

Legion 0.313

What is role playing?

Role playing is when a couple of people get together and switch roles for the game in question. There needs to be at least two people, like for any game, and one and only one person may be the game master, unless you have a lot of people of course. So, you get together and create 'characters' for the 'movie'. The players may have at least one Character each and they will be told how to make them rather soon. These characters have values for their characteristics.

So the game master will tell you what the scene is and the players interact with their descriptions of the scene they are in. Their characters may have magical powers though if they are made with them. Any rule that doesn't make sense may be ignored, and if you don't have dice you may make things up on a six sided dice, grab a rpg dice bot off the net, or just use common sense. Any rules found in here can be changed or ignored by the game master.

First, I want to show you the rules, as it is pivotal you understand them before you play, but, if you game master says so, skip them all or some of them to make the game better.

Now, the game master is like the director of the story or movie, and the players are the actors. The difference is that there is no script, other than the story planned by the game master or director for the players to stumble upon. The players are nearly completely free to do as they please, within the game limits that have been agreed upon before the game commences.

Game setting

This game is set in the near future, as the remains of the neo Nazis have all gone into science. They collaborated like a beast possessed to make inroads in harnessing magic through science, and worked on secret projects they kept away from prying eyes inside the very laboratories they worked in.

Before they unleashed the magic, they were never asking if they should, but rather dreamed of the 'uber human', and dreamed of being these beings. What happened was that they unleashed a magical torrent, one stored up over the centuries just before the supposed appearance of Jesus Christ, one that was put aside so that the people could be tested, and it shot out over all of humanity. Of course, some people were sick or hungry, and they were killed by the energy, as it was too much for their bodies to handle. People in hospitals were also set back for recovery, but, the average first world person was just endowed with magic.

People were screaming. They looked into mirrors all over the place and saw great changes in themselves. The scientists thought that they had made a great success and came to the fore to receive their thanks. The resulting chaos was too much for them, and they thought better of it. They returned to their illuminate masters and said they had achieved it, but it took about three weeks for the chaos to subside, as people were still hungry and wanted to watch television. Imagine a world where everybody has special abilities, like comic book heroes?

But then began the cleansing of earth. The politicians wanted to cleanse the world of all that were unclean, and they were supported in their efforts. No more of the cleansing of deportations, more like the inquisition. Anybody found to be a savage or murderer, a thief, a scoundrel of any sort, was put to the sword. Hangings were common in the big city and small town alike.

But then began the peer ship. The unclean found each other, and they fought back. This time was so confusing on the outskirts of town, as they just wanted to be left alone and live, but were subjected to the racism of the new world. The unclean were those that displayed their mastery of fireballs or mental slavery to others. They believed they deserved a second chance, and of course the law abiding decided that they did not.

The Nile was awash with problems, as nearly all the crocodiles were transformed into dragons. Their D.N.A. was soundly still prehistoric so they were lifted to this better being. Them and cockroaches were transformed, the latter into biting creatures. Thankfully, they were not made bigger or anything,

but their new desire for the meat of men was quite disturbing. People tried to clear the cities of them, but they were too many, so they had to bomb the sewers with nerve gas. This resulted in more deaths and some of the nerve gas came up through the sewers into the houses of the people trying to kill them. They of course died a horrible death.

Now, everybody works, well, those that can find work, dragons and roaches remain; the Illuminati hates the world they have created and looks for people to put an end to the wars between the clean and the unclean. It is up to your game master or director to decide which races are clean and unclean in their game and to set up what each thinks of each.

All the players should be unemployed and looking to make a way in this new world. If they want to kill all of the unclean, kill some roaches, or pursue politics, or all of the above, then that should be stated in the beginning of the adventure.

The players go out and plot and resolve conflicts, either personally, or for the city or country. Well, some do, some go out and try to claim power of some sort.

--Game master guide--

After the characters are created there might be some questions on how to start and what to do. It is up to the game master to set the mood and things of the world they are in. Remember the game master has the final say in what can and cannot happen. It's also up to the game master what they find when they look around and what the reactions from the other people in the story are. Game masters, or GMs can make any rule they want to, or change, add or take away anything at any time. It is advised they give a reason for this, as it might upset the players.

Making a map for your world might take a while, so I suggest you make it in writing first. Each town should have a bar to drink, socialise, find quests and sleep in. There should be a few characters in the town for them to interact with as well. I would suggest a barman, a veteran soldier maybe and a barmaid. There should always be an equipment shop too. Then there should be a barracks for the soldiers to rest in and also a mayor inside the city hall. There could be a mystic there as well, someone that helps them with divining powers so they will have a heads up on anything they might need to do. A sage, or, an old man that knows a lot about the area is also recommended. There should be at least one farm on the outside of the city. There should be a library, a school, a doctor, a workshop, a jail and a map maker or seasoned scout. You could actually pull out a real map for the players. Great success! If it is set in space, they should have a ship with all the necessary rooms in it. There could be Medical, piloting, farms, energy generators, workshops, labs and sleeping quarters too. These are some of the things that I use in my games.

Now that you have designed your village, town, city or space station, you can draw it out for your players, but that might not be for you as a game master. You could just use your imagination, after all. Please think of it as a 'movie' being made. The game master is the director and set designer and extras, and the players are actors or heroes of the 'movie'.

--Personality--

The personality depends on what the players see in the character. The more they play out their personality they might decide to give them extra adventure points. If they act one way, then another, there is no set personality for their character and they will not receive adventure points for playing from this. Every time they do something that is out of character, the game master might want them to explain why they want to do this, and alert them that it is out of character, but I hope they are never forced to do anything they don't normally want to do. The game master should alert the players as to how they see the character as the personality develops. The more the GM understands the personality, the more they can plan ahead for them. This rule does not have to be played if people decide not to use it; I suggest a group vote for it.

--Quests--

Adventures

When they meet a new person, or 'extra' controlled by the game master, they should get a new quest if they talk for long enough. There might be a problem if they talk to someone that speaks a different language to them, but that is up to the GM. They never have to take the quest. Good quests for getting into the game would be to get something for someone, like a strange fruit in the forest or swamp far away. They may stray off course a little, but that would mean they would take longer to complete the quest, or find a new quest. If they complete a quest they should get some money, items and status, as well as added quest adventure points. The adventures may be as long or as short as the game master desires, or until the players give up. The game master is supposed to get the players to go along with their plan with hooks and incentive.

Sub quests

When the players stray off course they might gain a new mission to do. If they were to meet someone else along the way they might try to help them or not. They might also be thrown into a new world where they try to get back on track. They might be drawn into a village being raided, maybe into a new quest that links up with the one they are in, or maybe a person wanting something else from them or offering a new of looking at things. Then they might want to complete the sub quest, and receive adventure points or items for it.

Scenes

At any time the GM may set the scene as they see fit. They may make them, while travelling, stop in a meadow for any given reason and explain it to them. This is an opportunity to play out their character more for the sake of impressing the GM with how much they can act as another person given a chance to act 'freely'. They might be able to investigate the area. They might otherwise do something their type of character will do as often as possible from then on. Depending on their personality they might play out with the other players a mock encounter where they pretend to socialise from their characters point of view. This is an opportunity to take a break from the quest and just relax a little, unless you want to discuss something for real among the players.

Freedom

If the players want to ignore all the quests they could just go another way and have a game where they just satisfy themselves. Instead of them trying to get something for someone else, they could decide to get it for themselves. On the way, they could find out something new, and go for that as well. This is a selfish way of playing, putting yourself before others and you will not receive adventure points for completing the quest or adventure due to awards, but will receive adventure points for each session still, hopefully. Some game masters are more flexible than others, but, usually, letting the players run amok will result in a mess, and no game master will want to direct it.

--Campaigns--

This is more than just an encounter or a quest. If you want to make a campaign it is a whole lot of content that will be written about each thing inside the world. These go on for many sessions usually. It is advised that in a campaign the GM keeps the characters going one of the ways they would like them to go, depending on the ways the GM thought the adventure should be played. If they want to give them options about what they should do that would suite this fine. The GM does a lot of speaking about the history of events that have taken place, and may drop a few hints into it as to how to deal with the problems. This could be destroyed though if the players find some loop holes in the story, so triple check all the details of your campaign, unless you are a veteran game master.

If you so wish, you could take control of the characters yourself. This would mean they will automatically move from place to place and answer questions the GM asks them, like yes and no for a completely stable campaign. The more freedom the characters have, the more they might undo the campaign. Going 'off road' might sound like fun, but battle after battle will get to them, and they will

return to the campaign eventually, bruised and battered. A campaign is more like an examination than a movie, as there is a right and wrong way to do things here, so, consider this a content based 'puzzle world'.

An example of a campaign, a very short one, would be like Cluedo. That game, if you have never heard of it, is about a murder mystery. There was a murder and there are clues as to who did it. There are a lot of options in this type of game, and there is a lot of content. I like to call a lot of content with a lot of clues confusing. Anyway, it is possible to solve it if you get the facts right, and the GM might decide to be merciful if it is too challenging.

In campaigns the GM will be able to create a vast world for themselves and the players to adventure in. It is suggested there be quest first before the campaign is launched because then the GM can gauge the attention span of all the players to see how much effort to put into it. Campaigns are not as flexible as quests. Typically, a game master should award more adventure points for the end of the adventure, which is a collection of quests and sessions.

--Riddles, puzzles and traps--

This is one of the favourite sections for any type of game master. Pretty simply you should plan these traps before you get to them. If you were want to ask other game masters what their ideas were and which ones were the hardest to overcome, you can swop these with other groups. You could also scour the internet or library to find content for your riddle. Players should get adventure points for each riddle they get right, as it is mental exercise. Adventure points for completing these tasks should be awarded at the end of the session.

Riddles

Riddles are usually asked by wise men in exchange for knowledge. The wise men I am talking about are usually obsessed with looking for a young person to learn something. They will always try to motivate people but like to see them submit to them so that they can feel clever about themselves. Anyway, the wise men could ask a riddle and the players could answer it hopefully after about five minutes. If you want to continue, then you need to improvise to end the scene. If everyone is having fun trying to answer the riddle, there is no rule saying that you cannot continue. A good way to make riddles is to work backwards. You take something that you think of as an answer to a good riddle, something that everyone has heard of, of course, and then you say what comes before that, added to key words to give them a chance to answer. For example, if you take the answer to your riddle as wine, you could work back from that to grapes, then to a grape vine, then to a seed. You then start with the seed, and ask them what a seed that intoxicates after maturing is called. I hope it works for you. This is very simple sometimes due to body language from the GM, or, could be made very difficult by making the riddle longer and adding more things that define the answer.

Puzzles

This is advised to be drawn onto paper for the players to look at properly. It could be a cave painting, a bunch of levers to lower a draw bridge, and so forth. It is advised that the GM makes sure that the players understand the puzzle, as it is not word based it is a physical problem and is based on the outlook of the scene. An example would be, for the draw bridge, that there are three levels to push up or down. There might be one up on the left, one down in the centre, and one up on the right. Seeing as how the draw bridge is drawn up, they could try reversing the lever combinations and hope it falls down. The trick here is will there be something bad happen if they get it wrong? This will make them more cautious of course, so the GM gets to see what they do to beat the system. Added to the puzzle are some hints, and the more time they take to solve it, if they do, then the more hints the GM will drop. The more hints the game master drops, the less adventure points they get for completing the puzzle.

Traps

These can be placed anywhere. It takes a relevant ambush or similar test to not fall into a trap. The players will be harmed if they fall for it and if they spot the trap, they may avoid it, unless it is something to be overcome, but then it would become a puzzle. For a trap you use **stats** to overcome

them or spot them from a distance.

--Non player characters, game master controlled characters, or extras--

The GM might want to feel like they are playing too, so may also make a character to travel with the players characters. They might also want to make some stationary characters in the towns. They may use as much detail as they want for their characters they make. They could also just make it up as they go along. These could be some of or all of the characters that the players meet. Monsters are always game master controlled characters.

So, the players control their characters and the game master controls everything else.

--Challenge--

The challenge of the scene is how difficult it is to overcome, be it a trap or a fight. Depending on how much the characters have done, and how hard it was to do, they get more adventure points at the end of the session.

Mercy

Sometimes the challenge of the scene is too much for the characters and swift action is required. They could be being attacked by a few monsters that are about to kill them. The GM, to save the characters for a while, might make a horde of allies come over the ridge towards them and scatter the monsters quickly, for example. This will save them from dying often. The game master might also add modifiers to the skill's test to make it easier.

Pummelling

If the scene is too easy, the GM might add challenge to the scene. If they want they could add some monsters, or bump the monsters up levels. They might also alter the dice rolls and let them hit when they should miss.

Veto

This is where the GM says that something will happen without a vote. It is advised that this be used sparingly, as it might upset the players if it happens too much. This could be overruling the mechanics of the game, and may be a real change to everything that is. If they say that something has changed, the players need to accept it, or ask why it has changed.

--Adventuring--

After each session you get adventure points and one or more growth points. If you use the rules as they appear here, you are guaranteed a growth point after each session, as well as a few adventure points, depending on how much you did, according to the game master. Remember for your race you only get three abilities to start with, all at level one. These you may advance or buy new ones of the race as you see fit.

Levels

Gaining levels of your class is done with growth points. After each session you gain one or more growth points. When you have as many growth points as you have levels you go up a level and gain as much health as your physique value. Each time you go up a level, you revert to zero growth points, so start to grow all over again. So, to get to level two, you need one growth point, and then to get to level three you need another two growth points starting from zero again.

Skill and ability upgrade

You will also gain adventure points to spend on your skills and abilities. The game master will decide

how many you have earned throughout the session. You should get a basic adventure point total of at least three, plus one to three for an effort you made to make the game better, plus a one to three point total for making the game more real, plus one to three to reflect the difficulty of the game session.

Raising statistics

You may raise your statistics like physique and the other eight by spending as many adventure points as the new value you are raising it to times by three. If you have a physique of five then you need to pay five times by three, making fifteen adventure points.

--Gods, the universe or nature, and the oracle--

Gods

The gods are very powerful beings. They can cast all the spells available and might come to the planet to have some fun. They can be found out with detect magic. While in carbon creature form they cannot be killed by any known means, maybe another god could kill them?

They want to play games with people because they are bored. They want to impress people so that they will pray to them more. They want to spread the word of their being there, and might sometimes reveal themselves to good natured beings, but never to neutral or evil characters. The gods here are not omnipotent as they would destroy each other due to paranoia, but they seem to get along well enough.

There are as many gods as the director or game master says there are. They may say there is only one god, and one devil, or any combination of them therein. The gods may speak to anyone any time they want through impulses or through the weather.

Nature or the universe

This is not a god, but is a gathering of consciousness from semi sentient beings to make a collective of reactions and opinions. The less intelligent the creature the more basic it's thoughts are, and thoughts are reactions to stimuli that they take in. Then they will be influenced more by their 'primal drive'. It is possible to dominate the forces of nature through willpower, but, everything linked up to the frequency of the universe will see the reactions interact with each other and maybe have shocking outcomes.

Nature is based on a one world consciousness too, as creatures will be affected by each reaction they feel or observe. Thoughts travel at the same speed in creatures, but we know that simple creatures do not have a conscious, that they do not ask questions. If you don't ask questions you follow the path of least resistance. Having a conscious is not about asking questions only though, as it is resistance from the creature. A person that finds themselves at a rotten bridge will stop and wonder about it. A child wouldn't even think about it if they were two, unaware of the world around them. Consciousness is an advanced fear complex that makes people ask why they are scared or is interested in the scene they are in. Does a whale have a conscious? That is because it has nothing to be scared of, of course.

The less you fear the more you become one with nature and the less resistance there is from you. Nature will respond to you often and you will feel enlightened by the workings of the world and the creatures in it. Worshipping nature will bring you closer to the truth, which some GMs might agree there is, and some might say there isn't. This 'entity' is savage and has no mercy, as mercy comes from resistance to the urge to be primal, which would be more like a two year old playing with a fat soft worm... merciless.

The oracle

The oracle that some characters speak with is not a god. It is a channel for communicating their problems for it to solve, as it has no guilty feelings because the gods all vote on what is right and then they cram that into the oracle. The oracle is also influenced by the universe or nature. They might still have their own opinions for their subjects, but when asked what is right or true they may let the oracle speak on behalf of the majority.

The oracle has an outlook on what is right, unlike Nature, who sticks to being primal. The oracle does

not resist the flow of information that much, but it is afraid of not answering correctly, as it is primal and content based with maternal instincts. It gathers information based on what it sees, and what it sees the question as from the point of view of the being. If it cannot answer the question it will ask for more details which it treats as a bonus for the character, not taking away from the total it gives them. Eventually it will be able to answer other questions at least which refer to the sub sections. If it cannot answer a question at all, it will explain why the question doesn't make sense, as any problem that can be posted, can be posted simply and clearly.

--Statistics--

The character has nine stats. For ease of use you may divide fifty points into your stats. They are all out of twelve, but, you can only raise them to ten when you start. Your stats are:

Physical stats are:	Mental stats are:	Spiritual stats are:
Physique	Willpower	Intuition
Reflexes	Intelligence	Harmony
System	Wisdom	Charisma

Physical

Physique is how healthy you are and how much you can get hurt, and how strong you are. This includes muscles and fitness.

Reflexes are how well you can do things with your hands and feet, like swinging a sword or firing a gun. This is about reactions too, how fast and how accurately.

System is how well you see, hear and smell as well as how healthy you are on the inside in your nervous system.

Mental

Willpower is how much willpower your character has, and how many spells or abilities they may use over a day in the game, more or less. The more willpower you have the more you can push your spells and abilities out into being. You may use as many abilities combined as you have willpower a day.

Intelligence is how quickly you learn and figure things out that are scientific, like maths and counting change, for example. For each point of intelligence you have you may subtract one point from the cost of learning a skill or raising it, to a minimum of one.

Wisdom is how much common sense your character has. Instead of working with the problem as it is, you may add ideas form other areas to help with the problem.

Spiritual

Intuition is how much sixth sense you have, or gut feeling about things. Trusting your gut will help you avoid ambushes, or set ambushes, amongst a lot of other things.

Harmony is how much you can handle stress and how many things you can do at once mentally and sometimes physically. This is also how many individual abilities you may learn.

Charisma is how much people want to talk to you, and their idea of how much they like you, at least as a first impression. This will also help you when you need people to like you, when you need to get their attention for some reason. It also helps people approach you first.

Those are your statistics. They are the most important to your character, as they always come into play when fighting or socialising or doing just about anything, and that is why they are so hard to raise.

--Checks--

Now you need to work out your checks or tests. Take the one value and add it to the other for the value of the check, which are rolled on a twenty sided dice, and you need to roll under it in the game. The game master may decide to ignore these rules and use common sense instead.

Stamina	Willpower + Physique	Judgement	Wisdom + Harmony
Medium	Intuition + Charisma	Search	Senses + Intelligence
Ambush	Senses + Wisdom	Conscious	Intuition + Harmony
Balance	Reflexes + Wisdom	Purity	Willpower + Harmony
Poison	Physique + Reflexes	Reaction	Reflexes + Intelligence
Morale	Willpower + Harmony	Social	Charisma + Intuition

--Skill and combat system--

The game master may overrule any of these rules and make it more, well, obvious. Combat is very important with this game. To use a skill simply roll under it and the associated statistic added together on a twenty sided dice with a roll of twenty always being a fail and a roll of one always being a pass. With physique characters do more damage with hand held weapons. For every three points of physique they deal an extra point of damage. When someone takes damage then they subtract the damage from their current health, but not their total health, as they may heal up again eventually. To test a skill, you must add the skill level you have earned to your relevant **statistic**, and roll under that on a twenty sided dice. If it is easier or harder than normal, then the game master will add to your roll for something that is harder, or subtract from your roll if it is easier.

Weapon or hand to hand attacks

When you wish to hit someone with your weapons, you must test your attack. You do this by adding your attack **skill level** to your **reflexes** and if you roll under that on a twenty sided dice, then you hit. If they try to dodge, they must spend action points to get out of the way, up to the game master, as they may be on grass, they may be on jungle ground, and so forth.

Dodging

To dodge you must spend as many action points as you wish to get out the way of an attack. If you decide to spend two action points to avoid an attack, you get harder to hit by two points. If you run out of action points, or, your dodging is interrupted by the next action, you retain that dodge bonus, but you must dodge again the next round to make yourself harder to hit by that many action points.

Magic

To try to cast spells in armour means the caster must make a stamina test to see if the spell works. The penalty to the test is equal to two for light armour, four for medium armour and eight for heavy armour. A caster requires a free hand to cast a spell. You may cast as many spells as you have **willpower** per day, recharging your energies the next day. You may know as many individual abilities as you have **harmony**. All abilities and powers are counted as magic.

Action points

You get your action points by adding your **reflexes** to your **wisdom**. These points get used up as you do things. Here is a sample list of suggested action points uses...To attack with a small weapon would cost three action points. To attack with a medium weapon would cost five action points. To attack with a large weapon would take eight action points. To cast a spell would take five action points. To run forward a few meters would take three action points. You get the idea I hope.

Now the person with the most action points has their turn, until they no longer have the most action points, then the person with the most may go. To hit your opponent you need to roll under your reflexes added to your weapon skill, I will say again.

Health

At the beginning of the game the players start with health equal to their **physique**. Each time the character goes up a level, add as much health to them as they have physique. If the character increases their **physique**, multiply the new **physique** by the level they are for the total.

Edge

You roll a percentile dice once at the beginning and then write down your edge. Your edge will let you know who goes first when the action points are tied. The person with the highest percentage for this when action points are tied goes first.

*** Help! I have no dice! ***

The dice may confuse you at first, and if you have never heard of them, count all the numbers on them to see which is which - remember to check all sides of the dice to get all the numbers. In the case you have no dice simply roll a six sided dice three times for a twenty sided dice, or twice for a twelve sided dice, and subtract one from the roll for a four sided dice. But, heaven help, if you don't even have a six sided dice, use common sense or opposition. With opposition you consider all the factors of the test and then come to a logical math based conclusion.

Races, paths, skills and other rules

In the world of legions there are nine races, and they interact with each other as the game master says they should. If the game master allows all the races that is, then they may all be chosen. The hybrids suffer a penalty as they may not take a path. It is assumed all the players characters get along, so that they may go on adventures together.

The characters get to pick abilities from their race and must pay the points for their racial powers to slot them. Every race may take three powers at level one when they begin play. They may not take these powers at any level other than one.

Then the paths are chosen. This reflects the character's role in the group. These grow upon growth points, as you go up levels and gain health you gain levels for spell like abilities for your path.

Then there are merits and flaws. To buy a merit you must have a flaw, and you keep these as long as your character lives. These are other rules for your character, like things that make them better for some con or other.

Race - Nexae

Nexae are a magical type of creature. They stand about five and a half feet tall and have bluish skin. They seek lives of solitude with their mates, and bring their children up to fend for themselves. They like to reside in the wilderness or in rural communities, subsistence farming being the order of the day. They tend towards vegetarianism, and are against killing things. Whenever they see another Nexae in need they will help them, falling over their own feet to save their brothers. The Nexae tend to construct huts or domes made of stained glass, as it keeps them safe from lightning in the turbulent weather that abounds nowadays. If you were to happen upon a Nexae, and not be a Nexae, they will probably probe you to see if you mean them harm, or have come to steal their crops. If you do, they will protect themselves, although being the most peaceful of all the legions of earth. Nexae have no need for electricity, as all their hardware is powered through their own being. They cannot make fire though, so they usually make lightning strike a pile of wood, and boil their food in ceramics over the fire. They shun technology, as it always interferes with their own energy, so, they will never have a microwave handy, and often when in the city avoid street lights.

Shape energy will allow them to bend energy into anything from a shield or temporary protective dome to a lightning bolt. When they have raised this ability to two, they may make a shield out of energy. When used as a shield it will offer as many armour points as they have levels in shape energy.

When they have shape energy at level five, they may make lightning bolts, which deal as many points of damage as they have levels in shape energy.

Lock energy will allow the Nexae to make forms they have made permanent, allowing for the mass of ten kilograms for each level of lock energy. This means they may build houses for themselves, or even build walls for the perimeter of their huts.

Possum will allow the Nexae to play possum for others, as if it were hurt. It may then launch a surprise attack that gives action points equal to the possum level as an advantage. At level four they may play dead, seeming not even to breathe. At level seven they may lure opponents into attacking them to their strengths, receiving a bonus to dodge and attack rolls equal to the divided score of their possum level.

Glow will allow the Nexae to emit a soft glow that is soothing to children and other young creatures. The Nexae may then charm them into doing things for them, but nothing that the game master deems is unreal. At level three they may charm two year olds, at level five they may charm four year olds, at level eight they may charm young teens and at level thirteen they may charm anyone under the age of twenty one.

Gentle morning mist is used to escape the situation the Nexae might find them in, or lay cover for an attack when hunting wrong doers. At level one they may make the most basic of mists that will make the target blink a lot, and covers thirty meters centred on the Nexae. At level three they may make a more dense mist that will make grass slippery for running on, covering the same area. At level six they can make it so that you cannot see a metre in front of you, but will still be able to hear. At level nine they may make the mist so dense it makes targets cough and wheeze, and, if in combat, suffer a penalty to attack rolls equal to the gentle morning mist level.

Song will allow the Nexae to attract birds to it. One bird will come for each level of song the Nexae has, and, at level five the Nexae will understand the song of the birds. At level ten the Nexae will be able to tell birds that a target creature no more than one half a kilometres away is trying to steal their eggs. At level fifteen a Nexae may charm any creature with a lower [level plus wisdom] than their song score. While charmed the creatures must do as told, or, try to resist. The gm is fully responsible for each individual case, as, each case is very different.

Healing will allow the Nexae to heal themselves or others. They may heal as much health as they have points in healing times two. They may do as much healing as that total per day.

Sonar will allow them to navigate in nearly all conditions. This is excellent with gentle morning mist of a high level! The Nexae may add one point to their senses for each point they have in sonar. At level three they may navigate darkness unerringly. At level six they may navigate fog without penalty. At level ten they may navigate underwater without fear of incident.

Camouflage will allow the Nexae to blend its blue skin to nearly any colour, similar to the chameleon and spiders. They may add as many points to a hide or camouflage test as they have levels in camouflage. At level seven they will automatically camouflage without knowing what colours are around them.

Capture spell will allow the Nexae to dissipate a spell aimed at it, or in its near vicinity, and the gm is responsible to determine what those conditions are. They may capture a spell of equal to or fewer levels than they have in capture spell.

Race - Gemini

Gemini is the sign of the twins. Each player playing a Gemini pair has a voice, who can speak but cannot hear, and an advocate, who can hear and not speak. The Gemini are thought to be the remnants of the collision between planet x and its dwarf star due to magical realignment, messing the cosmos up completely for those that were actually a Gemini sign. People paired off, and today the parents have twins all the time if they are Gemini. They can communicate telepathically with each other. Of course if you strike one Gemini, a similar cut appear on the other one, so health isn't that hard to handle. The voice is usually the leader, as the advocate is more feminine, and the voice more masculine. If they were to be separated, and that sometimes does happen, they would be hard pressed to live alone

permanently. Gemini are typically found in cities, and protecting people from the evils outside. They seldom are found in the markets, as they get confused with all the activity going on around them. They prefer to barter with owners of little shops, and seldom make friends. The Gemini is always in for an adventure to escape the noisy city, but they are not out door types really. They like to go away for a while, and then remember the warmth of their beds. They will always have total trust for each other. It is possible for two players to play a Gemini pair, obviously, as that would make sense. But, they can be played by one player in this game. Gemini gets abilities of the following. Abilities should be written across both characters, but action points are taken off simultaneously, so there will be no double actions too, as they are telepathically linked and cannot do one function independent of the other.

Lock will hold a creature in place, and is cast by the advocate. They can lock ten kilograms per lock level, and hold it for as many rounds as triple their lock ability.

Menthol is where the voice emits a succulent fresh aroma from their mouths. For each three levels of menthol the voice may add one point to their charisma score for dealing with strangers

Spectres will make a lot of copies of themselves that are like illusions. The spectres will copy the movements of the voice, and you can create as many spectres as you have levels in spectres. Once hit the spectres will disappear, and spectres are always hit before the voice.

Egoism will emit a wave of confidence and well being onto one creature that is close to the advocate. This will raise their stats. At level one the effects are plus one to physique. At level two the creature gets a plus one to reflexes. At level four the recipient gains one more to physique. At level five the recipient gains another one to reflexes. Basically, plus one to physique, plus one to reflexes, skip. Amounts stack.

Presidence is for the voice. It will allow the voice to make actions seem magical and alluring. Anyone seeing the voice merely walking is taken by their composure; it is like a sort of presence with the viewers. If the presidence level is higher than the intuition score of the viewer, they are completely charmed in a friendly way.

Austice will let the advocate tap into the world more freely. At level one they may feel spirits around them. At level three they may commune with animals, settling them down and forming great friendships. At level six they will be able to charm animals like birds and dogs. At level eight they will be able to understand what the animals are saying. At level eleven they will be able to fathom what is next in the jungle or forest without going there, like rivers or streams or lakes. At level fourteen they will be able to listen to the oracle each day for five minutes just before they wake up.

Assureality will make the voice invisible for as many rounds as they have levels in this ability plus one extra turn. They may do anything they wish that they could otherwise do while invisible.

Dismiss is where the advocate dismisses any spell that is lower level than the dismiss ability.

Mirage is where the advocate of them casts an illusion that tricks people into thinking it is a nice place to be. They must make somewhere else appear to be nice; they cannot make it appear to be bad. The mirage level is added to the harmony of the characters, and versus the level and wisdom of the affected. The one with more range in their stats comes off better.

Stun is where the voice will pull a face that stuns the other people. This is great for intracity adventures, as there will be a lot of people there. The affected person may save with their intelligence score versus the stun score, if their intelligence is higher, they will be unaffected. If not, then they are 'stunned' for as many rounds as there are levels of stun.

Race - Assabi

Assabi are the most evil of all the races. They stand like a human being, but usually lithe and weak looking. They get by stealing and murdering, forming covens inside the city and huddling together for warmth. They like to etch satanic tattoos all over themselves, as they hate everything good, looking down upon it. They are what you would call the klu klux clan of the new world. They like to make deals with other races and rip them off all the time. They like to listen to music with lots of swearing,

even though none of them are musicians. If you were to come across one, you wouldn't be laughed at to check your wallet after meeting one. They throw their souls at spirits hoping for ultimate power to be given to them, or begged for. The Assabi are hell bent on self destruction. They will abuse any power given to them, and they are like a disease on modern life.

Kamikaze will let them charge upon any human being and scream at them and make them believe the whole world is out to get them. They are so convincing that if you hear them, you might believe it, then, you will be frozen in place for the rest of the fight. The kamikaze level is pitted against the characters harmony score. If the harmony is of a higher level than the kamikaze rating, then they call their bluff, and the Assabi is left to the mercy of the character, suffering as big a penalty to attack rolls as they have in kamikaze.

Séance will let them deal with the dead. At level two they gain the ability to hear the dead, who can always hear them. They may make one word conversation for each level of necromancy they have.

Necromancy will allow them to raise creatures from the dead. At level six they may animate one corpse to serve as a zombie for them. At level eight they may have two corpses. At level eleven they may raise three corpses. At level twelve they may set their corpses to guard any point in the area. They may not have more corpses than they have willpower.

Deceive will allow them to lie with great ability. They may make a perfect lie to anyone with a wisdom score less than their deceive score.

Demon summoning will allow them to summon any demon to the area to fight for them. This takes a full round to do, and the demon will remain for as many rounds as they have levels in demon summoning.

Fireball will send forth a ball of fire that does as much damage as it has levels in it, times by two.

Shift will allow them to teleport to any area that is five meters away per level.

Nightmare allows them to go into the dreams of someone that they have met and then scare them, giving them restless nights. The Assabi can sleep normally while doing this, and at level seven, they may scare the person with a figment of their imagination, scaring them for as many rounds as they have levels in nightmare.

Shadows will let them, at dusk or dawn; subtract as many points as they have levels in shadows for all dice rolls. This lasts as long as there is half light. As soon as the dusk or dawn is gone, their powers fade again.

Valkyrie will allow them to float knives around themselves, and then make attacks with them. Each knife has as many action points as the Assabi has, and they may wield one knife for every three levels in Valkyrie they have.

Race - Hybrids

Hybrids are a force awakened on this planet by the unleashed magic described in all the new races. They will not be human, but can be played. They cannot talk normally, but may interact socially through telepathy. They stand about six feet tall, and look like aliens from the Aliens franchise, but more standing up like and more human looking. They have a completely different way of working skills and abilities, but follow the same rules for stats and adventuring and combat. They also usually go first in combat, being driven to eat, as they are very primal. There are not many skills available to Hybrids most of your points will be spent on evolutions. This character type may not cast spells. What you read from now to the next break means they will have these, and nobody else will have these evolutions. Each skill is tested by adding the value to a statistic and then rolling a test on a twenty sided dice. If you roll under the number, then you pass. There may be modifiers to your roll that you cannot control, like trying to claw a target while they dodge or trying to bite someone on a shaky bridge, for example. You may subtract your intelligence from the skill price to learn it for no less than one per skill. You get twenty points to spend on skills. Points not spent may be saved for evolutions or for later to raise skills. Hybrids may not take a path, but can acquire skills.

Multiple attacks

Hybrids are allowed to use all their logical attacks at once, for an average action point cost. The most typical multiple attack would be claw bite claw, as they need to stand on their feet and use their tail for balance.

Raking

When a hybrid has their enemy on the ground, or is climbing a larger fellow, they may rake them with their feet, tail and bite, but not their claws which they use to cling onto them.

Evolutions

This is the best part of this game, as this is where you hybrid evolves body parts and off spring. You get ten points to spend here and may subtract your **willpower** from the price to make it quicker for your hybrid to evolve. Once you have at least two essential evolutions you may learn basic evolutions. Once you have at least two basic evolutions you may learn advanced evolutions.

Essential evolutions:

Claws will cost you one point. Claws come on your hands and feet, and may be used for slicing for damage, discussed later. Claws do one four sided dice worth of damage, plus physique.

Teeth will cost you one point. You want to bite people? Well then teeth are just for you! Bite damage does one four sided dice worth of damage, plus physique.

A **tail** will cost you one point. This will help you run faster, depending on the game master's discretion, and will let you whip people as well. Tail does one four sided dice worth of damage plus physique.

Armour will add four to your total health, and may only be purchased once.

Basic evolutions

Poison glands will cost you ten points and require teeth. Poison does one eight sided dice damage extra to the target.

Adrenaline glands will cost you thirty points and give you an added five points to your action point's total.

Esp. nodes will cost you ten points. No hybrid may speak until they have this, and then it is all telepathy anyways. Hybrids don't have vocal chords.

Healing glands will cost you eleven points and will replace three lost health an hour.

Better armour will add ten more to your health and will cost twenty points.

Toughness will absorb three points of damage from every time you suffer damage and will cost you thirty five points.

Advanced evolutions

Wings will cost you fifty points. You may then fly half as fast as a bird. They look like bat wings.

Reapers come out of the shoulders and may rake the target for damage costing thirty points, minus your willpower to get them. Reapers do one six sided dice worth of damage.

Off spring nodes allow you to grow and control your offspring, and will cost you sixty points. You get

as many nodes as you have harmony, and you may have as many off spring as you have wisdom. Offspring sizes vary from birth, at one foot, to two months at three feet tall. Each off spring will cost you ten points to grow, minus your willpower. The gestation period is three weeks until it hatches, after which you must pass a successful charisma and willpower test to keep control of it, and have esp. nodes evolved as part of yourself. You may only grow one off spring at a time, and once they have grown and died they may be replaced. Adventure points may be spent on advancing your offspring's skills and evolutions. The available skills for offspring are as per normal. Raising these skills works the same way as raising your own skills. You should create your offspring as if you were creating another hybrid. Offspring get all three essential evolutions, and may grab other evolutions through the player spending character points on them like as per normal, but, off spring may only take one of the following: poison, wings, reapers, acid, ice and fire glands. Typically offspring change colour to match their chosen gland, starting with a grey colour they change to green for poison, purple for wings, orange for reapers, yellow for acid, blue for ice and red for fire. They may take any of the other evolutions if allowed to. Off spring damages for claws are three points, for bite is one four sided dice of damage plus two. Tail damage is two points. Offspring do two points of damage with a bite and one point of damage with a claw attack.

Acid glands allow your character to spit acid at opponents, and will cost you fifty points. Acid does one six sided dice worth of damage.

Ice glands will cost you sixty points and slows down all creatures caught in the cylinder. Because of the exertion you will use up the rest of your action points that round and half you action points for the next round. You do this by heating up the rest of your body except your mouth and then releasing the blast.

Fire glands will cost you seventy points and allow your hybrid to breathe fire once every second round. Fire does one twelve sided dice of damage to all caught in its cylinder.

Becoming a hybrid monarch

If a hybrid eats their offspring, up to a minimum of three offspring, it stores the brain as it is made up of some other material than the rest of the offspring, and then may gestate into a monarch, taking a month to transform. Once they are monarch they gain one and a half feet in size so that they may be identified as queens. You require twenty adventure points to evolve into a queen.

These are the evolutions available to a monarch.

Tail spikes cost thirty points. Tail spikes add four points of damage to the tail damage

Sharper claws cost twenty points. Sharper claws add three points to your claw damage.

Sharper teeth cost forty points. Sharper teeth will add four points to your teeth damage.

Area esp. costs fifty points, which allows you to communicate with any form of life for a kilometre, and be aware of all life for the kilometre.

Charm creature nodes allow you to charm any creature on a successful social test three times a day. They grow while your queen sleeps and are used up as soon as they use them, until they sleep again.

Hive mind will cost you one hundred points, and allows your hybrid to enlist other hybrids to their cause. They must have less than two thirds your willpower score or resist.

Magic resistance will half all damage done to them and also adds a four point bonus to their rolls to resist magic spells like charm and stuff, and costs eighty points.

Race - Succubus

Succubuses are a type of sexual and magical race. They will woo people to do their bidding with empty promises. They are not really evil and thrive in the cities. They will appear as very tanned and attractive people usually, but there have been a few ugly ones. They are otherwise apparently like what we see in others today. The Succubuses usually can be found attending to themselves and their beauty, so spend quite a lot of money on makeup and cosmetics, or clothing and such. The young men can be found wooing women at the market, and the old men can be found tending to their wives, as they become obsessed with living for as long a time as possible and therefore need young to look after them. For jobs they tend to work in commercial enterprises, as the technical side of things often eludes them while they are young and seeking more status and popularity.

Thrall will let them make eye contact with a person and send them into total submission. At level three, they need to keep eye contact for an hour, so a date would be in order. At level seven, they need to keep eye contact for half an hour. At level fifteen they need only keep eye contact for seven minutes, and at level thirty they need two minutes to keep eye contact to make the person their thrall. While the person is their thrall, each round they may make a willpower test to see if they can break the 'spell.' If the Succubuses thrall level is level five, they need two successes within three rolls, or continue to be a thrall, always being able to re roll. At level thirteen, they need to make three successes within five rolls. At level twenty they need to make three successes in a row. A thrall will continue to do as told until the succubus goes to sleep or dismisses them. The game master will decide what the thrall will be able to do, based on the situation, as all situations are different.

Gossip will make the succubus spread gossip amongst men and women easily. When gossiping with the opposite sex, the tests become easier. A rumour may be started on a whim, if this ability is high enough. At level one they may start a rumour about a famous person, at level five they may start a rumour about someone sort of well known, and at level ten they can start rumour about anybody. At level thirteen, they may start a rumour about someone in the very vicinity they are in, like at a ball, or at a market place.

Repulse will make the succubus seem repulsive to someone or some creature that is in the vicinity. The creature or person must check their intuition or be repulsed.

Kiss will make the other person of the opposite sex fall in love with them when they kiss them. This is resisted on a wisdom test. If the test fails, the other person will fall madly in love with the succubus. The lasting of the kiss depends on level of the kiss. At level one it will make them fall in love for two minutes, at level four it will last ten minutes, at level ten it will last an hour, and at level seventeen they will be in love for life, unless a counter spell is cast.

Deduce will let the succubus detect what is going on around them. They may detect a vibe at level one, a theme at level four, a story at level seven, and at level ten they can read body language so well that they don't need to hear what the person is saying.

Mob is where the succubus gathers up a mob of people to protest something. At level one they may gain the mob of one person, at level four they may gain the mob of three people, and at level ten they may gain the mob of four people. At level fifteen they may mob ten people. They may not mob more people than they have levels of charisma.

Claws will give the succubus claws on their fingers like a cat. At level one they do one point of damage, at level five they do three points of damage, and at level ten they do four points of damage. At level fifteen their claws will do six points of damage, and are able to strike anything, even ghosts.

Cloaking will allow them to pass through a space unseen by others. It is like invisibility. It allows the succubus to stay cloaked for as many rounds as they have levels in cloaking.

Flanking allows the succubus to get on the off side of an opponent. This translates to a bonus point to their attack rolls for every three levels of flanking they have, and halves the dodge cost to dodge an attack from this creature.

Pitch makes the voice of the succubus seem more compelling. They may proclaim that they are nobles when denied entrance to a castle, or even scare away a pack of wolves. This power has slight effects at level one, minor effects at level four, normal effects at level nine, and concussive effects at level fifteen.

Race - Minotaurs

These creatures are of the mythical Minotaurs of Greece and Rome. These are the champions of the down trodden and favour the more hands on of combats. They usually are found doing construction work, or herding young ones through to school and stuff. They really like to impress people too with their bravery and huge chests. They look like a tanned human with the head of a bull for those of you that don't know much about mythical Greece and their traditions. When the magic got unleashed, many farmers and sports people became Minotaurs. Their fitness resulted in being blessed with one of the cleanest races. They defend the weak and make for good police people too, but they are not a majority by any means. They also like to play sports, as they used to, and the women turn into fitness freaks often. Then there is their desire for milk...

Bull poop will allow them to tell lies from the truth. When at level one, they may tell if it is April fool's day or not. At level four they will be able to tell out a less outrageous scenario. At level nine they will be able to tell a little lie from the truth. At level twelve they always know when someone is lying.

Cavort will allow the Minotaur to melee and dodge at the same time. For each level they have in this, they may add one point to the attacks to get at them, and subtract one point from their test rolls to hit in melee. They get as many points to split as they have two levels of cavort. Have you seen how in bull fights they thrust from side to side while still attacking the sheet?

Thrust will allow them to deal damage with their bodies, usually the horns. At level one the horns do one damage, at level five they do three points of damage, and at level nine they do five points of damage. They may also knock opponents down with a successful head butt at level thirteen and the opponent seems to be concussed.

Fortitude will allow the Minotaur to gain as much health as they have levels of fortitude, so, if the Minotaur has five physique points at level one and three fortitude, they have eight health points.

Inimagic will cancel any ability cast on them that they have a higher Inimagic score for versus the ability. So, a succubus trying to kiss a Minotaur with Inimagic level seven will not succeed unless their kiss level is higher than seven. This does not work on path related spells.

Champion will make them attract followers. They may have as many followers as they have three points of charisma and one point of champion.

Cleave is a melee attack and will need a weapon for it. You may ignore the dodge rating of your adversary if it is dodge one point for every two levels of cleave, so, if your cleave is seven, you may ignore a dodge of three.

Breathe fire will allow the Minotaur to breathe a jet of flames three feet for every level of breathe fire they have. The flames do as much damage as the levels of breathe fire.

Healer will allow them to heal as much health for anybody as they have levels of healer.

Vision will allow them to look as many minutes into the future as they have levels of vision.

Race - Shakrae

These human like creatures specialize in illusions. They also cast minor emotive magic. They are from the strains of artists, as lots of people used to draw or paint, or even sing. They can be found in the city centres, adorning passersby with their trades. They are generally thought of as unclean, as their whole existence is a lie, but, they do not do anything totally evil, do they? They like to take jobs where they get a lot of leisure time, like teaching and computer programming from home, or sales people. They

appear green to the senses, and have snake skin like scales all over their bodies. They are otherwise typical to human beings, and at higher levels they become more serpentine.

Minor illusions are cast by the Shakrae and the game master must agree what are minor illusions. The Shakrae using minor illusions gets to try to trick the target's judgement check to see if they fall for it. At level one the illusions are a blur. At level four they stay around for a minute. At level seven they become true for ten minutes. At level twelve they come to life for an hour. At level fifteen they are permanent.

Major illusions come into play when the Shakrae has a level fifteen minor illusions level. As soon as they have a level of fifteen for minor illusions, they may start to learn major illusions. At level five of major illusions the illusions make the target check their judgement and if they fail they are scared away. At level eight the illusion may follow the target. At level ten of major illusions, the Shakrae may cast minor illusions at will. At level fifteen of major illusions they may cast major illusions at will.

Cantrip allows the Shakrae to make minor spells that have no damage nor spell like effects. These are for show, like lights or a faerie's fire. Maybe they could make a puppy poop his pants? Anything really useful in combat or for socializing is not allowed.

Facial tattoos lets the Shakrae etch tattoos onto the person and it will raise their charisma by one. These tattoos cost a lot to do, but are risky. To see if the Shakrae has done it well enough, you must roll an intuition plus facial tattoos level test on a d20 to see if it works. If it doesn't it could mean trouble for the Shakrae.

Harpist will allow the Shakrae to play the harp and make everyone in the vicinity temporarily have a bonus to their harmony of one point for every three levels the Shakrae has in harpist. They may even play this during battle, as long as they have a harp. The game master may also decide if the Shakrae has lifted the mood after battle, or gotten a conversation going somewhere else.

Banner will allow the Shakrae to compose a banner for troops. The troops will gather around the banner before battle and lift their moral checks by as much as the Shakrae has levels of banner.

Song will allow the Shakrae to summon birds, wasps, bees and hornets from afar to attack the enemy. This power does as many points of damage as the Shakrae has in song levels. If it is raining, this will not work, nor underwater. This will also be stretched atop a huge mountain, or inside a house.

Accent will allow them to feign an accent of a far away land better. This bonus should be added to your charisma score and rolled against on a d20.

Grace is where the Shakrae adds a point to their dodging for each four levels of grace they have.

Dimension door will allow the Shakrae to go from one place to another through a door they open. Others may join them. This power will make a door one foot away at level one, ten feet away at level five, twenty feet away at level nine, and within a kilometre at level thirteen.

Race - Vecti [Uberman]

This is what the whole thing was about... creating the super men. They were after this, and they got it, pity not everybody is a superman the neo Nazis may say. The Uberman was the dream of Hitler's labs, and throughout the war. They had such high hopes for these 'creatures.' Today, Vecti are found all over the world, with the magic randomly choosing its host. They like to do management jobs or something technical, as it is what earns the most money. They are not worried about the masses, quite apathetic you might say. The Vecti are like people from the future. They stand about six feet tall, or grew when they were imbued, and then their hair changed to radical colours on the lighter colours of a mood ring for the women, and the darker colours on a mood ring for the men.

Astrolois is where you may out of body experience while others fether about. This will allow you to get a grasp of the area, and you are not vulnerable to attacks as you split your mind to do this. You may leave five meters for each point of harmony you have.

Magnetism will allow them to pick up or move metal objects. You may move one kilogram for each level you have for health and growth purposes.

Optical genes will allow the Vecti to see better, and they may see better for each point of system they, adding five to checks involving sight.

Sonic genes will allow the Vecti to hear better, and they may hear better for each point of system they have, adding four to the check test total for tasks involving hearing.

Blip is where the Vecti goes one round into the past, or more. They may go back as many rounds as they have willpower. The game master should take notes of everything before they go into combat, as they might just try their luck there.

Sampling is where the Vecti gets hold of a D.N.A. sample from someone else and then can morph into that person's looks, while retaining all of their statistics and skills and other what not. They may become a perfect disguise artist. They may change their skin tone, facial structure, and voice, but not their height and breadth.

Goliath is like what happens to the incredible hulk. Basically, you grow to twice your size and deal lots of physical damage, four points of damage for a hit. You also double your physique rating for while in this form, and that includes modifications to health. You may remain in this form for as long as you have willpower in rounds.

Conflux makes you resist elements, like fire and ice. You still suffer damage from poison though. You may ignore as many points of fire and ice damage as you have harmony statistic value.

Bionetics is where your body has developed more physically than others. For each three points of harmony you have, you may raise any of your physical statistics by one point or more.

Magic immunity makes you immune to all magic except your own magic. This acts as a solid break point between the magic and yourself, and you may not even use Astrolosis.

Race - Lia

This race is feline and likes to help the needy, but also knows a good deal when they see one. They prefer to work as low responsibility jobs, as they often get confused by the logistics of the operation they find themselves in. Data capturers and social workers dominate the fore of Lia culture. They stand a bit shorter than the typical human, and they have claws inside their paws, which is why they don't like using pens. They like to congregate at public functions like Tupperware parties and weigh-less meetings as they are very into how they look too. Lia are always considered among the clean races, as they have much more maternal instincts and drives than other races.

Sleep is a spell like ability where the Lia casts a lot of dust into the air that comes from their paws and makes people or their young fall asleep. Targets caught in this spray must check their conscious or become unconscious. They may affect young at level one, one enemy at level three, two enemies at level seven and three enemies at level twelve.

Rain will make it rain within the area. A light drizzle comes forth after an hour at level one, and the game master is versed with deciding the future effects of rain, depending on the climate, and the season.

Detect magic will let the Lia detect magic in the surrounding area for each level they have in detect magic they will be able to detect for a meter.

Zeal is where the Lia will gain one point to all their checks for each level of zeal they have.

Familiar will bring a stray cat to the Lia and acts as their confidant with a telepathic link from level three. At level seven the Lia can tell the stray cat familiar to fetch things for them, and at level eleven the Lia can see through the cat's eyes and hear through the cat's ears as if they were the same.

Reversi will let you reverse the positions of yourself and one adversary. At level one you can switch places with your enemy or friend by placing an anchor in between the two of you, then rotating clock wise to get to that point and the other to your previous point. If you have your routes blocked, you may not do this, so it won't work in an alley. At level eight you may reverse a dice roll that is not favourable to you, consult this table to find the reversed value rolled...

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

At level sixteen, you may reverse an attack so that the person attacks themselves. They roll to hit as per normal. At this level Reversi is often called 'suicidal dice.' At level twenty one, Lia may reverse spells back at the caster.

Wink is where they make a better first impression. For each level of wink subtract a point of rolled dice for social checks.

Cure disease will lift a disease of severity as much as they have levels in cure disease but no further. The game master might decide that you need a level of one to cure a stomach ache, a level of two to cure a cold, a level of five to cure chicken pox, etc.

Bribe is where the Lia is well versed in the arts of giving a bribe. This means that a bribe is possible where before impossible, depending on the level and the targets intuition statistic.

Bluff will be where they make an absurd promise or bluff they cannot live up to. This would be like walking towards a riot squad by yourself trying to scare them away with your vocabulary. The higher the bluff level, the more outrageous the bluffs may become. Checks against bluff are made on your wisdom statistic test.

Paths

The players get to buy magical abilities that all have access to. These are paths for any to wander upon. These paths reflect the prowess of the character in any given situation, and playing to your path might even earn you more adventure points! You start the adventure with one path slot, and get a new path slot each time you go up a level. So, at level one a character would have one path slot, and at level three they would have three 'path powers.' Some of the powers are constant, and others not. If the game master says that they are not constant, for the game you are in, they are not. You may not change paths. Paths reflect your level, and that reflects your health too. If you had a particularly gruelling adventure, the game master might award up to three growth points, but no more, unless they deem otherwise. The only way to go up a path level is with growth points.

Path - Vigilantes

These people right the wrongs. They like to join neighbourhood watches and beat up punks that try to defile their world. They get bonuses to physique and reflexes, and like to use guns first and ask questions later. They never become police, as then their hands are tied, so bring justice to the unjust through direct means. They also serve as a mechanic or engineer, a pilot, and a spy.

Power name	Effects of power
Strength	Plus one to the character's physique
Weapon focus	Plus one to weapon of choice's attack roll
Weapon specialization	Plus one to weapon of choices attack roll
Weapon finesse	Plus two to damage with weapon of choice
Programming	Plus three to computer skill
Open locks	Open a lock with a hairpin, plus four to test value
Trap finding	Allows the character to find traps with a ambush check
Toughness	Adds four health to the character
Gym	All the skills learned in the gymnasium get a plus three bonus to them
Heavy weapons	The character knows how to use heavy weapons, like cannons

Dodge bonus	Allows the character one free point of dodge for every attack at them
Evasion	Allows the character, while running, to completely slip away
Slang	Allows the character to talk in secret code
Sunder	Will allow the character to disarm the enemies if they have weapons.
Engineer	Fix or break a machine with a bonus of five points
Deft	Plus one to the character's reflexes score
Magic resistance	Evade magic spells with a bonus of two points
Greater resistance	Evade magic with another two point bonus
Craft knowledge	Fly a helicopter or navigate in a submarine
Electrician	Know how to fuse a circuit, or defuse one.

A vigilante is allowed to wear body armour and use any weapons. They are more combat-oriented than other paths, so think of a big movie hero when you design their story, if you do.

Path - Endowed

The endowed use the most explosive and wild magic. You will find many more spells to choose from to cast, and, as you go up levels, you will also see them increase in power. These people try to make a name for themselves in the community, or, world wide, thanks to the advent of multimedia and the internet.

Ice ball will deal 1d4 damage per level of caster. The ice ball explodes into a two meter mess of shards and cuts like a knife.

Acid ball will deal 1d4 damage per level of caster. Those caught in the torrent of acid suffer the damage as rolled. You may attempt to dodge this if you have a higher reaction check than the caster has levels as regards growth and stuff.

Raise dead will let the endowed raise a zombie for each dead person there is. The required level to slot this power is sixth. You may control as many undead as you have harmony.

Fly will allow the endowed to fly around as if they were a bird. This requires the endowed be of level seven though before you can slot it.

Spider climb will allow the endowed to climb walls like a spider, or spider man. The caster needs to have both hands free though.

Feather fall will allow the endowed to fall to earth as if they were a feather.

Dispel magic will allow the endowed to dismember any magic cast of a level less than theirs.

Web will make a web around the targets, up to one target for every level of willpower that the endowed has. The web will hold the targets in place so as they cannot move, and you may do as you please from afar unto them. If the target is flying, they will have the flight cancelled, and return to earth in the web.

Fire blast will send forth a flame of fire that explodes when it meets its target, dealing damage to all that are within a radius of two meters per endowed caster level. The flames do 1d6 damage for each caster level plus one point of damage for every two levels of willpower you have. You must be an endowed of level no less than five to learn this power.

Ray of fatigue means the target must check their stamina or become fatigued. They may not march any more and they may not fly other than through magical means. They suffer a four point penalty to their attacks and skill tests too.

Creeping doom will summon a lot of crawling stinging insects from around the vicinity. They amass a total of fifty health points and will deal one point of damage for every health point they have. The endowed must be level eleven before they learn this power.

Strength will allow the endowed to make themselves or those around them stronger by as many points as they have willpower. This means already strong vigilantes could become like the hulk.

Monster summoning will result in your reaching out and calling a monster to come and fight for you. This is purely a combat related monster, but, you could also use a monster to open a door, for example. The monsters summoned by the endowed depend on the climate, scenario and country and of course on the game master's discretion.

Armour will let the endowed caster afford to them a little bit of armour. Remember that armour gets chipped away instead of health, until it is gone. This spell gives you as many health levels as your endowed level times your harmony.

Shield is where the endowed makes it harder for bullets to hit them or others. They may soak as many bullets as they have harmony and then the shield disappears. Of course, if it is a gun firing full auto, the shield may be useless.

Lightning bolt will deal 1d8 points of damage to a target and the endowed needs to be level five to learn this power. If it hits something on the way to its target, that thing suffers the damage.

Path - Enchanted

Enchanted are more mystical, charming and subtle than the endowed. They rely on charms and enchantments to get their stake going. They have few combat related spells, so find it good to use a gun as well. They typically just float along doing useful things for the group. Most of this is complimentary magic. They work well in groups, it could be said.

Knock will allow the enchanted to open a sealed door like it was always open for them. This also works on chests and cupboards, but not on draw bridges.

Haste will add 1d6 action points to a creature of the enchanter's choosing. The effects last only as long as it takes to use them up, then they are gone again.

Charm person will allow the enchanters to charm a person to become their friend and then make some sort of deal with them, or have them follow them around. This is not an advanced spell.

Enchant weapons will allow the enchanter to make the guns of a vigilante or other character magically blessed so that they can hurt vampires and other creatures of the night. They also receive a magical plus one to the test value, or, minus one to the dice roll.

Glow worms is where the enchanted makes a lot of fire flies come out of nowhere and sit all over the thing that they want illuminated. This works in total darkness, anywhere anytime. They could even sit on the enemy, illuminating them and keeping the rest of the party in the dark.

Identify will identify magical properties inside anything that the characters get hold of, or are faced with. This may be essential in solving a puzzle.

Blind will blind the target if they fail their check for conscious. They suffer a penalty of four to all tests they try to make and cannot run, but if they try they will trip and fall.

Detect magic will reveal all invisible creatures and magical sources within the caster's area. They get a two meter radius for detecting the items or creatures, or general magic, and this power is always active.

Invisibility is where the enchanters get to go invisible for as many rounds as they have levels of enchanted levels. They may also make others invisible, and may attack from this invisible station.

Clairaudience is where the enchanter may listen to things far away. The higher the level the enchanter is, the more they hear, subject to the game master's ideals.

Water breathing makes for a great escapade underwater. The enchanter may cast this on themselves and friends alike.

Control weather will allow the enchanter to control winds and lightning to a degree. The enchanter's level must be at least eighth to learn this power.

Morph will allow the enchanted to change shape into some other creature, weighing the same as the caster. The enchanted must have been close to the animal, and it must indeed exist in this game for the game master to allow it. Saying you want to change into a spider with spikes on each leg just isn't logical. The enchanted character needs to be level eight to use this power.

Path - Psychics

Psychics use their minds to get their deeds done. They are possessed of great mental aptitude and do not practice magic, although you could call it hocus-pocus. Through the years up till now they have been honing their talents, and behold, they now have one power. Psychics work on a different scale to other magic users, and it is explained below. The basics of psychic dealings work off of this rocks paper scissors table. Psychics use their physique to cast psychic powers, and may make use of as many powers a day as they have physique, unlike the will power used for racial abilities.

Attack / defence	Iron will	Barrier	Protection
Ego whip	Attack -1	Attack neutral	Attack +1
Mind blast	Attack neutral	Attack +2	Attack -2
Force blast	Attack +3	Attack -3	Attack neutral

As you can see, the various attacks and defences are either for or against or neutral to either one of the opposite defences. On an unprotected mind, ego whip drains an enemy of two spells per attack; mind blast does 1d6 points of damage for each of the levels the psychic has; and force blast knocks opponents out or down if they pass their conscious check. In the beginning each psychic takes one attack and one defence. As they reach level five, they gain a new attack, and as they reach level eight they get a new defence. These count as the slots for powers and they may not be changed. On the other hand there are a few powers to buy in between.

Probe will allow your psychic to probe the mind of the target. What they find out should come as clear as day to them, and they can get any information, unless a spell is guarding it.

Levitate will allow the psychic to levitate up and down, left or right, nearly as a fly spell.

Psycho port let's the psychic to teleport themselves to anywhere they know of, within a city to be safe on distance.

Cannibalize will let the psychic gain another use of their powers for a total of five health 'eaten by their insides.' This may happen once a session or day, which ever the game master decides to use.

Inner peace will allow the psychic to add a point to their harmony score. This is a once off and may never be repeated.

Mind wipe will allow you to wipe out memories and implant new ones into the target you must be touching. This is completely up to the game master how it works. It takes a long time to make it work for your character by wiping away ideas and forging new ones.

Shape change will allow them to change shape to a minor degree at level one, a lesser degree at level five, a moderate degree at level ten, and a major degree at level fifteen. The new creature must have the same weight as the psychic.

Hypnotize will allow the psychic to hypnotise the target creature quickly, so long as you harmony and charisma are higher than their judgement check, or opposed rolls are called, up to the game master.

Clairvoyance is where the psychic sees further away than normal. They may spend as many round looking as they have levels in psychic path.

Path - Care takers

These people try to clean the world of those they consider to be unclean. They receive combat abilities and some magic powers, and are gifted in the ways of the underworld, as they can pick up slang and racist remarks easier than others, as they try to get into the main echelons of the neighbour hood watch unobserved, looking to clean the world of those deemed unclean by their creed.

Animal friendship is where the care taker makes friends with an animal, and may keep it with them. It must be something gentle like a deer, a cat, a frog or a dog. The animal friends may fight with the care takers if they are brave enough, especially dogs. The care taker may have as many animal friends as they have points of harmony.

Bless will allow them to make a melee weapon so it seems to be magical, so as to strike at ghosts and the like. They will also receive a plus one bonus to hit and damage, but this doesn't get any better. They affect the whole group and any others they choose to bless.

Cure wounds will have the care taker heal each individual once at a time, as many health points as they have willpower.

Detect evil will let the care taker know if there is evil nearby or not. They will be alert to it, and the more levels they have the more the area grows and the longer it lasts. This is not a constant power.

Protection from evil will make a circle of one meter around the care taker for each level they have. Inside the circle evil creatures such as vampires and ghosts cannot enter. This lasts as long as the care taker has willpower.

Speak with dead makes the care taker understand the whims of the deceased and then they may interact. The care giver needs a level of at least seven to slot this power. This requires a medium check.

Holy warrior makes the care giver take a bonus to their melee attacks against people that are not of the proper foundations. They will receive a bonus to hit and damage for every two points of willpower they have. This bonus is treated as magical to attack ghosts and undead.

Purify water and food allows the care taker to do just that to food and water. He may make as much rotten food good and sordid water clean as they have levels of care taker.

Commune with nature allows the care taker to talk to the nature. They will interpret scenes unfolding before them as if it were words being said to them. This power needs the care giver to be at least level ten before they slot it.

Speak with monsters allows the care taker to speak with monsters as if they both spoke English. This also allows them to speak with their animal friends. The minimum level of care taker to slot this power is seventh.

--Skills--

Skills come in all sorts of shapes and forms. They help you do things, when you add the skill level to a **statistic**, you get a test value. You must roll under this on a twenty sided dice to succeed, but, the game master might impose modifiers onto these rolls. They all cost one skill point to buy, and to raise it to the next level, you pay as much **adventure points** as the next level of the skill times two. You get twelve points to buy skills with, and, you may subtract as much from the cost to up the level as you have **intelligence**. The relevant skill's **statistics** are noted in black.

So, to generate a test value for a character, let's say they have reflexes four and dive skill of two. Then we would say that they have a test value of eight, to be rolled under on a twenty sided dice. It is possible to learn skills forever, and this means that you might even get skill values over twenty. This means that you will always hit except when you roll a twenty, but, to make a longer range shot, or make a dedicated melee attack, a called shot if you will, you will find these high values very important.

The game master may also impose penalties on your test due to circumstance, like trying to drive in the snow, for example.

Academics	Wisdom	Medicine	Wisdom
Computer	Intelligence	Occult	Wisdom
Crafts	Harmony	Politics	Wisdom
Investigation	Wisdom	Science	Intelligence
Athletics	Physique	Animal Ken	Harmony
Brawl	Physique	Empathy	Intuition
Drive	Reflexes	Expression	Charisma
Firearms	Reflexes	Intimidation	Charisma
Thievery	Intuition	Persuasion	Charisma
Stealth	Intuition	Socialize	Charisma
Survival	Intuition	Streetwise	Intuition
Melee	Reflexes	Subterfuge	Intuition

Merits and flaws

The merits and flaws section defines your character with abilities you cannot buy elsewhere. This customises your character to have some good points normally not available to them, and comes with some penalty that they might not otherwise have. You may not bring adventure points in to buy merits, but may buy flaws so that you can buy merits. This is the only way to buy merits. You may take flaws and buy skills with the points too, but not the other way around.

Merits

Ambidextrous allows you to use either hand as if you were of that hand. This would come in useful when hanging from a ladder and firing a gun, or when you have your hand pinned by a Rottweiler and need to use a weapon to beat them off. I am sure you can think of many more instances where this would be handy? This merit costs you two merit points.

Brave will let you ignore the morale checks that the game master might otherwise make you roll for. This merit will also let you kamikaze easier, adding a two point bonus in the form of a minus to dice rolls to see if you are successful in this as an Assabi. This merit costs three merit points.

Sexy will make you more charismatic with members of the opposite sex. If you are a succubus you will receive a one point bonus in the form of a deduction from your test rolls to see if your seductive powers work or not. Otherwise, the game master will have to play it out with you. This merit costs three merit points.

Quick learner allows you to chop off two additional points from the cost of raising your skills each time you up the level, not going lower than a price of points of one. This works in conjunction with intelligence reductions. This merit costs ten merit points.

Inner prowess will allow you to gain racial powers at a one point reduction to the cost to buy them or raise their level. This works in conjunction with harmony bonuses you might have. This merit costs you sixteen merit points.

Lucky will allow you to affect the dice rolls once a session in your favour. This merit will allow you to make the dice read two points in deductions to any roll you make that you choose. You may make this statement after a dice roll is made. This merit costs you one point.

Presence will make you easy to remember, which could also be a bad thing, but usually is a good thing. The populace will remember you when reading of you in the news or anything, but so will the evil that resides in the city or outside it. This merit costs four merit points.

Fame will start you off famous. You are known to the people that work in the bars and restaurants, and you are on the guest list without knowing it often. This merit costs you four merit points.

Bridge will allow you to learn a racial ability normally not allowed to you. You may not take this if you are a hybrid, nor take hybrid abilities if you are not a hybrid. You may only learn one out of race ability, but may take it at the beginning of your creation process.

Inner peace allows you to learn two more racial abilities than normal, so, if you have harmony of six, and inner peace, you may learn eight abilities of your race. This merit costs twenty merit points.

Connected will let you buy black market goods, or you will need to go through a friend or fence to get hold of them. You will also know where to go to get what you want, whatever it might be. This merit costs you four merit points.

Flaws

Fat makes you bigger and fatter than normal. This will make you lose on some of your checks as the game master sees fit, and you will suffer penalties when they say so. This flaw gives you three merit points.

Coward makes you less likely to pass morale checks, as you add two points to your morale rolls. You may also not attack someone you find to be much stronger than you, or that out numbers you by a certain amount of people, depicted by the game master. This flaw gives you three merit points. This may not be taken with brave.

Haunted makes ghosts seek you out. If you are within a grave yard, you see lots of scary ghosts. If you are near a grave yard, you see less, but still quite a few. If you are far away from a grave yard, then you see fewer but still more than normal people. If you have just killed someone, you hear their wailing and must test morale or become stunned. This flaw gives you eight merit points.

Wimp will make you suffer one point of extra damage each time you take damage. This flaw is worth four merit points.

Diabetes will make you need insulin each day at a certain time. You may also not eat sugars, and, if you fail a stamina check, will get the need for sugar that diabetics get. The game master may say at any time that you have this disability, and then you will suffer a three point penalty to all rolls. This flaw is worth seven points of merit points.

Clumsy makes you feebler in your exploits to test skills. For each two merit points you gain through being clumsy, you receive a penalty to test values requiring reflexes. You may take up to three penalty points, gaining six merit points.

Butter fingers makes you drop objects you might be holding, and can be deadly in a fight. If you take this flaw, your game master will choose one instance a session where you suffer from this flaw. You get one merit point by taking this flaw.

Lazy will make you shirk your endeavours some. Whenever the game master says, you must test your willpower and if you fail you try to find a way out of it. This is also a good opportunity to role play your character, if you factor this into your story that is. This flaw gives you three merit points.

Mean streak will make you more aggressive in combat hand to hand or ranged firearms. This will make you do less damage in favour of hurting the person or creature to your own sick ends. This will also make you unable to take prisoners without torturing them, and that is breaking the law. You need to be extra mean in your fights, and you will also need extra willpower or pick fights to satisfy your rage. Characters become loose cannons among your peers. This flaw gives you three merit points.

Pride makes you seek the best things for yourself. If there are a few clothes at the shop, you will only buy the best things, even if they don't fit you. You would tell yourself you will diet, and have complete faith in that, so, this is like overconfidence too. You will need to work with the game master as each scene unfolds where you believe your pride could be a problem. This flaw is worth four merit points.

Dark past will reflect your dark past in the city, one that you want to keep from people you meet. It could be that you stole some money from a church, or something else. Be creative. This flaw is worth one merit point.

Deformity is where you suffer from a deformity of some sort, and it affects the comfort of those you deal with. Like half an ear, like half a hand, like an extra finger... the list goes on. This only affects you socially, so the merit points it provides is only two points

Cursed will make you suffer a double roll for every test you make, and you take the highest roll. This flaw is worth ten merit points. This may not be taken along with lucky.

Dampener will limit your spells and abilities by making it two points more to learn magical abilities and path related spells. The merit points gained for this flaw is twelve points.

Money and equipment

Each player receives ten thousand dollars to start with. Guns and equipment will cost you plenty, especially black market equipment, as today people are still not allowed to walk around on the street with assault rifles. These will set you back, unless you know where to go. For ease of play, you could choose not to use ammunition, as it gets cluttered down there, but, if you want to they are listed.

Item	Description	Cost	Market
Revolver	A normal handgun doing 1d8+3 damage	\$ 800	Normal
Pistol	A normal semi pistol doing 1d6+2 damage	\$ 1 000	Normal
Body armour	Police issue Kevlar vest +20 health	\$ 4 000	Black
Assault rifle	Standard issue ak47 2d8+4 damage per burst	\$ 5 000	Black
Magic lock key	Cybernetic intelligent pass key	\$ 9 000	Black
Cars	Typical cannon fodder cars	\$ 9 000	Normal
Sports cars	Radical looking sports cars with free petrol	\$ 100 000	Normal
Jeeps	Typical jeeps for outdoor types	\$ 20 000	Normal
Revolver ammo	Five revolver bullets	\$ 100	Normal
Pistol ammo	Six pistol bullets in a clip	\$ 200	Normal
Ass. Rif. ammo	Thirty assault rifle bullets in a clip	\$ 500	Black
Cheap homes	Two bedroom home	\$ 25 000	Normal
Moderate homes	Three bedroom home	\$ 35 000	Normal
Luxury homes	Five bedroom home	\$ 80 000	Normal
Grenades	Standard issue fragmentation grenades 4d6 damage	\$ 900	Black
Sniper rifles	For long range shooting 2d6+2 damage	\$ 8 000	Black
Rifle ammo	Ammunition, coming with ten bullets in a clip	\$ 1000	Black
Knives	Serrated kitchen knives or outdoor hunting knives	\$ 60	Normal
Handcuffs	Keeping them secure	\$ 200	Normal
Rocket launcher	Nice little weapon, dealing 6d6 damage in area	\$ 1 300	Black
Rockets	Heavy ammunition, volatile	\$ 2 000	Black

Firing a burst from an ak47 will deplete it of three bullets. It is hard to dodge automatic fire, so the target gets a minus plus two points to their dodge attempt, making it harder.

Sniper rifles can fire about a kilometre away. They may also cause critical hits if they specialize in that weapon. With a critical hit, the target loses points of wisdom, points of physique and reflexes, but otherwise kills them.

--Major Encounters--

There are many other people to fight and have encounters with and they will look and work the same as your characters. This section is for dragons, ghosts and vampires.

Dragons have a lot of health and will do much damage with their fiery breath so they should be avoided, unless you are looking for high adventure that is. They like to hang about near rivers and

water sources, as they are too stupid to go elsewhere. But, when they do, they usually raid farms of sheep and cows. They are a menace. Trying to kill one though is nearly unthought-of unless they fire a salvo of rockets at them. Dragons typically have one hundred health points and deal 2d6 points of damage with their fiery breath.

Ghosts haunt the new world. They only bother a few though, not a majority or anything and they can be dispelled by care takers or clergy. The new world is full of priests, as people return to the churches fear filled and stuff. Ghosts usually have thirty health points and deal 2d4 points of damage with their ghostly wails and nails.

Vampires are unsightly creatures and they fill the shadows of the cities, casting no reflections, casting no shadows, and drinking the blood of the innocent. They usually have fifty health and deal damage with serrated knives.

Well, that is legions. Hope you like it. I would like to submit that I borrowed a lot from TSR, white wolf and shadow run.
