fail — what not to do. When characters fail to overcome conflict, GMs should provide a bonus equal to 10% of the base award for a minor conflict, 20% of the base award for a moderate conflict, or 30% for a superior conflict (round down).

Exceptional Role-Playing
Exceptionally talented or active players (those who remain true-to-character, encourage other players to participate, help advance the plot of the game, etc.) may earn a bonus XP award. When a player does a good job role-playing his or her character, the GM should provide a bonus equal to half the base award. For strong role-playing, a bonus equal to the base award should be provided. For exceptional role-playing, a bonus equal to 1.5 to 2 times the base award should be provided. GMs should not feel obliged to provide this award — it is only for role-playing that stands out. The base award covers players who simply show up for the game and role-play adequately.

Appendix 2
Bestiary

The following monster "types" are available to Final Fantasy adversaries. Game Masters are encouraged to use these monster template "classes" to easily develop creatures appropriate to their own campaign settings. Monsters are advanced by adding new levels in the appropriate Type. At the GM's discretion, some monster Types may take Levels in non-monster Classes.

Aberrations

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Hit Dice and Ability Scores

The Aberration uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - o (2 + Int Modifier) x 4 [0.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - o 2 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Heightened Senses (darkvision) +1 [+4.5 CP]
2	+1	+0	+3	+0	[+3.5 CP]
3	+2	+1	+3	+1	[+2.5 CP]
4	+3	+1	+4	+1	[+3.5 CP]
5	+3	+1	+4	+1	[+7.5 CP]
6	+4	+2	+5	+2	[+1.5 CP]
7	+5	+2	+5	+2	[+4.5 CP]
8	+6/+1	+2	+6	+2	[+3.5 CP]
9	+6/+1	+3	+6	+3	[+5.5 CP]
10	+7/+2	+3	+7	+3	[+3.5 CP]
11	+8/+3	+3	+7	+3	[+4.5 CP]
12	+9/+4	+4	+8	+4	[+1.5 CP]
13	+9/+4	+4	+8	+4	[+7.5 CP]
14	+10/+5	+4	+9	+4	[+3.5 CP]
15	+11/+6/+1	+5	+9	+5	[+2.5 CP]
16	+12/+7/+2	+5	+10	+5	[+3.5 CP]
17	+12/+7/+2	+5	+10	+5	[+7.5 CP]
18	+13/+8/+3	+6	+11	+6	[+1.5 CP]
19	+14/+9/+4	+6	+11	+6	[+4.5 CP]
20	+15/+10/+5	+6	+12	+6	[+3.5 CP]

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Hit Dice and Ability Scores

The Animal uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - 2 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+2	Heightened Senses (Sight) +1 [+2.5 CP]
2	+1	+3	+0	+3	[+2.5 CP]
3	+2	+3	+1	+3	[+3.5 CP]
4	+3	+4	+1	+4	[+2.5 CP]
5	+3	+4	+1	+4	[+7.5 CP]
6	+4	+5	+2	+5	[+1.5 CP]
7	+5	+5	+2	+5	[+4.5 CP]
8	+6/+1	+6	+2	+6	[+2.5 CP]
9	+6/+1	+6	+3	+6	[+6.5 CP]
10	+7/+2	+7	+3	+7	[+2.5 CP]
11	+8/+3	+7	+3	+7	[+4.5 CP]
12	+9/+4	+8	+4	+8	[+1.5 CP]
13	+9/+4	+8	+4	+8	[+7.5 CP]
14	+10/+5	+9	+4	+9	[+2.5 CP]
15	+11/+6/+1	+9	+5	+9	[+3.5 CP]
16	+12/+7/+2	+10	+5	+10	[+2.5 CP]
17	+12/+7/+2	+10	+5	+10	[+7.5 CP]
18	+13/+8/+3	+11	+6	+11	[+1.5 CP]
19	+14/+9/+4	+11	+6	+11	[+4.5 CP]
20	+15/+10/+5	+12	+6	+12	[+2.5 CP]

Construct

A construct is an animated object or artificially constructed creature.

Hit Dice and Ability Scores

The Construct uses d10 Hit Dice. [2.5 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - 2 + Int Modifier

Artificial Construct Race (4 CP/No Level Adjustment, factored in)

No Constitution
Immune to poison, sleep, paralysis, stun (4)
Immune to disease, death, necromantic effects (4)
Cannot heal (must be repaired) (-4)
Not subject to critical hits or subdual damage (2)
Not subject to Ability damage/drain or energy drain (2)
Automatic Fort saves unless effect can target objects (3)
Value (10)
    Cost: 4 CP

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+0	Construct Traits (cost included), Heightened Senses (Darkvision) +1 [+2 CP]
2	+1	+0	+0	+0	[+4 CP]
3	+2	+1	+1	+1	[+1 CP]
4	+3	+1	+1	+1	[+4 CP]
5	+3	+1	+1	+1	[+7 CP]
6	+4	+2	+2	+2	[+1 CP]
7	+5	+2	+2	+2	[+4 CP]
8	+6/+1	+2	+2	+2	[+4 CP]
9	+6/+1	+3	+3	+3	[+4 CP]
10	+7/+2	+3	+3	+3	[+4 CP]
11	+8/+3	+3	+3	+3	[+4 CP]
12	+9/+4	+4	+4	+4	[+1 CP]
13	+9/+4	+4	+4	+4	[+7 CP]
14	+10/+5	+4	+4	+4	[+4 CP]
15	+11/+6/+1	+5	+5	+5	[+1 CP]
16	+12/+7/+2	+5	+5	+5	[+4 CP]
17	+12/+7/+2	+5	+5	+5	[+7 CP]
18	+13/+8/+3	+6	+6	+6	[+1 CP]
19	+14/+9/+4	+6	+6	+6	[+4 CP]
20	+15/+10/+5	+6	+6	+6	[+4 CP]

Dragon

A dragon is a reptile-like creature, usually with magic or unusual abilities. GMs may wish to give dragons an additional +50 starting CP (and a +5 Effective Level).

Hit Dice and Ability Scores

The Dragon uses d12 Hit Dice [3 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - o (6 + Int Modifier) x 4 [1.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - o 6 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+2	+2	Heightened Senses +2 [5.5 CP Deficit]
2	+2	+3	+3	+3	[6 CP Deficit]
3	+3	+3	+3	+3	[3.5 CP Deficit]
4	+4	+4	+4	+4	[4 CP Deficit]
5	+5	+4	+4	+4	[1.5 CP Deficit]
6	+6/+1	+5	+5	+5	[2 CP Deficit]
7	+7/+2	+5	+5	+5	[+.5 CP, not counted]
8	+8/+3	+6	+6	+6	[0, even]
9	+9/+4	+6	+6	+6	[+2 CP/2.5 CP]
10	+10/+5	+7	+7	+7	[0 CP/-0.5 CP]
11	+11/+6/+1	+7	+7	+7	[+2 CP/2.5 CP]
12	+12/+7/+2	+8	+8	+8	[0 CP/-0.5 CP]
13	+13/+8/+3	+8	+8	+8	[+2 CP/2.5 CP]
14	+14/+9/+4	+9	+9	+9	[0 CP/-0.5 CP]
15	+15/+10/+5	+9	+9	+9	[+2 CP/2.5 CP]
16	+16/+11/+6/+1	+10	+10	+10	[0 CP/-0.5 CP]
17	+17/+12/+7/+2	+10	+10	+10	[+2 CP/2.5 CP]
18	+18/+13/+8/+3	+11	+11	+11	[0 CP/-0.5 CP]
19	+19/+14/+9/+4	+11	+11	+11	[+2 CP/2.5 CP]
20	+20/+15/+9/+5	+12	+12	+12	[0 CP/-0.5 CP]

Elemental

An elemental is a being composed of one of the elements.

Hit Dice and Ability Scores

The Elemental uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
    - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

    - 2 + Int Modifier

NOTE: Save progressions can be traded, particularly in the case of Earth or Water Elementals, so that Fort is highest.

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	[+5.5 CP]
2	+1	+3	+0	+0	[+3.5 CP]
3	+2	+3	+1	+1	[+2.5 CP]
4	+3	+4	+1	+1	[+3.5 CP]
5	+3	+4	+1	+1	[+7.5 CP]
6	+4	+5	+2	+2	[+1.5 CP]
7	+5	+5	+2	+2	[+4.5 CP]
8	+6/+1	+6	+2	+2	[+3.5 CP]
9	+6/+1	+6	+3	+3	[+5.5 CP]
10	+7/+2	+7	+3	+3	[+3.5 CP]
11	+8/+3	+7	+3	+3	[+4.5 CP]
12	+9/+4	+8	+4	+4	[+1.5 CP]
13	+9/+4	+8	+4	+4	[+7.5 CP]
14	+10/+5	+9	+4	+4	[+3.5 CP]
15	+11/+6/+1	+9	+5	+5	[+2.5 CP]
16	+12/+7/+2	+10	+5	+5	[+3.5 CP]
17	+12/+7/+2	+10	+5	+5	[+7.5 CP]
18	+13/+8/+3	+11	+6	+6	[+1.5 CP]
19	+14/+9/+4	+11	+6	+6	[+4.5 CP]
20	+15/+10/+5	+12	+6	+6	[+3.5 CP]

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human shaped.

Hit Dice and Ability Scores

The Fey uses d6 Hit Dice. [1.5 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - (6 + Int Modifier) x 4 [1.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - 6 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+2	+0	Heightened Awareness (darkvision) +1 [+2 CP]
2	+1	+3	+3	+0	[+2 CP]
3	+1	+3	+3	+1	[+6 CP]
4	+2	+4	+4	+1	[+2 CP]
5	+2	+4	+4	+1	[+7 CP]
6	+3	+5	+5	+2	[+1 CP]
7	+3	+5	+5	+2	[+7 CP]
8	+4	+6	+6	+2	[+2 CP]
9	+4	+6	+6	+3	[+6 CP]
10	+5	+7	+7	+3	[+2 CP]
11	+5	+7	+7	+3	[+7 CP]
12	+6/+1	+8	+8	+4	[+1 CP]
13	+6/+1	+8	+8	+4	[+7 CP]
14	+7/+2	+9	+9	+4	[+2 CP]
15	+7/+2	+9	+9	+5	[+7 CP]
16	+8/+3	+10	+10	+5	[+2 CP]
17	+8/+3	+10	+10	+5	[+7 CP]
18	+9/+4	+11	+11	+6	[+1 CP]
19	+9/+4	+11	+11	+6	[+7 CP]
20	+10/+5	+12	+12	+6	[+2 CP]

Giant

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Hit Dice and Ability Scores

The Giant uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - 2 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	[+5.5 CP]
2	+1	+0	+0	+3	[+3.5 CP]
3	+2	+1	+1	+3	[+2.5 CP]
4	+3	+1	+1	+4	[+3.5 CP]
5	+3	+1	+1	+4	[+7.5 CP]
6	+4	+2	+2	+5	[+1.5 CP]
7	+5	+2	+2	+5	[+4.5 CP]
8	+6/+1	+2	+2	+6	[+3.5 CP]
9	+6/+1	+3	+3	+6	[+5.5 CP]
10	+7/+2	+3	+3	+7	[+3.5 CP]
11	+8/+3	+3	+3	+7	[+4.5 CP]
12	+9/+4	+4	+4	+8	[+1.5 CP]
13	+9/+4	+4	+4	+8	[+7.5 CP]
14	+10/+5	+4	+4	+9	[+3.5 CP]
15	+11/+6/+1	+5	+5	+9	[+2.5 CP]
16	+12/+7/+2	+5	+5	+10	[+3.5 CP]
17	+12/+7/+2	+5	+5	+10	[+7.5 CP]
18	+13/+8/+3	+6	+6	+11	[+1.5 CP]
19	+14/+9/+4	+6	+6	+11	[+4.5 CP]
20	+15/+10/+5	+6	+6	+12	[+3.5 CP]

Humanoid

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms and a head.

Hit Dice and Ability Scores

The Humanoid uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
    - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

    - 2 + Int Modifier

Note: Humanoid save progressions vary; a Humanoid may trade out one progression for another.

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	[+5.5 CP]
2	+1	+3	+0	+0	[+3.5 CP]
3	+2	+3	+1	+1	[+2.5 CP]
4	+3	+4	+1	+1	[+3.5 CP]
5	+3	+4	+1	+1	[+7.5 CP]
6	+4	+5	+2	+2	[+1.5 CP]
7	+5	+5	+2	+2	[+4.5 CP]
8	+6/+1	+6	+2	+2	[+3.5 CP]
9	+6/+1	+6	+3	+3	[+5.5 CP]
10	+7/+2	+7	+3	+3	[+3.5 CP]
11	+8/+3	+7	+3	+3	[+4.5 CP]
12	+9/+4	+8	+4	+4	[+1.5 CP]
13	+9/+4	+8	+4	+4	[+7.5 CP]
14	+10/+5	+9	+4	+4	[+3.5 CP]
15	+11/+6/+1	+9	+5	+5	[+2.5 CP]
16	+12/+7/+2	+10	+5	+5	[+3.5 CP]
17	+12/+7/+2	+10	+5	+5	[+7.5 CP]
18	+13/+8/+3	+11	+6	+6	[+1.5 CP]
19	+14/+9/+4	+11	+6	+6	[+4.5 CP]
20	+15/+10/+5	+12	+6	+6	[+3.5 CP]

Magical Beast

Magical beasts are similar to animals, but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Hit Dice and Ability Scores

The Magical Beast uses d10 Hit Dice. [2.5 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
    - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

    - 2 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+0	+2	-
2	+2	+3	+0	+3	[+2 CP]
3	+3	+3	+1	+3	[+3 CP]
4	+4	+4	+1	+4	[+2 CP]
5	+5	+4	+1	+4	[+4 CP]
6	+6/+1	+5	+2	+5	[+1 CP]
7	+7/+2	+5	+2	+5	[+4 CP]
8	+8/+3	+6	+2	+6	[+2 CP]
9	+9/+4	+6	+3	+6	[+3 CP]
10	+10/+5	+7	+3	+7	[+2 CP]
11	+11/+6/+1	+7	+3	+7	[+4 CP]
12	+12/+7/+2	+8	+4	+8	[+2 CP]
13	+13/+8/+3	+8	+4	+8	[+4 CP]
14	+14/+9/+4	+9	+4	+9	[+2 CP]
15	+15/+10/+5	+9	+5	+9	[+3 CP]
16	+16/+11/+6/+1	+10	+5	+10	[+2 CP]
17	+17/+12/+7/+2	+10	+5	+10	[+4 CP]
18	+18/+13/+8/+3	+11	+6	+11	[+1 CP]
19	+19/+14/+9/+4	+11	+6	+11	[+4 CP]
20	+20/+15/+9/+5	+12	+6	+12	[+2 CP]

Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Hit Dice and Ability Scores

The Monstrous Humanoid uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points
- **SKILL POINTS AT 1ST LEVEL**
  o (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  o 2 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+2	+0	[+.5 CP]
2	+2	+3	+3	+0	[+2.5 CP]
3	+3	+3	+3	+1	[+3.5 CP]
4	+4	+4	+4	+1	[+2.5 CP]
5	+5	+4	+4	+1	[+4.5 CP]
6	+6/+1	+5	+5	+2	[+1.5 CP]
7	+7/+2	+5	+5	+2	[+4.5 CP]
8	+8/+3	+6	+6	+2	[+2.5 CP]
9	+9/+4	+6	+6	+3	[+3.5 CP]
10	+10/+5	+7	+7	+3	[+2.5 CP]
11	+11/+6/+1	+7	+7	+3	[+4.5 CP]
12	+12/+7/+2	+8	+8	+4	[+2.5 CP]
13	+13/+8/+3	+8	+8	+4	[+4.5 CP]
14	+14/+9/+4	+9	+9	+4	[+2.5 CP]
15	+15/+10/+5	+9	+9	+5	[+3.5 CP]
16	+16/+11/+6/+1	+10	+10	+5	[+2.5 CP]
17	+17/+12/+7/+2	+10	+10	+5	[+4.5 CP]
18	+18/+13/+8/+3	+11	+11	+6	[+1.5 CP]
19	+19/+14/+9/+4	+11	+11	+6	[+4.5 CP]
20	+20/+15/+9/+5	+12	+12	+6	[+2.5 CP]

Ooze

An ooze is an amorphous or mutable creature, usually mindless.

Hit Dice and Ability Scores

The Ooze uses a d10 Hit Dice. [2.5 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
    - (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

    - +2 Int Modifier

Ooze Traits (4 CP)

No Intelligence
Immune to poison, sleep, paralysis, stun (4)
Immune to disease, death, necromantic effects (4)
Not subject to critical hits or subdual damage (2)
Value (10)
Cost: 4 CP

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+0	Ooze Traits [+3 CP]
2	+1	+0	+0	+0	[+4 CP]
3	+2	+1	+1	+1	[+1 CP]
4	+3	+1	+1	+1	[+4 CP]
5	+3	+1	+1	+1	[+7 CP]
6	+4	+2	+2	+2	[+1 CP]
7	+5	+2	+2	+2	[+4 CP]
8	+6/+1	+2	+2	+2	[+4 CP]
9	+6/+1	+3	+3	+3	[+4 CP]
10	+7/+2	+3	+3	+3	[+4 CP]
11	+8/+3	+3	+3	+3	[+4 CP]
12	+9/+4	+4	+4	+4	[+1 CP]
13	+9/+4	+4	+4	+4	[+7 CP]
14	+10/+5	+4	+4	+4	[+4 CP]
15	+11/+6/+1	+5	+5	+5	[+1 CP]
16	+12/+7/+2	+5	+5	+5	[+4 CP]
17	+12/+7/+2	+5	+5	+5	[+7 CP]
18	+13/+8/+3	+6	+6	+6	[+1 CP]
19	+14/+9/+4	+6	+6	+6	[+4 CP]
20	+15/+10/+5	+6	+6	+6	[+4 CP]

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of another plane.

Hit Dice and Ability Scores

The Outsider uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
    - (8 + Int Modifier) x 4 [2 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

    - 8 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+2	+2	[2 CP Deficit]
2	+2	+3	+3	+3	[0 CP]
3	+3	+3	+3	+3	[+1 CP]
4	+4	+4	+4	+4	-
5	+5	+4	+4	+4	[+3 CP]
6	+6/+1	+5	+5	+5	-
7	+7/+2	+5	+5	+5	[+3 CP]
8	+8/+3	+6	+6	+6	-
9	+9/+4	+6	+6	+6	[+3 CP]
10	+10/+5	+7	+7	+7	-
11	+11/+6/+1	+7	+7	+7	[+3 CP]
12	+12/+7/+2	+8	+8	+8	-
13	+13/+8/+3	+8	+8	+8	[+3 CP]
14	+14/+9/+4	+9	+9	+9	-
15	+15/+10/+5	+9	+9	+9	[+3 CP]
16	+16/+11/+6/+1	+10	+10	+10	-
17	+17/+12/+7/+2	+10	+10	+10	[+3 CP]
18	+18/+13/+8/+3	+11	+11	+11	-
19	+19/+14/+9/+4	+11	+11	+11	[+3 CP]
20	+20/+15/+9/+5	+12	+12	+12	-

Plant

This type comprises vegetable creatures.

Hit Dice and Ability Scores

The Plant uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
    o (2 + Int Modifier) x 4 [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

    o 2 + Int Modifier

Plant Traits (20 CP/+2 Effective Level)

Immune to poison, sleep, paralysis, stun (4)
Immune to all mind-influencing effects (20)
Not subject to critical hits or subdual damage (2)
Value (26)
    Cost: 20 CP

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	Plant Traits [+5.5 CP]
2	+1	+0	+0	+3	[+3.5 CP]
3	+2	+1	+1	+3	[+2.5 CP]
4	+3	+1	+1	+4	[+3.5 CP]
5	+3	+1	+1	+4	[+7.5 CP]
6	+4	+2	+2	+5	[+1.5 CP]
7	+5	+2	+2	+5	[+4.5 CP]
8	+6/+1	+2	+2	+6	[+3.5 CP]
9	+6/+1	+3	+3	+6	[+5.5 CP]
10	+7/+2	+3	+3	+7	[+3.5 CP]
11	+8/+3	+3	+3	+7	[+4.5 CP]
12	+9/+4	+4	+4	+8	[+1.5 CP]
13	+9/+4	+4	+4	+8	[+7.5 CP]
14	+10/+5	+4	+4	+9	[+3.5 CP]
15	+11/+6/+1	+5	+5	+9	[+2.5 CP]
16	+12/+7/+2	+5	+5	+10	[+3.5 CP]
17	+12/+7/+2	+5	+5	+10	[+7.5 CP]
18	+13/+8/+3	+6	+6	+11	[+1.5 CP]
19	+14/+9/+4	+6	+6	+11	[+4.5 CP]
20	+15/+10/+5	+6	+6	+12	[+3.5 CP]

Undead

Undead are once-living creatures animated by spiritual or supernatural forces.

Hit Dice and Ability Scores

The Undead has d12 Hit Dice. [3 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - (4 + Int Modifier) x 4 (none for mindless) [1 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - 4 + Int Modifier

Undead Traits (25 CP/+2.5 Effective Level)

No Constitution
Immune to poison, sleep, paralysis, stun (4)
Immune to disease, death, necromantic effects (4)
Immune to mind-influencing effects (20)
Cannot heal by conventional methods (requires negative energy) (-4)
Not subject to critical hits or subdual damage (2)
Not subject to Ability damage/drain or energy drain (2)
Automatic Fort saves unless effect can target objects (3)
Value (31)
Cost: 25 CP

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Undead Traits [+4 CP]
2	+1	+0	+3	+0	[+2 CP]
3	+1	+1	+3	+1	[+4 CP]
4	+2	+1	+4	+1	[+2 CP]
5	+2	+1	+4	+1	[+6 CP]
6	+3	+2	+5	+2	-
7	+3	+2	+5	+2	[+6 CP]
8	+4	+2	+6	+2	[+2 CP]
9	+4	+3	+6	+3	[+4 CP]
10	+5	+3	+7	+3	[+2 CP]
11	+5	+3	+7	+3	[+6 CP]
12	+6/+1	+4	+8	+4	-
13	+6/+1	+4	+8	+4	[+6 CP]
14	+7/+2	+4	+9	+4	[+2 CP]
15	+7/+2	+5	+9	+5	[+4 CP]
16	+8/+3	+5	+10	+5	[+2 CP]
17	+8/+3	+5	+10	+5	[+6 CP]
18	+9/+4	+6	+11	+6	-
19	+9/+4	+6	+11	+6	[+6 CP]
20	+10/+5	+6	+12	+6	[+2 CP]

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Hit Dice and Ability Scores

The Vermin uses d8 Hit Dice. [2 CP/Level]

Class Skills and Skill Points

- **SKILL POINTS AT 1ST LEVEL**
  - (2 + Int Modifier) x 4 (none for mindless) [.5 CP/Level]
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**

  - 2 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	[+5.5 CP]
2	+1	+0	+0	+3	[+3.5 CP]
3	+2	+1	+1	+3	[+2.5 CP]
4	+3	+1	+1	+4	[+3.5 CP]
5	+3	+1	+1	+4	[+7.5 CP]
6	+4	+2	+2	+5	[+1.5 CP]
7	+5	+2	+2	+5	[+4.5 CP]
8	+6/+1	+2	+2	+6	[+3.5 CP]
9	+6/+1	+3	+3	+6	[+5.5 CP]
10	+7/+2	+3	+3	+7	[+3.5 CP]
11	+8/+3	+3	+3	+7	[+4.5 CP]
12	+9/+4	+4	+4	+8	[+1.5 CP]
13	+9/+4	+4	+4	+8	[+7.5 CP]
14	+10/+5	+4	+4	+9	[+3.5 CP]
15	+11/+6/+1	+5	+5	+9	[+2.5 CP]
16	+12/+7/+2	+5	+5	+10	[+3.5 CP]
17	+12/+7/+2	+5	+5	+10	[+7.5 CP]
18	+13/+8/+3	+6	+6	+11	[+1.5 CP]
19	+14/+9/+4	+6	+6	+11	[+4.5 CP]
20	+15/+10/+5	+6	+6	+12	[+3.5 CP]

Monster Guide

The following creatures may be found in nearly any Final Fantasy setting. It is important to remember that these entries are only suggestions and can be modified as needed. All monsters are built on a 50 CP base, with additional feats, features, etc. as appropriate for their types and levels. To compensate for their high CP totals, these creatures have received no attribute bonuses for level gains. Size modifiers are noted, but not included in CP purchase costs. GMs are encouraged to take size as well as level into account when introducing adversaries.

Adamantoise

16th-Level Huge Magical Beast [90 Discretionary CP]
Init -2 (-2 Dex); **Senses** Listen -1, Spot -1

AC -4 (-2 Size, -2 Dex)
DR 16
HP 200 (16d10+112)
Fort 10 (+19), **Ref** 10 (+8), **Will** 5 (+6)

Spd 35 ft.; swim
Melee beak +16/+11/+6/+1 (1d4 +13)
Ranged Earth Shake +16 (5d8, Area, Quake), Thundara +16 (4d8)
Base Attack +16
Attack Options Cleave; Grapple (free with damaging beak attack); Power Attack
Special Attacks *Earth Shake* [Damage 5d8; Earth Affinity, Area Effect (40', Ref save DC 23 for half damage); Quake (Ref save DC 23 or fall into fissure 3' deep per 5 points of damage rolled); Slow (1 combat action to ready)]; *Thundara* [Damage 4d8; Lightning Affinity; Slow (1 combat action to ready)]

Abilities Str 33, Dex 7, Con 24, Int 2, Wis 8, Cha 8 [41 CP]
Attributes Adaptation (underwater) +1, Armour +4, Natural Weapons (Beak) + 1, Special Attack "Earth Shake" +6, Special Attack (Secondary) "Thundara" +3, Water Speed +2 [51 CP]
Defects Achilles Heel (electricity) 2 BP
Feats Blind-Fight, Cleave, Endurance, Great Fortitude, Iron Will, Power Attack
Skills Swim 19 (+30)

The adamantoise resembles a massive tortoise with an impossible hard shell and modest supernatural abilities. Some have wide, fanged mouths instead of beaks.

Ahriman

Medium 7th-Level Outsider [57 Discretionary CP]
Init +3 (+3 Dex); **Senses** Listen -1, Spot +9

AC 7 (+3 Dex, +4 Defence Combat Mastery); Dodge

DR 0
HP 32 (7d8)
Fort 5 (+5), **Ref** 5 (+10), **Will** 5 (+4)

Spd 48 ft.; fly 18 ft.
Melee claws +7/+2 claws (2d4 +2)
Ranged Frightful Gaze +7 (incapacitation, Fort DC 14)
Base Attack +7
Attack Options Blind-Fight
Special Attacks *Frightful Gaze* [Damage None (1d8); Incapacitating (Paralysis, Fort DC 14 to resist); No Damage, Short Range (50')]

Abilities Str 14, Dex 16, Con 10, Int 6, Wis 9, Cha 10 [33 CP]
Attributes Defense Combat Mastery +4, Flight +1, Mind Control +1, Natural Weapons (Claws) +1, Special Attack "Frightful Gaze" +2 [24 CP]
Defects Reduction: Mind Control (no fine control, confusion, ½ cost/rank)
Feats Blind-Fight, Dodge, Lightning Reflexes
Skills Balance 10 (+13), Climb 10 (+12), Intimidation 10 (+10), Power Usage: Mind Control 10 (+10), Search 10 (+8), Spot 10 (+9)

The Ahriman is essentially a scaled creature with wide, bat-like wings and a single, massive eye.

Antlion
Large 8th-Level Vermin [82 Discretionary CP]
Init +8 (+2 Dex, +2 Speed, +4 Impr. Init.); **Senses** awareness (+6 notice), vibration detection; Listen +4, Spot -2

AC 1 (-1 Size, +2 Dex)
DR 8 (10 vs. fire/heat)
HP 60 (8d8+24)
Fort 6 (+9), **Ref** 2 (+4), **Will** 2 (+0)

Spd 90 ft.
Melee claws +6/+1 (2d4+8); or horn +6/+1 (1d4+10); or mandibles +6/+1 (1d4+10 and grapple)
Ranged "Sandstorm" +6 (2d8 and Irritant)
Base Attack +6
Attack Options horn charge, Power Attack, Sneak Attack (+1d6)

Special Attacks Sandstorm [Damage 2d8; Earth Affinity, Area Effect (25' radius, Ref save DC 20 for half damage, Irritant (-2 penalty to sight-based rolls, Fort save DC 20 for half damage), Penetrating (Armour -10), Penetrating (Force Field -10); Short Range (50')]

Abilities Str 27, Dex 14, Con 16, Int 1, Wis 6, Cha 4 [34 CP]
Attributes Adaptation (intense heat) +1, Armour +2, Defence Combat Mastery +1, Heightened Awareness +3, Heightened Senses (Type II; vibration detection) +1, Natural Weapons (Mandibles, Claws, Horns) +3, Special Attack "Sandstorm" +5, Special Defence (Air/Oxygen) +1, Special Movement (Light-Footed, Wall-Crawling) +3, Speed +1, Tunneling +3 [50 CP]
Defects Achilles Heel (Ice) 2 BP
Feats Improved Initiative, Power Attack, Sneak Attack
Skills Intimidation 5 (+2), Listen 6 (+4)

Antlions are large, arthropods often found in deserts and underground. They tend to be non-aggressive in most circumstances.

Bandersnatch

Large 7th-Level Magical Beast [66 Discretionary CP]
Init +3 (+1 Dex, +2 Speed); **Senses** awareness (+2 notice checks), darkvision; Listen -1, Spot -1

AC 1 (+1 Dex); Dodge
DR 4
HP 74 (7d10+35)
Fort 5 (+10), **Ref** 5 (+6), **Will** 2 (-1)

Spd 90 ft.
Melee bite +7/+2 (1d4+9); or claws +7/+2 (2d4+11); or Rush +7 (2d8+7); or Tongue +7 (1d8 and 4 Dex, Irritant)
Base Attack +7
Attack Options Grapple (free with damaging bite attack), Power Attack
Special Attacks *Rush* [Damage 2d8+7; Muscle-Powered, Penetrating (Force Field -20); Melee]; *Tongue* [Damage 1d8; Drain Body (-4 Dex); Irritant (-2 all actions for rounds equal to missed save difference, Fort DC 14 to resist); Melee]

Abilities Str 24, Dex 12, Con 21, Int 2, Wis 9, Cha 6 [37 CP]
Attributes Armour +1, Heightened Awareness +1, Heightened Senses (Type I; smell) +1, Heightened Senses (Type II; darkvision) +1, Massive Damage (claws) +2, Natural Weapons (Claws, Fangs) +2, Special Attack "Rush" +3, Special Attack (Secondary) "Tongue" +2, Speed +1 [29 CP]
Feats Dodge, Power Attack, Run

Skills Survival 7 (+6), Wilderness Tracking 3 (+2)

The bandersnatch is a wild, canine creature found predominately in wild areas very far from civilization.

Basilisk

Medium 5th-Level Magical Beast [61 Discretionary CP]
Init +3 (+3 Dex); **Senses** darkvision; Listen +5, Spot +5

AC 3 (+3 Dex); Dodge
DR 4
HP 33 (5d10+5)
Fort 4 (+5), **Ref** 4 (+7), **Will** 1 (+2)

Spd 51 ft.; Wall-Crawling 51 ft.
Melee claws +5 (2d4+1)
Ranged Petrify -4 (incapacitation, Will DC 20)
Base Attack +5
Attack Options Leap Attack
Special Attacks *Petrify* [Damage None (1d8); Incapacitating (Petrify, Will DC 20 to resist), Mind Attack (attack with Intelligence bonus/defend with Will save/Mind Shield); No Damage, Short Range, Stoppable (two rounds, no projectile/3 hp to Basilisk will prevent)]

Abilities Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 8 [32 CP]
Attributes Armour +1, Heightened Senses (Type II: darkvision) +1, Highly Skilled +3, Natural Weapons (Claws) +1, Special Attack "Petrify" +5, Special Movement (Wall-Crawling) +2 [31 CP]
Defects Achilles Heel (Ice) 2 BP
Feats Dodge, Leap Attack
Skills Hide 4 (+7), Listen 4 (+5), Move Silently 4 (+7), Spot 4 (+5), Survival 4 (+5)

The basilisk is a strange-eyed reptilian creature capable of petrifying targets who look too closely. Basilisks tend to be quick, sneaky, and ultimately deadly.

Behemoth

Huge 20th-Level Magical Beast [101 Discretionary CP]
Init +7 (+1 Dex, +2 Speed, +4 Impr. Initiative); **Senses** infravision; Listen +6, Spot +1

AC -1 (-2 Size, +1 Dex)
DR 16
HP 330 (20d10+220)
EP 20
Fort 12 (+23), **Ref** 12 (+13), **Will** 6 (+9)

Spd 90 ft.
Melee claws +20/+15/+10/+5 (2d4+18); or fangs +20/+15/+10/+5 (1d4+20 and grapple); or horn +20/+15/+10/+5 (1d4+20)
Ranged +20 (6d8, 20' radius)
Base Attack +20
Attack Options Cleave, Great Cleave, horn charge, Power Attack
Special Attacks *Flare* [Damage 6d8 Area Effect (25' radius, Ref save DC 20 for half damage); Short Range (50'), Uses Energy (5 EP)]

Abilities Str 46, Dex 12, Con 33, Int 2, Wis 12, Cha 13 [59 CP]
Attributes Armour +4, Heightened Senses (Type II; infravision) +1, Natural Weapons (Fangs, Claws, Horns) +3, Special Attack "Flare" +5, Speed +1 [43 CP]
Feats Cleave, Endurance, Great Cleave, Improved Initiative, Iron Will, Power Attack, Run
Skills Intimidate 9 (+10), Listen 5 (+6), Survival 9 (+10)

The fabled behemoth is a creature feared the world over. Massive, ill-tempered, and impossibly strong, behemoths can also discharge devastating blasts of energy. Rumors abound of a greater, "King Behemoth" somewhere.

Bomb

Medium 7th-Level Elemental (Fire) [98.5 Discretionary CP, rounded down]
Init +2 (+2 Dex); **Senses** Listen -1, Spot -1

AC 2 (+2 Dex); Dodge
DR 0
HP 46 (7d8+14)
Fort 5 (+9), **Ref** 2 (+6), **Will** 2 (+1)

Spd Fly 18 ft.
Melee bite +5 (1d4+8, +1d8 flame aura)
Ranged Fire +5 (3d8)
Attack Options Grapple (free with damaging bite attack)
Special Attacks Fire [Damage 3d8; Fire Affinity, Short Range (50'), Slow (1 combat action to ready)]; Flame Aura [Damage 1d8; Fire Affinity, Aura]; Self Destruct [Damage 5d8, Fire Affinity, Area Effect (20'), Aura; Self-Destruct]

Abilities Str 22, Dex 15, Con 15, Int 6, Wis 9, Cha 11 [39 CP]

Attributes Flight +1, Immunity (fire/heat) +3, Natural Weapons (Fangs) +1, Rejuvenation (recover hit points, Fire/heat damage) +5, Special Attack (Secondary) "Fire" +1, Special Attack (Secondary) "Flame Aura" +3, Special Attack "Self-Destruct" +4, Telekinesis (Fire) +3 [66 CP]

Defects Achilles Heel (Ice) 2 BP, Achilles Heel (Water) 2 BP, Restriction: Rejuvenation (max HP = Damage) 3 BP [-7 CP]

Feats Dodge, Great Fortitude, Lightning Reflexes

Skills Intimidation 10 (+10)

The bomb is a minor fire elemental of that can initiate a powerful self-destruct attack.

Cactuar

Small 17th-Level Plant (This includes +2 Effective Level for Plant Traits) [110.5 Discretionary CP]

Init +7 (+7 Dex); **Senses** Listen -1 , Spot +3

AC 12 (+1 Size, +7 Dex, +4 Defence Combat Mastery)

DR 0

HP 68 (15d8)

Fort 9 (+11) , **Ref** 5 (+12) , **Will** 5 (+4)

Special Traits: Plant [Immune to poison, sleep, paralysis, stun; Immune to all mind-influencing effects; Not subject to critical hits or subdual damage]

Spd 48 ft.

Melee unarmed +11/+6/+1 (1d4-3); or Head Butt +11 (3d8)

Ranged 1000 Needles +11 (13d8 or 80)

Base Attack +11

Attack Options Leap Attack

Special Attacks *1000 Needles* [Damage 13d8 (80, when Maximized); Limited Shots 2 (3 shots per day), Short Range, Slow (1 combat action to ready)]; *Head Butt* [3d8; Melee]

Abilities Str 4, Dex 24, Con 11, Int 7, Wis 8, Cha 10 [30 CP]

Attributes Adaptation (extreme heat) +2, Defence Combat Mastery +4, Highly Skilled +1, Immunity (Water damage) +3, Mind Control +1, Natural Weapons (Spines) +1, Rejuvenation (recover hit points, Water damage) +3, Special Attack "1000 Needles" +9, Special Attack (Secondary) "Head Butt" +1, [85 CP]

Defects Achilles Heel (Fire damage) 2 BP, Reduction: Mind Control (No fine control, confusion, ½ Cost/Rank), Restriction: Rejuvenation (max HP = damage) 3 BP [-5 CP]

Feats Dodge, Great Fortitude, Improved Initiative, Leap Attack, Maximize Power (as spell, but for 1000 Needles), Run

Skills Bluff 6 (+6), Jump 8 (+5), Spot 4 (+3)

The cactuar is a small humanoid cactus. Quick and impish, this creature relies on its powerful 1000 Needles technique for self-defense.

Chocobo

Large 1st-Level Magical Beast [50 Discretionary CP]
Init +2 (+2 Dex); **Senses** awareness (+2 notice); Listen -1, Spot -1

AC 1 (-1 Size, +2 Dex); Extra Defences +1
DR 0
HP 16 (1d10+1d8+6)
Fort 2 (+5), **Ref** 2 (+4), **Will** 0 (-2)

Spd 90 ft.; fly 18 ft.
Melee beak +1 (1d4+8 and grapple)
Base Attack +1
Attack Options *special attacks/feat mods/ect.*
Special Attacks None

Abilities Str 26, Dex 15, Con 16, Int 2, Wis 7, Cha 8 [37 CP]
Attributes Damn Healthy! +1, Extra Defences +1, Flight (Glider) +1, Heightened Awareness +1, Jumping +1, Natural Weapons (Beak) +1, Special Movement (Light-Footed) +1, Speed +1 [13 CP]
Feats Endurance
Skills Survival 4 (+2)

These large, yellow birds are often used as companions and mounts. Chocobos come in a variety of breeds, some of which may boast odd pigmentations and magical abilities.

Coeurl

Medium 6th-Level Magical Beast [62 Discretionary CP]
Init +3 (+3 Dex); **Senses** awareness (+2 notice), heightened hearing (+4), heightened smell (+4); Listen +3, Spot +2

AC 4 (+3 Dex, +1 Defence Combat Mastery)
DR 4
HP 39 (6d10+6)
Fort 5 (+6), **Ref** 5 (+10) , **Will** 2 (+2)

Spd 90 ft.

Melee bite +6/+1 (1d4+5 and grapple); or claw +6/+1 (2d4+5)
Ranged "Blaster" +6 (Petrify)
Base Attack +6
Attack Options Sneak Attack (+1d6)
Special Attacks *Blaster* [Damage 2d8 (None); Incapacitating (Petrify, Fort DC 16 to resist); No Damage, Short Range (50')]

Abilities Str 16, Dex 17, Con 13, Int 2, Wis 10, Cha 8 [33 CP]
Attributes Armour +1, Defence Combat Mastery +1, Heightened Awareness +1, Heightened Senses (Type I; hearing, smell) +2, Massive Damage (Claws) +1, Natural Weapons (Fangs, Claws) +2, Special Attack "Blaster" +3, Special Movement (Cat-Like, Light-Footed) +2, Speed +1 [29 CP]
Feats Lightning Reflexes, Run, Sneak Attack
Skills Listen 3 (+3), Spot 2 (+2), Survival 4 (+4)

The coeurl is a feline predator that uses its powers to petrify prey that proves too dangerous.

Dragonfly

Small 4th-Level Vermin [62 Discretionary CP]
Init +4 (+4 Dex); **Senses** awareness (+8 notice checks), vibration detection; Listen -3, Spot -3

AC 9 (+1 Size, +4 Dex, +4 Defence Combat Mastery); Dodge
DR 4
HP 26 (4d8+8)
Fort 4 (+6), **Ref** 1 (+7) , **Will** 1 (-2)

Spd 36 ft.; fly 90 ft.
Melee Sting +3 (3d8+4)
Base Attack +3
Attack Options None
Special Attacks *Sting* [Damage 3d8; Burning (2 HP/round for 5 rounds on damage), Penetrating (Armour -10); Melee, Toxic]

Abilities Str 6, Dex 18, Con 15, Int --, Wis 5, Cha 6 [23 CP]
Attributes Armour +1, Defence Combat Mastery +4, Flight +2, Heightened Awareness +4, Heightened Senses (vibration detection) +1, Massive Damage (sting) +2, Special Attack "Sting" +2, Special Movement (Wall-Crawling) +2 [39 CP]
Feats Dodge, Lightning Reflexes
Skills None

This is simply a large, aggressive dragonfly.

Flan

Medium 1st-Level Ooze [53 Discretionary CP]
Init +0; **Senses** Listen -1, Spot -1

AC 0; Dodge
DR 0 (8 vs. Ice/cold; 16 vs. Water)
HP 10 (1d10+4)
Fort 0 (+4) , **Ref** 0 (+0) , **Will** 0 (-1)
Special Traits: Ooze [Immune to poison, sleep, paralysis, stun; immune to disease, death, necromantic effects; not subject to critical hits or subdual damage] [4 CP]

Spd 30 ft.
Melee +0 (1d4+3)
Base Attack +0
Attack Options Elasticity (+1 Unarmed Attack/Defence for grapples), Tentacles (+2 Unarmed Attack/Defence for wrestle maneuver; -1 opponent's AC)
Special Attacks *Water* [Damage 2d8; Water Affinity; Slow (1 combat action to ready)]

Abilities Str 16, Dex 10, Con 18, Int --, Wis 8, Cha 6 [29 CP]
Attributes Armour (Optimised, Ice/cold) +1, Armour (Optimised, Water) +2, Elasticity +1, Natural Weapons (Tentacles) +1, Rejuvenation (recover hit points, Water damage) +1, Special Attack "Water" +1 [20 CP]
Feats Dodge
Skills None

The flan is a strange ooze creature that comes in many forms and colors. While most are nearly harmless to experienced adventurers, some are quite deadly and nearly impossible to harm without magic or similar methods.

Gnoll

Large 8th-Level Monstrous Humanoid [72 Discretionary CP]
Init +1 (+1 Dex); **Senses** awareness (+4 to notice), infravision, ultrasonic hearing; Listen +0, Spot +0

AC 0 (-1 Size, +1 Dex)
DR 4
HP 44 (8d8+8)
Fort 2 (+5), **Ref** 6 (+7), **Will** 6 (+6) ; Mind Shield (+6 Will save vs. mind invasion)

Spd 52 ft.

Melee bite +8/+3 (1d4+9); or Gnoll Rush +8 (3d8 +1); or +8/+3 lode axe (1d10+7)
Base Attack +8
Attack Options Block Ranged Attacks, Deflection (no damage to shield), Grapple (free with damaging bite attack), Power Attack
Special Attacks *Gnoll Rush* [Damage 3d8; Penetrating (Armour -10); Melee]

Abilities Str 23, Dex 13, Con 17, Int 9, Wis 10, Cha 7 [40 CP]
Attributes Armour +1, Enhanced Strength (+10 Str) +5, Heightened Awareness +2, Heightened Senses (Type II; infravision, ultrasonic hearing) +2, Invisibility (darkvision, sight) +2, Massive Damage +1, Mind Shield +3, Natural Weapons (fangs) +1, Personal Gear +1, Special Attack "Gnoll Rush" +1 [34 CP]
Defects Limited Use/Ongoing: Enhanced Strength (1min. rest for every min.) 1 BP, Unreliable Power: Invisibility (DC 14) 1 BP [-2 BP]
Feats Block Ranged Attacks, Deflection, Power Attack
Skills Intimidation 4 (+2), Move Silently 4 (+5), Survival 3 (+3)
Gear buckler (shield, AV: 4), lode axe (1d10; Muscle-Powered; Melee)

These jackal-headed humanoids are vicious and aggressive tricksters.

Goblin

Medium 2nd-Level Monstrous Humanoid [53 Discretionary CP]
Init +3 (+3 Dex); **Senses** awareness (+4 to notice); Listen -1, Spot -1

AC 5 (+3 Dex, +2 Defence Combat Mastery)
DR 0
HP 17 (2d10+6)
Fort 0 (+3), **Ref** 3 (+6), **Will** 3 (+2)

Spd 48 ft.
Melee Goblin Punch +4 (1d8+2); or unarmed +5 (1d6+2 stun)
Base Attack +4
Attack Options Power Attack
Special Attacks *Goblin Punch* [1d8; Muscle-Powered, Penetrating (Armour -10); Melee]

Abilities Str 15, Dex 16, Con 17, Int 6, Wis 8, Cha 8 [35 CP]
Attributes Attack Combat Mastery +2, Defence Combat Mastery +2, Feat, Heightened Awareness +2, Special Attack "Goblin Punch" +1 [18 CP]
Feats Brawl, Power Attack
Skills Intimidation 4 (+3), Survival 1 (+0)

Goblins tend to be craven, greedy, and selfish. In large numbers, however, they also prove to be dangerous.

Goblin Mage

Medium 6th-Level Monstrous Humanoid [65 Discretionary CP]
Init +3 (+3 Dex); **Senses** awareness (+4 to notice); Listen +1, Spot +1

AC 3 (+3 Dex); Dodge
DR 0
HP 51 (6d10+18)
EP 29 (6d2+20)
Fort 2 (+5), **Ref** 5 (+8), **Will** 5 (+6)

Spd 48 ft.
Melee Goblin Punch +6 (1d8+5); or unarmed +7/+2 (1d6+5 stun)
Ranged +6 Thundara (4d8+2, 15' area)
Base Attack +6
Attack Options Power Attack
Special Attacks *Goblin Punch* [1d8; Muscle-Powered, Penetrating (Armour -10); Melee]; *Thundara* [Damage 4d8; Lightning Affinity, Area Effect (15', Ref save DC 16 for half damage); Short Range, Slow (one combat action to ready)]

Abilities Str 16, Dex 16, Con 17, Int 11, Wis 12, Cha 12 [42 CP]
Attributes Energy Bonus +1, Heightened Awareness +2, Magic +2, Massive Damage +1, Sixth Sense +1, Special Attack "Goblin Punch" +1 [20 CP]
Magic Force Field "Protect" (protects character; -10 damage; 2 EP) +1, Invisibility "Vanish" (sight; 2 EP) +1, Metamorphosis "Might" (+2 Strength, one minute; 1 EP) +1, Special Attack "Thundara" (6 EP) +3
Feats Brawl, Dodge, Power Attack
Skills Intimidation 4 (+5), Knowledge (Arcana) 4 (+4), Sense Motive 4 (+5), Survival 6 (+7)

Some goblins are graced with the gift of magic. These individuals inevitably become leaders and shamans.

Lamia

Medium 5th-Level Aberration [71.5 Discretionary CP, rounded down]
Init +4; **Senses** Listen +7, Spot +7

AC 4 (+4 Dex); Dodge
DR 0
HP 38 (5d8+10)
EP 38 (5d2+10+20)

Fort 1 (+3), **Ref** 1 (+5), **Will** 4 (+6)

Spd 54 ft.
Melee tail +3 (1d4+4 and -4 Initiative, resisted with opposed Dex check)
Base Attack +3
Attack Options Improved Trip
Special Attacks None

Abilities Str 15, Dex 18, Con 14, Int 14, Wis 14, Cha 15 [45 CP]
Attributes Energy Bonus +1, Healing +3, Magic +1, Mind Control +1, Natural Weapons (Tail Striker) +1, Rejuvenation (recover hit points, Water Damage) +1, Special Movement (Slithering) +1 [28 CP]
Magic Enhanced Strength "Might" (Strength +10, 3 EP) +5, Metamorphosis (3 EP) +1
Defects Achilles Heel (Lightning) 2 BP [-2 CP]
Feats Dodge, Improved Trip
Skills Bluff 8 (+10), Diplomacy 6 (+8), Knowledge (arcana) 4 (+6), Listen 5 (+7), Sense Motive 4 (+6), Spot 5 (+7)

The lamia is a woman whose lower body is that of a serpent. She uses her magical abilities to overcome and then devour the living.

Lizard Man

Medium 5th-Level Monstrous Humanoid [63.5 Discretionary CP, round down]
Init +1 (+1 Dex); **Senses** heightened taste (+4); Listen +0, Spot +0

AC 1 (+1 Dex)
DR 4 (20 vs. Water)
HP 57 (8d8+21)
Fort 1 (+4), **Ref** 4 (+5), **Will** 4 (+4)

Spd 39 ft.
Melee battle axe +5 (1d10+5); or bite +5 (1d4+2); claws +5 (2d4+5); or tail striker +5 (1d4+2 and -4 Init., opposed Dex check to resist)
Base Attack +5
Attack Options Cleave, Grapple (free with damaging bite attack), Power Attack
Special Attacks None

Abilities Str 20, Dex 13, Con 16, Int 10, Wis 11, Cha 10 [40 CP]
Attributes Adaptation (underwater) +1, Armour +1, Armour (Optimised, Water damage) +2, Damn Healthy! +3, Heightened Senses (Type I; taste) +1, Natural Weapons (Claws, Fangs, Tail Striker) +3, Personal Gear +1, Water Speed +1 [26 CP]
Defects Achilles Heel (Ice/cold) 2 BP, Achilles Heel (Lightning) 2 BP [-4 CP]
Feats Cleave, Power Attack
Skills Intimidation 4 (+4), Survival 8 (+8), Swim 4 (+9)

Gear battle axe (1d10; Muscle-Powered, Melee)

The ruthless lizard men are constantly battling with others for territory or goods.

Malboro

Huge 18ᵗʰ-Level Plant (This includes a +2 Effective Level for Plant Traits) [114 Discretionary CP]
Init -1 (-1 Dex); **Senses** vibration detection; Listen -1, Spot +5

AC -3 (-2 Size, -1 Dex)
DR 8
HP 168 (16d8+96)
Fort 10 (+18), **Ref** 5 (+4), **Will** 5 (+6)
Special Traits: Plant [Immune to poison, sleep, paralysis, stun; Immune to all mind-influencing effects; Not subject to critical hits or subdual damage]
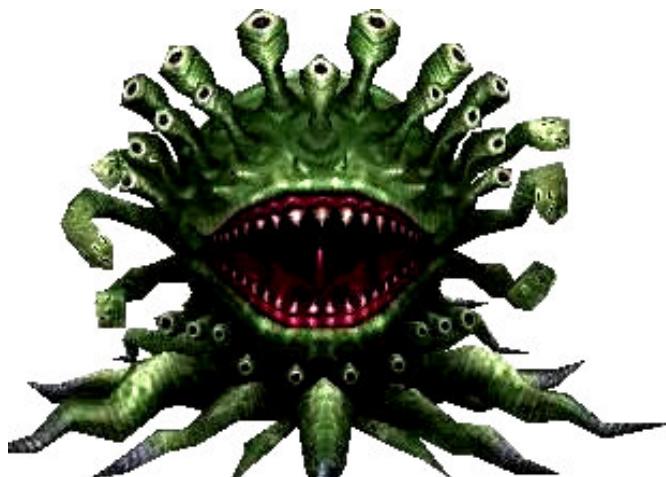
Spd 40 ft.
Melee bite +12/+7/+2 (1d4+10 and grapple); or tentacles +12/+7/+2 (1d4+10, stun, -1 AC to targets)
Ranged "Bad Breath" +12 (25' radius)
Base Attack +12
Attack Options Accuracy, Blind-Fight, Cleave, Power Attack, Tentacles (+2 unarmed attack/defence while wrestling, -1 AC to targets)
Special Attacks *Bad Breath* [Damage 2d8 (None); Area Effect (25' radius, Ref save DC 20 for half-effect, Flare (blindness, Fort save DC 20 to resist), Incapacitating (Petrify, Fort save DC 20 to resist), Linked Metamorphosis (Fort save DC 20 to resist); No Damage, Short Range (50'), Toxic]

Abilities Str 27, Dex 8, Con 23, Int 8, Wis 8, Cha 6 [40 CP]
Attributes Armour +2, Extra Arms +3, Heightened Senses (Type II; vibration detection) +1, Immunity (poison) +3, Metamorphosis +2, Natural Weapons (Fangs, Tentacles) +2, Special Attack "Bad Breath" +5 [74 CP]
Feats Accuracy, Blind-Fight, Cleave, Great Fortitude, Iron Will, Power Attack
Skills Intimidate 8 (+6), Sense Motive 5 (+4), Spot 6 (+5)

The fearsome malboro is a strange, evil plant that must feed on living creatures to survive. It can exude a powerful, toxic substance that can have a wide variety of negative effects.

Mandragora

Small 7th-Level Plant (This includes a +2 Effective Level for Plant Traits) [65 Discretionary CP]
Init +1 (+1 Dex); **Senses** Listen -1, Spot -1

AC 3 (+1 Size, +1 Dex, +1 Defence Combat Mastery); Dodge; Extra Defences +1
DR 0
HP 23 (5d8)
Fort 4 (+4), **Ref** 1 (+2), **Will** 1 (+0)
Special Traits: Plant [Immune to poison, sleep, paralysis, stun; Immune to all mind-influencing effects; not subject to critical hits or subdual damage]

Spd 5 ft.
Melee tentacles +3 (1d4+3)
Base Attack +3
Attack Options Improved Trip, Tentacles (+2 attack/defence while wrestling, -1 target's AC)
Special Attacks None

Abilities Str 16, Dex 13, Con 10, Int 3, Wis 8, Cha 10 [30 CP]
Attributes Defence Combat Mastery +1, Extra Defences +1, Immunity (Water damage) +3, Metamorphosis "Shriek" (only Physical Impairment: mute 2 BP, Sensory Impairment: diminished hearing 1 BP) +1, Natural Weapons (Tentacles) +1 [35 CP]
Defects Physical Impairment (Spd 5') 3 BP [-3 CP]
Feats Dodge, Improved Trip
Skills Intimidation 8 (+8)

The mandragora is a dangerous plant often prized by alchemists for its leaves.

Mimic

Medium 4th-Level Aberration [65 Discretionary CP]
Init +5 (+1 Dex, +4 Imp. Init.); **Senses** darkvision; Listen +2, Spot +2

AC 1 (+1 Dex)
DR 12
HP 36 (4d8+20)
Fort 1 (+6), **Ref** 1 (+2), **Will** 4 (+6); Mind Shield (+6 vs. mental invasion)

Spd 36 ft.
Melee bite +3 (1d4+5)
Base Attack +3
Attack Options Grapple (free with damaging bite attack), Sneak Attack (+1d6)
Special Attacks None

Abilities Str 15, Dex 12, Con 20, Int 7, Wis 14, Cha 6 [37 CP]

Attributes Alternate Form (Cosmetic Changes) +4, Armour +3, Heightened Senses (darkvision) +1, Mind Shield +3, Massive Damage +1, Natural Weapons (Fangs) +1 [30 CP]
Defects Achilles Heel (Holy) 2 BP [-2 CP]
Feats Improved Initiative, Sneak Attack
Skills Disguise 7 (+5)

The mimic is a living creature that appears to be a perfectly mundane object (often a treasure chest). When living creatures draw near, however, it attacks.

Mindflare

Medium 8th-Level Monstrous Humanoid [72 Discretionary CP]
Init +1 (+1 Dex); **Senses** Sixth Sense (psychic); Listen +13, Spot +2

AC 1 (+1 Dex)
DR 0
HP 36 (8d8)
EP 52 (8d2+40)
Fort 2 (+2), **Ref** 6 (+7), **Will** 6 (+10); +6 Will saves vs. mind-influencing effects

Spd 39 ft.; swim 18 ft.
Melee tentacles +8/+3 (1d4+3, -1 target's AC)
Ranged "Mind Blast" +3 (1d8 and Mind Control, AC = Will save)
    Base Attack +8
     Attack Options Tentacles (+2 attack/defence while wrestling, -1 target's AC)
      Special Attacks *Mind Blast* [Damage 1d8; Linked Mind Control, Mind Attack (Int attack vs. Will save Def); No Damage, Short Range (50'), Static]

        Abilities Str 12, Dex 13, Con 11, Int 16, Wis 14, Cha 10 [38 CP]
          Attributes Adaptation (underwater) +1, Energy Bonus +2, Magic +2, Mind Control +2, Mind Shield +3, Natural Weapons (Tentacles) +1, Sixth Sense (psychic) +1, Water Speed +1 [34 CP]
          Magic (20 MP) Flight "Fly" (2 EP) +1, Force Field "Protect" (self, DR 20; 2 EP) +2, Special Attack "Mind Blast" (6 EP) +3
        Feats Dodge, Iron Will, Silent Spell
     Skills Diplomacy 11 (+11), Intimidation 11 (+11), Listen 11 (+13), Sense Motive 11 (+13), Swim 11 (+12)
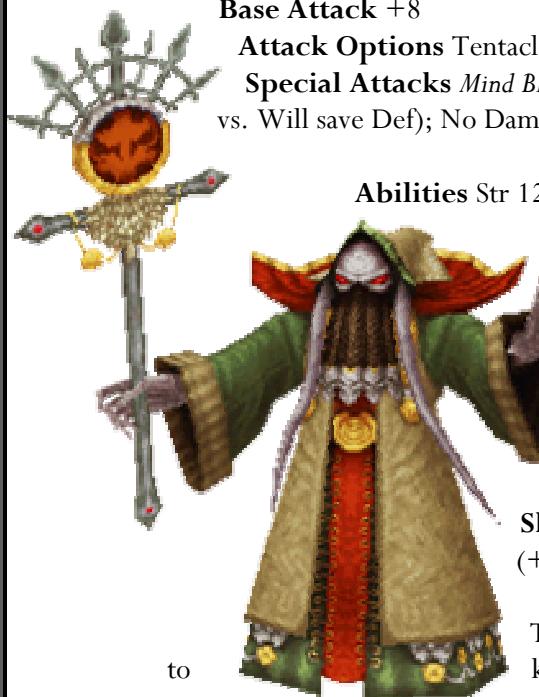
These tentacled, squid-headed humanoids use their psychic powers to kidnap and enslave other creatures.

Myconid

Medium 12th-Level Plant (This includes a +2 Effective Level for Plant Traits) [91 Discretionary CP]
Init +5 (Dex); **Senses** Listen +1, Spot +2

AC 9 (+5 Dex, +4 Defence Combat Mastery); Dodge
DR 8
HP 85 (10d8+40)
Fort 7 (+11), **Ref** 2 (+7), **Will** 2 (-1)
Special Traits: Plant [Immune to poison, sleep, paralysis, stun; Immune to all mind-influencing effects; Not subject to critical hits or subdual damage]

Spd Fly 18 ft.
Melee *attack form* (*damage/effect*)
Ranged *attack form* (*damage/effect*)
Base Attack +7
Attack Options Cleave, Great Cleave, Power Attack
Special Attacks *Blizzara* [Damage 3d8; Ice Affinity, Area Effect (10', Ref save DC 14 for half damage); Short Range (50'), Slow (1 combat action to ready)]; *Spore* [Damage 4d8; Burning (5 damage/round, 5 rounds), Indirect (-2 attack), Spreading (-1 target AC; max 5 targets); Short Range (50'), Toxic]; *Tremble Loose* [Damage 3d8; Area Effect (15', Ref save DC 16 for half damage); Toxic]

Abilities Str 16, Dex 20, Con 18, Int 3, Wis 5, Cha 4 [33 CP]
Attributes Armour +2, Defence Combat Mastery +4, Environmental Control "Spore Fog" (Darkness, partial) +2, Extra Attacks +1, Flight +1, Massive Damage (Spikes) +3, Natural Weapons (Spikes) +1, Special Attack "Spore" +5, Special Attack (Secondary) "Blizzara" +2, Special Attack (Secondary) "Tremble Loose" +3 [62 CP]
Defects Achilles Heel (Fire) 2 BP, Achilles Heel (Wind) 2 BP [-4 CP]
Feats Cleave, Dodge, Great Cleave, Power Attack
Skills Balance 4 (+9), Listen 4 (+1), Spot 5 (+2)

A deadly, spiked, flying mushroom, the myconid is widely avoided by the wise.

Nymph

Medium 5th-Level Fey [70 Discretionary CP]
Init +3 (+3 Dex); **Senses** darkvision; Listen +0, Spot +0

AC 5 (+3 Dex, +2 Defence Combat Mastery)
DR 0
HP 22 (5d6)
EP 28 (5d2+20)
Fort 1 (+1), **Ref** 4 (+7), **Will** 4 (+4)

Spd 48 ft.

Melee unarmed +2 (1d4-1)
Ranged Watera +2 (4d8, 15' radius)
Base Attack +2
Attack Options Sneak Attack (1d6)
Special Attacks *Watera* [Damage 4d8; Water Affinity, Area Effect (15', Ref save DC 16 for half damage); Short Range (50'), Slow (1 combat action to ready)]

Abilities Str 9, Dex 16, Con 11, Int 14, Wis 10, Cha 18 [39 CP]
Attributes Art of Distraction +3, Defence Combat Mastery +2, Energy Bonus +1, Healing +2, Heightened Senses (Type II; darkvision) +1, Magic +3 Telekinesis (wood, sculpting) +2 [35 CP]
Magic Environmental Control "Midnight" (darkness, total; 2 EP) +2, Mind Control "Silent Kiss" (6 EP) +2, Projection (hearing; 1 EP) +2, Special Attack "Watera" (6 EP) +3
Defects Achilles Heel (Fire) 2 BP, Achilles Heel (Shadow) 2 BP
Feats Combat Martial Arts, Sneak Attack
Skills Bluff 8 (+12), Diplomacy 8 (+12), Hide 8 (+11), Knowledge (nature) 8 (+10), Move Silently 8 (+11), Seduction 8 (+12), Survival 8 (+8), Wilderness Tracking 8 (+8)

Nymphs traverse the wilds, doing whatever strikes their fancy. Sometimes they will seduce or kidnap wandering humans. Other times, they might lure them into dangerous situations.

Ochu

Large 8th-Level Aberration [83 Discretionary CP]
Init +1 (+1 Dex); **Senses** darkvision, vibration detection; Listen -1, Spot -1

AC 0 (+1 Dex, -1 Size)
DR 12
HP 155 (10d8+110)
Fort 2 (+14), **Ref** 2 (+3), **Will** 6 (+5)

Spd 4 ft.
Melee "Poison Thorn" + 6 (none); spiked tentacles +6/+1 (2d4+8)
Base Attack +6
Attack Options tentacles (+2 unarmed attack/defence in wrestling; -1 AC to targets)
Special Attacks *Poison Thorn* [Damage 6d8 (None); Burning (4/round), Drain Body (-8 Dex); Melee, No Damage]

Abilities Str 27, Dex 13, Con 30, Int 4, Wis 9, Cha 7 [45 CP]
Attributes Armour +3, Damn Healthy! +3, Heightened Senses (Type II; darkvision, vibration detection) +2, Natural Weapons (Spikes, Spines, Tentacles) +3, Regeneration +1, Special Attack "Poison Thorn" +4 [39 CP]
Defects Achilles Heel (Fire) 2 BP, Physical Impairment (1/10 Speed) 3 BP [-5 CP]
Feats Cleave, Great Fortitude, Power Attack
Skills Intimidation 4 (+2), Survival 7 (+6)

The ochu appears to be a plant, though in reality, it is something even more alien, a creature so covered in filth, moss and grime that these things infuse its very body.

Sahagin

Medium 8th-Level Monstrous Humanoid [72 Discretionary CP]
Init + 2 (+2 Dex); **Senses** darkvision; Listen +0, Spot +0

AC 2 (+2 Dex)
DR 0 / 6 with armour (+2 Ice/cold)
HP 52 (8d8+16)
Fort 2 (+4), **Ref** 6 (+8), **Will** 6 (+6)

Spd 42 ft.; swim 18 ft.
Melee spear +8/+3 (1d10+1)
Ranged "Water Geyser" +8 (3d8)
Base Attack +8
Attack Options Power Attack
Special Attacks *Water Geyser* [Damage 3d8; Water Affinity; Limited Shots (six attacks), Short Range (50')]

Abilities Str 13, Dex 14, Con 14, Int 10, Wis 11, Cha 8 [35 CP]
Attributes Adaptation (high pressure, intense cold, underwater) +3, Heightened Senses (Type II; darkvision) +1, Immunity (Water) +3, Personal Gear +1, Special Attack "Water Geyser" +1, Water Speed +1 [42 CP]
Defects Achilles Heel (Fire) 2 BP, Vulnerability (intense heat, no Attributes usable) 3 BP
Feats Armor Proficiency (light, medium), Power Attack
Skills Jump 5 (+6), Intimidation 6 (+5), Sense Motive 5 (+5), Swim 6 (+7)
Gear sahagin plate (AV 6, -4 check penalty), spear (1d10; Muscle-Powered, Melee)

The amphibious sahagin are warlike and territorial, leaving their dark underwater cities only to raid settlements for slaves or wealth.

Sand Scorpion

Medium 5th-Level Vermin [72.5 Discretionary CP, rounded down]
Init +7 (+3 Dex, +4 Impr. Init.) ; **Senses** awareness (+6 notice); Listen + , Spot +

AC 3 (+3 Dex)
DR 8

HP 38 (5d8+15)
Fort 4 (+7), **Ref** 1 (+4) , **Will** 1 (-1)

Spd 51 ft.
Melee bite +4 (1d4+6 and grapple); or claws +4 (2d4+4); or tail strike +4 (1d4+6 and -4 Init., opposed Dex check to resist; +1d8 and 4 additional HP per round "Poison Needle")
Base Attack +4
Attack Options None
Special Attacks *Poison Needle* [Damage 1d8; Burning (4/round, 5 rounds); Linked (tail strike)

Abilities Str 18, Dex 17, Con 16, Int --, Wis 7, Cha 4 [31 CP]
Attributes Armour +2, Extra Attacks +1, Heightened Awareness +3, Natural Weapons (Claws, Mandibles, Spines, Tail Striker) +4, Special Attack "Poison Needle" +4, Special Movement (Wall-Crawling) +2 [41 CP]
Feats Endurance, Improved Initiative
Skills None

These large scorpions prowl the deserts, killing and eating what they can.

Skeleton
Medium 6th-Level Undead (This includes +2.5 Effective Level for Undead Traits) [62 Discretionary CP]
Init +0; **Senses** darkvision; Listen -1 , Spot -1

AC 2 (+2 Defence Combat Mastery); Extra Defences +1
DR 0 / 6 with armour
HP 26 (4d12)
Fort 1 (+1), **Ref** 1 (+0), **Will** 4 (+3)
Species Traits: Undead [Immune to poison, sleep, paralysis, stun; immune to disease, death, necromantic effects; immune to mind-influencing effects; cannot heal by conventional methods (requires negative energy); not subject to critical hits or subdual damage; not subject to Ability damage/drain or energy drain; automatic Fort saves unless effect can target objects]

Spd 24 ft.
Melee "Knife Hand" +2 (4d8+2); or broad sword +2 (1d8+7)
Ranged "Throw Soul" +2 (3d8+2)
Base Attack +2
Attack Options Extra attack
Special Attacks *Knife Hand* [Damage 4d8; Penetrating (Force Field -10); Melee]; *Throw Soul* [Damage 3d8; Short Range]

Abilities Str 20, Dex 8, Con --, Int --, Wis 8, Cha 6 [21 CP]

Attributes Armour +1, Defence Combat Mastery +2, Extra Attacks +1, Extra Defences +1, Heightened Senses (Type II; darkvision) +1, Massive Damage +1, Personal Gear +1, Regeneration +1, Special Attack "Knife Hand" +3, Special Attack (Secondary) "Throw Soul" +2 [40 CP]
Defects Achilles Heel (Fire) 2 BP; Achilles Heel (Holy) 2 BP [-4 CP]
Feats Armour Proficiency (light and medium)
Skills None
Gear broad sword (Damage 1d8; Muscle-Powered; Melee); rusted heavy armor (AV 6, -4 check penalty)

Animated remains of the long-dead, skeletons are a favored tool of dark wizards and necromancers.

Soldier

5th-Level Medium Humanoid [72.5 Discretionary CP, rounded down]
Init +1 (+1 Dex); **Senses** Listen +0, Spot +4

AC 4 (+1 Dex, +3 Defence Combat Mastery)
DR 0 / 6 with armour
HP (8d8+16)
Fort 1 (+3), **Ref** 4 (+5), **Will** 1 (+1); +3 vs. sleep effects

Spd 39 ft.
Melee broad sword +3 (1d8+3, +1d8 "Practiced Edge")
Base Attack +3
Attack Options Extra Attacks +1
Special Attacks *Practiced Edge* [Damage 1d8; Linked (weapon attack)]

Abilities Str 17, Dex 13, Con 15, Int 10, Wis 11, Cha 8 [37 CP]
Attributes Damn Healthy! +3, Defence Combat Mastery +3, Extra Attacks +1, Personal Gear +1, Special Attack "Practiced Edge" +3, Special Defence (Sleep) +1 [35 CP]
Feats Armour Proficiency (light and medium)
Skills Intimidation 4 (+3), Jump 4 (+3), Knowledge (military sciences) 4 (+4), Spot 4 (+4)
Gear broad sword (1d8; Muscle-Powered; Melee); bronze armor (AV 6, -4 check penalty); bronze shield (AV 5); 2 potions (recover 10 HP)

The experienced soldier can be found in nearly any army.

Tonberry

Small 18th-Level Monstrous Humanoid [104 Discretionary CP]
Init -1 (-1 Dex); **Senses** awareness (+6 to notice); Listen +2, Spot +2

AC 1 (+1 Size, -1 Dex, +1 Defence Combat Mastery); Dodge, Extra Defences +1
DR 12

HP 173 (23d8+69)
Fort 6 (+11), **Ref** 11 (+10), **Will** 11 (+15); (+6 saves vs. Metamorphosis)

Spd 16 ft.
Melee "Everyone's Grudge" +18 (3d8, 15' radius); or "Knife" +18 (9d8)
Base Attack +18
Attack Options Accuracy, Blind-Fight, Extra Attacks +1
Special Attacks *Knife* [Damage 9d8; Penetrating (Armour - 20); Melee, Slow (three attack actions to ready)]; *Everyone's Grudge* [Damage 3d8; Area Effect (15' radius, Ref save DC 16 for half damage), Linked Metamorphosis; Melee]

Abilities Str 10, Dex 8, Con 17, Int 9, Wis 14, Cha 14 [30 CP]
Attributes Armour +3, Damn Healthy! +5, Defence Combat Mastery +1, Extra Attacks +1, Extra Defences +1, Heightened Awareness +3, Item of Power "Knife" (easy to lose, usable only by tonberries) +6, Item of Power "Lantern" (easy to lose, usable only by tonberries) +3, Special Defence (Metamorphosis) +2 [74 CP]
Item of Power "Knife" (30 CP) Highly Skilled (+4 Ranks Intimidation) +2, Special Attack "Knife" +7
Item of Power "Lantern" (15 CP) Environmental Control (Darkness, total) +1, Environmental Control (Light) +1, Metamorphosis +2, Special Attack (Secondary) "Everyone's Grudge" +3
Defects Achilles Heel (Ice) 2 BP [-2 CP]
Feats Accuracy, Blind-Fight, Dodge, Endurance, Great Fortitude, Iron Will
Skills Intimidation 8 (+10)/12 (+14), Move Silently 8 (+7), Sense Motive 5 (+7)

These odd, diminutive creatures haunt subterranean caverns and similar dark places with their knives and lanterns. They kill with surprising efficiency.

Troll
Large 10th-Level Monstrous Humanoid [73 Discretionary CP]
Init +0; **Senses** infravision; Listen -1, Spot -1

AC -1 (-1 Size)
DR 8
HP 155 (10d10+100)
Fort 3 (+13), **Ref** 7 (+7), **Will** 7 (+6)

Spd 44 ft.
Melee bite +10/+5 (1d6+17 and grapple); or claws +10/+5 (1d6+1d4+15); or troll spear (1d10+15)
Base Attack +10
Attack Options Cleave, Great Cleave, Power Attack
Special Attacks None

Abilities Str 29, Dex 11, Con 30, Int 6, Wis 8, Cha 6 [45 CP]
Attributes Armour +2, Heightened Senses (Type II; infravision) +1, Natural Weapons (Fangs, Claws) +2, Personal Gear +1, Massive Damage +3 [28 CP]
Feats Brawl, Cleave, Great Cleave, Power Attack
Skills Intimidation 9 (+7), Survival 4 (+3)
Gear troll shield (AV 8); troll spear (1d10; Muscle-Powered; Melee)

The massive, bestial trolls seem almost naturally hateful. As a matter of course, they terrorize settlements, stealing, robbing and maiming where they can.

Zuu

4th-Level Huge Magical Beast [59 Discretionary CP]
Init +1 (+1 Dex) ; **Senses** heightened vision (+8); Listen -2, Spot +5

AC -1 (-2 Size, +1 Dex)
DR 4
HP 43 (5d8+20)
Fort 4 (+8), **Ref** 4 (+5), **Will** 1 (-1)

Spd 65 ft.; fly 90 ft.
Melee beak +4 (1d4+10 and grapple), claws +4 (2d4+8)
Ranged "Aera Buffet" +4 (2d8, 15' radius)
Base Attack +4
Attack Options Accuracy
Special Attacks *Aera Buffet* [Damage 2d8; Air Affinity, Area Effect (15' radius, Ref save DC 16 for half damage), Penetrating (Armour -10); Short Range (50')]

Abilities Str 27, Dex 13, Con 18, Int 2, Wis 6, Cha 4 [35 CP]
Attributes Armour +1, Damn Healthy! +1, Flight +1, Heightened Senses (Type I; vision) +2, Natural Weapons (Beak, Claws) +2, Special Attack "Aera Buffet" +3 [26 CP]
Defects Achilles Heel (Air Damage) 2 BP [-2 CP]
Feats Accuracy, Endurance
Skills Spot 7 (+5)

Massive, razor-beaked birds, the zuu often take prey by surprise.

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