

Legion 0.35 [by Brett Nortje]

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 bumble 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 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 the other.

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. All money is reduced to the credit system, so, all people use the same money, making it better for most countries. The weights are all in kilograms, and the foot to meter ratio is understood by all to be six feet to two meters.

Factions

With the recent space race coming to a close, there are many ways for the party to spend their time. They could go out into space to be or hunt pirates, they could transport precious minerals that are exotic and look for new alien life or something, or they could roam the earth engaged in wars of all sorts. Nearly all the countries and nations have collected into bigger republics, and they all want resources the same.

The first faction I will mention is Kovox. This is the far eastern republic of peace. They always try to resolve conflicts between nations without force, using common sense to stop all wars. The other nations hate this quite diplomacy, and wish they would just hurry up and get the wars done already. Kovox has a strong economy, producing things out of their plentiful factories. They have lots of machines that create the raw materials, but it is slow and they sometimes need to allocate power to the generators and stuff so slowing down the luxury time of their citizens. They have a large army for defense, and constantly bring in contractor syndicates for continued protection. Everyone thinks Kovox is paranoid.

The second faction I will mention is Africanasia. They are on the downward trend of needing timber for their people's simple dwellings in the country side, and are busy grooming forests as they were prepared for this. Luckily there is enough forestation to allow for our atmosphere to repair itself, and of course to breathe. This is the second biggest faction people wise, and they have a swift attitude to war, launching squadrons of jets at anyone they think is a threat. Economically, Africanasia is fit, as they also groomed their people to work for them. They like to import the materials from Kovox and make

decent goods for the previously known west. They have the best tasting food, as they have the best climate. Their food is swapped for raw materials, and their leaders still like to take the lions share of credits each month. There is little poverty in previously war torn Africa, and the people there are very content with the world around them, accepting all walks of life, but discriminating against people that show a tending towards necromancy. This faction is peaceful, yet thorough when fearful.

Then, there is the Americas. These are all dotted over the middle of America and include America and Canada, but exclude Mexico as they belong to the Axis. The Americas are very developed in the north, and underdeveloped in the south, as the leaders are too greedy down there, inheriting a culture of drug addiction, they seem to be high the whole time and not into working. The hand outs from the north settle most problems adequately.

The Axis is dotted all over the globe, and they control the trade routes, having settlements in the Near East, eastern Europe, Scandinavia, the horn and eastern Africa, Madagascar off the coast of Africa, and in South America. They are very good at trading and shamelessly bully smaller states vessels that cannot hang with the Americas and such, as they are too much of a risk, have too many problems, or are just too much of a chore to support.

Those are some of the factions. There are many syndicates too, like Microsoft and Apple, Sony, I corporation and Volkswagen, to name a few. These are powerful entities in the world and use their resources to gain more resources, especially in founding planets with their space craft.

***--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, socialize, 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 traveling, 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 socialize 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 favorite 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 swap 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 center, 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.

Pummeling

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.

*** Tests ***

Tests are where you test your character against certain things, be it a skill and talent roll, or a raw statistic test. Each time you test, you must find your test value – the higher the better – by adding things together for the test value, then roll a twenty sided dice as a margin of error, where you see how much you err by. This means, you will have to try to have a high test value, and roll under that, getting it as close to perfect or zero as possible.

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 the clock from zero again.

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 the value it is at now. If you have a physique of five then you need to pay six times by five, making thirty adventure points.

Skill, talent and ability upgrades

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 skills costs as much as the skill is now, to a minimum of one, times by the value you are taking it to. So, a skill costing twelve points raising it to level two will cost $[12 \times 2]$ minus your intelligence statistic. The same goes for talents and ability upgrades, with harmony affecting the abilities.

--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 doesn't 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. Alternatively, you may roll a ten sided dice for each of them. Your stats are:

<u>Physical</u>	<u>Mental</u>	<u>Spiritual</u>
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. this will affect how much you can carry too.

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. this is the balance between muscle and brain impulses.

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, making them stronger.

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 from other areas to help with the problem. This affects a lot of skills.

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. This also helps you learn spells and psychic stuff, subtracting as many points in cost as you have intuition.

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 socializing 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.

Check	Value	Check	Value
Ambush	<i>Wisdom + System</i>	Medium	<i>Charisma + System</i>
Stamina	<i>Physique + Willpower</i>	Purity	<i>Willpower + Intuition</i>
Balance	<i>Reflexes + Wisdom</i>	Social	<i>Charisma + Intuition.</i>
Focus	<i>Willpower + System</i>	Edge	<i>Intelligence + Wisdom</i>
Morale	<i>Willpower + Wisdom</i>	Learn spell	<i>Intuition + Intelligence</i>
Conscious	<i>System + Harmony</i>	Dispel	<i>Willpower + Harmony</i>
Poison	<i>Physique + System</i>	Max spells	<i>Wisdom + Harmony</i>
Guess	<i>Wisdom + Intuition</i>	Max psionics	<i>System + Harmony</i>

Emotional chart - Aura

This chart is a new idea of mine – how do you feel while you are out there on your way? There are six main aspects of the emotional sort, and they all affect your 'aura.' Basically, you have joy, stress, morals mood inspiration and all affect your aura. For each five points that you have of anything besides stress, your aura climbs one point. For each level of stress you have your aura decreases by two points. So, if your character has a joy of five, inspiration eight, morals six and mood of seven, then you would have an aura of five, and this is with no stress. But, let's say you have stress level of two, that would leave you with an aura of two, so, you will not give off a bad aura that makes people distrust you, depending on how the game master interprets these rules. This is an optional rule too, very experimental, and you may ignore it if you want to.

* Emotional outlets *		
Joy [A]	<i>Gained by playing your personality without falseness</i>	[+A/4=]
Inspiration [B]	<i>Gained by listening to others and being heard</i>	[+B/4=]
Mood [C]	<i>Gained by having things go your way</i>	[+C/4=]
Morals [D]	<i>Gained by saying no to the 'demons' within</i>	[+D/4=]
Stress [E]	<i>Gained by failure, rejection and resistance</i>	[-E*2=]
Aura	<i>Remaining from your emotions and affecting your image</i>	[Sum =]

Each battle will add to your stress. Each day at work will add to your stress. Each day doing nothing but as if on a stake out will add to your stress. The best way to get rid of stress is to use your focus to channel it out of you in some form, like firing a gun with intensity.

--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. this is how much you err by, with some modifiers and stuff, you could make a perfect skill test or shot. 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 relevant talent, 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. This is called a difficulty.

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 armor 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 armor, four for medium armor and seven for heavy armor. 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 spells as you have wisdom plus harmony. All abilities and powers are counted as magic. Testing magic means adding your relevant spell level to spell sphere level to your relevant statistic usually, unless otherwise stated.

Abilities and powers

In this game, there are other more natural things like abilities that anyone can learn. The description is noted in the entry and powers just add to your character and are always on, except when asleep. You may not have more powers plus abilities than you have system plus harmony.

Action points

You get your action points by adding your reflexes to your intelligence. 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. When action points are tied, you refer to edge.

Health and armor

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. Armor will allow the character some extra health as it is chipped away at with weapons, but gets deducted first. To see if you break a leg or arm, you need to test your stamina to see if that affected area from a called shot is broken or otherwise badly injured. The game master will decide what effects take place, but losing action points at least is advised.

Edge

Your edge will let you know who goes first when the action points are tied. The person with the highest edge 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, re-rolling a six.. 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 *

In the world of legions there are ten 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. 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. After creation, all abilities cost five points times the level you are taking it to. You may subtract harmony from this total cost of points for each ability, and you may use your abilities as many times as you have willpower each session. Characters may not learn abilities from other races.

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 armor 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.

Possium 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 centered 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 meter 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.

Sing will allow the Nexae to attract birds to it. One bird will come for each level of sing 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 kilometers away is trying to steal their eggs. At level fifteen a Nexae may charm any creature with a lower conscious than their sing 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 color, 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 colors 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

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

Spiral 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 spiral they have. This is similar to telekinesis.

*** 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 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 armor 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 system, 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 color to match their chosen gland, starting with a gray color 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 kilometer, and be aware of all life for the kilometer.

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 rumor may be started on a whim, if this ability is high enough. At level one they may start a rumor about a famous person, at level five they may start a rumor about someone sort of well known, and at level ten they can start rumor about anybody. At level thirteen, they may start a rumor 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 favor 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.

Hide will allow the Minotaur to gain as much health as they have levels of hide, 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 centers, 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 guess 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 judgment 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 kilometer 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 colors on the lighter colors of a mood ring for the women, and the darker colors on a mood ring for the men. Vecti are always considered clean by all leaders and people.

Astrolosis is where you may out of body experience while others fatter 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 At level three you may reverse a dice roll that is not favorable to you, consult this table to find the reversed value rolled..will let you reverse the positions of yourself and one adversary. At level nine 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.

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

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 off 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.

Race - Valkyrie

This race is mainly made up of people of the north. They all had a lot of testosterone in life, and then became the Norse warriors and raiders. Typically, people that were belonging to crime syndicates and maybe those in the vigilante business turned out as Valkyrie, and they love action and reaction.

They like to travel from place to place setting up simple trade routes, but thrive on the stock market, as they are into swindling people out of their money. They also like to dress up in furs, so have no respect for the wildlife other than the things they directly milk or breed.

The Valkyrie like to fly around in their drop ships and loot unsuspecting enemies, but they usually keep it to the evil races and tribes to do that to. They love their mecha and assault rifles, and like to live in plush conditions when not traveling.

Reanimate will be where they may bring someone back from the dead for as many turns as they have been dead or dying. This will not close wounds though, but if someone is merely passed out then they can bring them new life. When the valkyrie reaches level eight of this, then they can bring back and heal people that have died as many turns ago as they have levels in reanimate.

Capture soul this may be used when you deal a death blow and spend an action sucking their soul into your body. This will be where they may do this as many times as they have capture soul a day as they have levels in capture soul, and, if they miss – say the bullet misses? - then they forfeit the points and attempt of capturing the soul.

Blood cry this will defeat the morale of other creatures in the area. They will lose morale equal to the valkyrie rating in blood cry.

Inspire is where they will inspire their party to have morale bonuses equal to their level of inspire, and, this is always active.

Trondheim is a way of fortifying any dwelling they are in. if they were to wan to set traps, they would do so with a bonus of the level of Trondheim. They may also find secret doors and passages, and also be able to get bonuses when fighting indoors with things around them, that they know how to use to their advantage.

Energy axes is where they may summon glowing illusions of axes that do real damage. They will summon as many blades as they have levels, and each axe will do as much damage as there are levels in this. These blades may be hurled as far in meters as there are levels, plus the willpower of the valkyrie in meters.

Valhalla is where they may step through a doorway straight to their gods heaven, for a moment. This can be used for shelter from the storm, or even to side step a spell. The valkyrie may stay there for as many hours as they have levels in Valhalla.

Nutrition will allow the valkyrie to go as many days without food and water as they have levels in this power.

Dispel evil will be to get rid of evil curses and spells. They may automatically dispel any spell that they have a higher level of dispel than the caster has levels of the spell. This does not work on combat spells.

Ariel will allow them to move at half speed in the air, as if levitating over a place and slowly going around in any direction. They may 'fly' for as many turns as they have levels in ariel.

* Powers *

Now, besides all the racial abilities, there are also powers to be had. These powers add to your character and influence them in many ways. All the powers cost five points each, with the modifier or bonus for learning deducted by way of your harmony. So, raising a power to level two with a harmony of four would mean it would cost $[10 - 4 =]$ six adventure points. These powers are;

Potence will let you do more damage when you hit someone with your hands or feet, and allow you to do some super human short bursts of strength, depending on how many levels you have in this and the discretion of the game master.

Fortitude this will allow you to soak one point of damage for every level you have of this.

Celerity this will add one action point to your total action points for each level you have of this.

Presence is where your character has an awesome draw factor towards them, as if they were really famous or super cool or something. You do not even need to be aware of the character to feel it, and them you. Everyone around treats them as if they had another point of charisma for socializing.

Vertigo is where you can influence the mental state of another living thing by making eye contact with them. If you were to like another person, they will feel calm or even love when they look into your eyes. The real thing is how they feel about you – if they hate you, they will feel sapped of strength or scared, if they like you, they will feel calm around you, or, as I said, in love or something.

Luck is where you may influence a dice you have rolled. You may subtract as many points off the dice roll as you have levels in luck, but, you may not use more luck than you have levels in luck per session.

Magick is where the character uses tarot cards, dice, candles or reading the clouds to do some divining. The better the level of magick, the better the chances of seeing the stuff you want to see.

Elemental affinity will add levels to your spells that have to do with that element, and, will allow you to gain resistance to that element by five percent or one point per level of elementalism.

Regeneration will allow your character to heal faster by draining their emotions. For each emotion point, besides stress, drained, they may heal a health point.

*** Skills ***

In this game, there are skills to do all sorts of things. The skills list is not very long, but then you get to specialize your skills by taking talents, which will be discussed later. As characters are created, they get fifty points to spend on skills. Each skill has a 'mother' statistic top be added to to get your test value. Each skill has a name that you may look up in the dictionary if you don't understand what it means.

Name of skill	Statistic	Price	Name of skill	Statistic	Price
<i>Academics</i>	<i>Wisdom</i>	5	<i>Pilot craft</i>	<i>Wisdom</i>	2
<i>Brawl + melee</i>	<i>Reflexes</i>	5	<i>Streetwise</i>	<i>Wisdom</i>	3
<i>Firearms</i>	<i>Reflexes</i>	5	<i>Athletics</i>	<i>Physique</i>	4
<i>Computer</i>	<i>Intelligence</i>	4	<i>Performance</i>	<i>Charisma</i>	5
<i>Linguistics</i>	<i>Wisdom</i>	3	<i>Security</i>	<i>Wisdom</i>	4
<i>Drive</i>	<i>Wisdom</i>	2	<i>Politics + economics</i>	<i>Wisdom</i>	5
<i>Pilot Mecca</i>	<i>Wisdom</i>	3	<i>Medical + science</i>	<i>Wisdom</i>	6

Talents

These are like special little skills. Basically, you need to buy them with points after your character is created, and they cover things like marketing and gardening, modeling and programming. These are usually cheaper than skills, costing about two or three points to raise a level at a time, and, you must pay at least one point to raise it by one level at a time.

You need to add your talent value to your skill value to your statistic value, then subtract the difficulty of the thing you are doing from that total to find a number you must roll under on a twenty sided dice. Eventually, your character will be so powerful that they will have silly values to roll, but, then they will be advanced heroes that do things with great difficulties, of course. Some of the talents are;

Talents or specialized skills			
<i>Name</i>	<i>Cost</i>	<i>Name</i>	<i>Cost</i>
<i>Marketing</i>	3	<i>Tennis</i>	2
<i>Finance</i>	3	<i>Modeling</i>	2
<i>Micro economics</i>	3	<i>Composure</i>	4
<i>Macro economics</i>	3	<i>Flirting</i>	3
<i>Programming</i>	3	<i>Lifting</i>	4
<i>Teaching</i>	4	<i>Cooking</i>	3
<i>Any single language</i>	2	<i>Drawing</i>	5
<i>Gardening</i>	3	<i>Pottery</i>	3

*** Tests ***

Tests are where you test your character against certain things, be it a skill and talent roll, or a raw statistic test. Each time you test, you must find your test value – the higher the better – by adding things together for the test value, then roll a twenty sided dice as a margin of error, where you see how much you err by. This means, you will have to try to have a high test value, and roll under that, getting it as close to perfect or zero as possible.

Bonuses and penalties

In other games, these are called feats and merits, or flaws and hindrances. These will affect your character in some way or another, and they could do little bits to add to your character's depth. None of these may taken multiple times, as they are once off bonuses and penalties. Here you can customize your character further and make them truly unique. You may not take opposites ever, like for example optimistic and pessimistic. You may only take these at the beginning of the game, unless the game master says otherwise. You get fifteen points to spend here, except by slotting things that give you points. They either give you a plus to your character points, or deduct from your character points.

Bonus and penalty table		
Type	Description	Character points
<i>Tough</i>	<i>Bonus to health</i>	-5
<i>Quick</i>	<i>Bonus to action points</i>	-7
<i>Fat</i>	<i>Penalty to action points</i>	+6
<i>Slow</i>	<i>Penalty to action points</i>	+5
<i>Brittle</i>	<i>Risk bones breaking</i>	+7
<i>Racist</i>	<i>Two races you suffer 3 penalty point of social</i>	+4
<i>Childish</i>	<i>Needs to get their way</i>	+9
<i>Mature</i>	<i>Makes concessions</i>	-5
<i>Creative</i>	<i>Bonus two points to crafts</i>	-3
<i>Signature spells</i>	<i>Special effect with your spells</i>	-2
<i>Spell specialization</i>	<i>Lets you cast a certain spell as if it were three levels higher</i>	-7
<i>Aptitude</i>	<i>Natural bonus with certain skill or talent</i>	-9
<i>Quick learner</i>	<i>Learn skills and talents quicker, bonus of two points/level</i>	-12
<i>Magical affinity</i>	<i>Learn spells, psionics and endowments faster, two points/level</i>	-15
<i>Strong</i>	<i>Lets you have a bonus of two points to feats of strength</i>	-5

<i>Weak</i>	<i>Penalty of three to feats of strength</i>	+3
<i>Optimistic</i>	<i>Receive joy each time you ration situation out</i>	-7
<i>Pessimistic</i>	<i>Receive stress each time you cannot ration situation out</i>	+5
<i>guts</i>	<i>Bonus three points to morale</i>	-4
<i>animated</i>	<i>Bonus one point to social and reaction checks</i>	-6
<i>responsive</i>	<i>Bonus three points to ambush checks</i>	-5
<i>submissive</i>	<i>Bonus one point to mood every time you submit to others</i>	-5
<i>lucky</i>	<i>Re roll any dice roll any time in session</i>	-6
<i>blessed</i>	<i>You receive endowments three points cheaper</i>	-9
<i>Dual personality</i>	<i>You may play out two personalities for adventure points</i>	-11
<i>Obsession</i>	<i>You receive + 4 points to obsession, -1 to others</i>	-1
<i>Greedy</i>	<i>You get stressed if you do not get money each week</i>	+3
<i>Lustful</i>	<i>You get stressed if you do not have sex each fortnight</i>	+3
<i>Short tempered</i>	<i>You have a penalty to your focus check of two points</i>	+5
<i>Ugly</i>	<i>Penalty of two social when dealing with opposite sex</i>	+5
<i>Comely</i>	<i>Bonus of two social when dealing with opposite sex</i>	-7
<i>Scholarly</i>	<i>+2 to learning scholarly skills and talents</i>	-6
<i>Natural leader</i>	<i>+3 to social checks</i>	-9
<i>Rebellious</i>	<i>Penalties to stress when submitting</i>	+5
<i>Deceitful</i>	<i>Bonus four points to social when lying</i>	-3
<i>Poacher</i>	<i>Will be 'nudged' by GM when a good deal comes along</i>	-5
<i>Tact</i>	<i>Will be 'nudged' by GM when a weak link is spotted</i>	-5
<i>Poise</i>	<i>Bonus three points to etiquette</i>	-2
<i>Weapon focus</i>	<i>Certain category of weapon receive +2</i>	-8
<i>Spell focus</i>	<i>Certain spell gets bonus four points to to test.</i>	-6
<i>Brute</i>	<i>Larger size, plus one physique</i>	-11
<i>Popular</i>	<i>Bonus two points to social check</i>	-5
<i>Famous</i>	<i>Bonus two points to social check</i>	-6
<i>Clumsy</i>	<i>Penalty of two to balance check</i>	+4
<i>Killer instinct</i>	<i>Able to do terrible things without affecting your aura</i>	-3
<i>Honor code</i>	<i>Bonus adventure points at session end if kept</i>	-2
<i>Bonus spells</i>	<i>Allows bonus spell at level one for each sphere slotted</i>	-15
<i>Comfort zones</i>	<i>Penalties when out of comfort zone to all tests and checks</i>	+11
<i>Funny</i>	<i>Two point bonus to social</i>	-6
<i>Crack driver</i>	<i>Bonus two points to mecca and cars and tanks</i>	-4

<i>Ace</i>	<i>Bonus three points to flying craft</i>	-3
<i>Thin</i>	<i>Minus one to physique, natural model</i>	+7

The game master may add any bonuses or penalties to the list. As you can see, sometimes something good means something bad too, and vice versa. Bear in mind these are suggested rules – you do not need to use any rules that you don't want to, as always with this game.

*** Magic, psionics, endowments ***

There are three types of 'magic' in this game, being wizardly magic, psionics and endowments from gods of that race. You may purchase spheres and add levels to spheres to get your test for those spells to raise also. So, if you had a sphere of invocation, and a spell of fire bolt, you could add those together plus your willpower to see if it works. Adding levels to the specific spell will add to the effects of the spell, making it do more damage and last longer. so, you slot a sphere, then you may buy spells from that sphere. Each spell has a tier, meaning that it requires other spells to work properly. When you test your spell, you add your willpower to your sphere level added to your spell level. This is your spell test value.

Each sphere has an opposition sphere, so, you may not have two opposition spheres the same level at the same time. For example, invocation and enchantment are opposed, and let's say you want to learn invocation spells, you will need to slot the invocation sphere. Now, it is at level one, so you cannot slot the enchantment sphere until you have your invocation sphere five levels higher than the one you want to start or [slot] from the beginning, being enchantment. It costs five base points for a [sphere], and raising it is like raising anything else – you pay five points times the level you are raising it to, minus your intuition, representing your logic with finding the right frame of mind to cast spells from.

But, this is only for sphere, learning spells comes down to [intelligence] being subtracted from the total cost per [level]. This means, abilities or spells are cast from your essence pool each session, so you if you had a willpower of five, you could cast three spells and use two abilities each session, and so forth. But, the amount of abilities you may have is equal to your harmony, and the amount of spells you may have is equal to your [harmony], both separately. So, with a [harmony] of six, you could have six spells and six [abilities].

The spheres are color coded so you can find the opposite easily, and find spells easily. They are represented on a table to help with opposition spheres. Protection, invocation, illusion, alteration, enchantment, necromancy, psionics and endowment.

Spheres and their corresponding opposition spheres below or above them			
<i>Protection</i>	<i>Invocation</i>	<i>Necromancy</i>	<i>Psionics</i>
<i>Alteration</i>	<i>Enchantment</i>	<i>Illusions</i>	<i>Endowment</i>

They are opposed for a few reasons. Protection opposes alteration as they are different energies, one protecting things inside a space, and the other changing things outside the space. Invocation deals with raw manifestations, while illusions deals with subtle things. Necromancy deals with the dead, while enchantment deals with the living. Psionics is about power from within, and endowments are spells granted by gods or spirits. Costs of the spell are in rounded brackets and required spells or tiers are set in square brackets. To cast any spell costs five action points. You may not learn a spell that you fail your learn spell until you get to the next level through growth points. You may not learn a spell of a higher level than you have levels in the sphere. The game master, unless specified, will decide how much damage or healing or other effects a spell has, maybe depending on the circumstances.

Essence

This rule allows you to cast spells using up your essence. You need to add system to willpower to harmony to find your essence, and, each spell costs one essence to cast, unless you put more essence into it, raising it to the next level in terms of effects.

Protection sphere spells

Alarm (3) [none] this will alert you to a trap you set in some place nearby, when certain conditions are met. You get to set the conditions, affected by the game master's discretion.

Armor (5) [none] this will add your level of armor plus your willpower to your character as if they were wearing armor without the armor penalties for wearing armor. This lasts for as many rounds as you have willpower and levels in armor.

Shield (3) [none] this will deflect gun fire at you, absorbing damage from the gun fire by as much as you have levels in shield plus your willpower statistic value. This lasts until the end of the turn.

Deflect (7) [none] will deflect a certain person's spell or gun fire at you by as much as you have levels in deflect plus your willpower, making it harder for that person to hit you for one attack.

Counter spell (5) [deflect, shield] add the level of your spell to the willpower you have to see if you manage to counter the spell.

Globe of invulnerability (12) [counter spell, armor, deflect] this spell will protect you from all magic and harm for as long as you have levels in it in turns. Add willpower to the amount of turns this lasts for.

Healing energies (5) [none] this spell will heal as much health as you have levels in it. This can be used on you or another. Add willpower to amount of health healed.

Dispel magic (5) [deflect] this will make any spell cast at you dissolve and negate. You need to have a higher level in this than the level of the other creatures spell or it doesn't work. Whether it works or not is down to the game master as to when you spend the action points and willpower pool. Add willpower to the level to find out if it dispels the effects.

Avoidance (2) [shield] will protect you from any certain attack, with a test to see if it works.

Speak with spirits (5) [none] will let you summon spirits to guide you in looking into the future. You may ask them as many questions as you have levels in this plus your harmony statistic.

Invocation sphere spells

Magic missile (5) [none] will let you make as many missiles as you have levels in magic missile and deal one point of damage for each level you have of magic missile.

Flame arrow (5) [none] will let you cast forth a arrow of fire that ignites an area with fire. These things will burn away if not put out.

Fire bolt (5) [none] this will let you shoot one fire bolt doing as much damage as you have

Fireballs (9) [fire bolt] will release as many fire bolts as you have levels in fireballs plus your willpower to do one point of damage each. Each level you have of fireballs will let you add one to the damage for each bolt.

Wall of fire (12) [fireballs] will let you ignite a wall of flames anywhere, as high in feet as you have levels in wall of fire, for as long as you have willpower.

Flame wave (15) [wall of fire] this is like a moving wall of fire, lapping over objects as it passes. It will travel for as many feet as it has levels plus the character's willpower.

Fire storm (20) [flame wave] this is like a cone of fire that reaches down from the sky to ignite things caught in it. The cone is as wide in meters as there are levels plus willpower in total area cone.

Static shock (3) [none] this will let you touch a creature, doing as much damage as you have willpower in shocking energy. This can be done with a melee weapon or a kick too. The attack must reach the opponent.

Lightning (9) [static shock] this will be an arc of lightning from your finger tips to the target, igniting things that are flammable too. It deals as much damage as your lightning level plus your willpower.

Hail storm (15) [lightning] will center a cloud burst of hail on a certain area. This will see the area pelted with hail, and works the same as fire storm in term of area.

Storm (7) [none] will bring winds, thunder and other things found in a storm and will last for as many minutes as you have willpower plus your storm level. This also brings rain, so it would be good to use on fires or to irrigate crops.

Necromantic sphere spells

Talk with dead (3) [none] this will let the character commune with the recently deceased. If the necromancer is fresh onto the scene, they will be able to calm someone that is dying.

Play dead (5) [talk with dead] will allow the necromancer to lie perfectly still for as many rounds as they have levels in play dead plus their harmony.

Revive (7) [talk with dead] this will let a necromancer that is fresh on the scene stop someone from dying due to bleeding or horrible wounds.

Chill touch (5) [none] this will let the necromancer drain the emotions of another by holding onto them. Their emotions will drop at a rate equal to the chill touch plus willpower of the necromancer. Once someone is drained of emotional points, they pass out, unable to carry on.

Energy drain (30) [chill touch] this is where you gain adventure points by draining them from another creature. You may gain only one character point for each four points you have of [energy drain + willpower] the victim will lose permanent max health points equal to the amount of adventure points gained.

Sprites (9) [none] are like faeries except they want to harm people that are alive. The sprites will be as many as there are levels in sprites, and will remain for as long as the necromancer has willpower. The sprites will deal one point of damage each to targets of their choice, once a turn, excluding the necromancer.

Animate dead (15) [energy drain, sprites] this is where the necromancer tries to use a sprite to animate the body of someone that is deceased. The test should be done by adding your charisma to your level of animate dead to see if you can trick a sprite into the body. Once there, the necromancer will need to pass a medium check to command it to do any one thing at a time.

Ghost form (15) [revive] will let the necromancer turn into a ghost. This ghost will be able to fly, but cannot harm others in this world. If they meet another ghost, they can converse or even fight. No spells work while in ghost form.

Summon shadow (13) [sprites] will let the necromancer summon shadow demons to scare the enemies. They will all cover the area with shade, but the necromancer can still see, and will deal one point of damage each round for every level of summon shadow that the necromancer has, for as many turns as the necromancer has willpower.

Slayer (42) [summon shadow, animate dead, revive, chill touch, energy drain] will allow the necromancer to kill a living thing if it fails its poison and focus checks. They must be done separately, and passing either will allow the character to ignore this spell.

Enchantment sphere spells

Confuse (7) [none] is where the enchanter confuses as many people or creatures as they have levels in confuse, for as long as they have willpower. The confused will not know what is going on unless they pass a conscious check which they may take each round. While confused, they cannot fight, nor can they perform any other skills or tests.

Calm (4) [none] allows the enchanter to calm down as many people as the enchanter has on their guess check. They will take one round to listen, then one more to calm down. In two rounds, they will completely calm. This spell only works if their calm spell and charisma put together is greater than the amount of people they are trying to calm.

Panic (6) [calm] allows the enchanter to start riots if in the mood. Everyone that hears the enchanter's voice must check morale or be induced with panic for twice as many rounds as they have stress. This will burn out the stress, of course.

Order (3) [panic, calm, confuse] allows the enchanter to order someone to do something, and they must if they fail a conscious check with a penalty of the enchanter's willpower. This spell lasts as long as the order spell has levels in turns.

Magic item (5) [none] is where the enchanter bestows magical powers onto the item. This is reinforced with other spells, of course. The items remain enchanted for as long in turns as they have willpower.

Better aim (9) [magic item] will make the enchanted item better at aiming, dropping the difficulty by the intuition statistic and the better aim spell – it is great to feel the target out as to which way they will go next.

Reinforce (5) [magic item] allows armor to become harder, adding as many health levels to it as the caster has willpower. This is permanent and has no time limit.

Repository (3) [magic item] allows the enchanter to stash essence into a item, usually a ring, that they or others can use when wearing or holding the item.

Friends (6) [confuse, calm] allows the enchanter to make friends with people failing their ambush check, and the new friends will help the enchanter all they can, within reason, of course.

Summon insects (7) [calm, friends] will let the enchanter to summon ten times as many insects as they have levels of summon insects, depending on where you are. They will deal one point of damage to the victim then die as they are trodden on and swatted.

Alteration sphere spells

Strength (5) [none] will add to the physique of the character by as many strength points as they have levels in the strength spell. This lasts for as long as they have willpower.

Swiftness (5) [none] adds as many action points to yourself or another as you have levels of swiftness. This is a once off boost

Fly (6) [none] will let the alterer or someone else fly for as long as they have levels in fly in turns. The movement is the same as walking or running, of course, and it takes normal movement costs in action points to fly around.

Melt (7) [none] will be where the alterer may reduce buildings or ships to mud or twisted steel. This requires a lot of time though, taking 15 turns minus your willpower statistic. The effects come as quickly as the game master says they do.

Slow (5) [none] will subtract action points from the target equaling the willpower of the alterer and their slow spell level.

Weakness (5) [none] will subtract as many points of physique from the target as the alterer has levels in weakness, for as long as they have willpower in turns.

Enlarge (11) [strength] this spell will make the target bigger by as many feet as the alterer has levels in enlarge. They will also gain physique and lose reflexes, equaling the enlarge spell value. This lasts as long as the alterer has willpower in turns.

Reduce (9) [swiftness] is the opposite of enlarge.

Purify food (2) [none] will purify things like leaves for consumption, for as many people as the alterer has levels in purify food. Willpower does not come into effect here.

Shape shift (20) [enlarge, melt] will allow the alterer to shape shift into something of the same mass as them

Illusion sphere spells

Invisibility (5) [none] allows the illusionist to go invisible for as many rounds as they have intuition. They then may do anything normally allowed to by them. The test for this is intuition plus invisibility spell level, plus illusion sphere level.

Blind (4) [none] allows the illusionist to make an opponent blind for as many rounds as they have system. The test for this spell is system plus blind level plus illusion sphere level.

Fool's gold (2) [invisibility] reads out faulty characters for your bank account. The if you pass or fail is up the test, but your character will not know if they passed or failed. The test is intuition plus your fool's gold spell level and you will have an effect even if you fail, basically, reducing your account permanently.

Mimic spell (7) [fool's gold] allows the illusionist to mimic any spell they have been exposed to, but it does not do damage or affect the target outside of the illusion they are casting. This is a great way to scare people and bluff your way to the top, and lasts for as many rounds as they have intuition, guessing the real effects of the spell.

Pungent stench (9) [blind, fool's gold] will make a sharp smell that makes people leave the area unless they pass their poison check. The test value is system plus pungent stench level. The stench remains for as long as the caster has in willpower in turns, and, creatures need to test every turn.

Doppelganger (6) [blind] will make a few more images of the illusionist that will not be able to harm or be harmed while they mimic the actions of the illusionist, like a mirage that moves, distracting the opponents or creatures.

See (3) [none] will allow the illusionist to see things not normally seen. The test is intuition plus see spell level. The things seen are up to the game master, and it lasts as long as the illusionist has willpower in turns.

Mask (6) [see] will allow the illusionist to look like something else, anything else. The test is intuition plus mask spell level, and the effects may not be ignored unless by magical means. It lasts as many minutes as the illusionist has in willpower.

Masquerade (8) [mask, see] will be where the intuition of the illusionist is pitted against the subterfuge of the target or targets. Basically, the illusionist tries to act like someone else.

Bliss (4) [mask] is where the illusionist performs and fools everybody into thinking they are better at it than they really are. The test is intuition plus bliss spell level, the effects are up to the game master.

Endowed sphere spells

Healing (5) [none] will allow the endowed to heal up to their healing spell level in health points each time they use it. This works automatically.

Blessing (5) [none] is where they grant, while they pray, a bonus to tests performed by as many people as they have blessing spell levels in bonus points to their test value. This works automatically.

Summon birds (6) [none] is where they summon birds of all kinds to scout for them or to fight for them. The birds summoned are rolled on two six sided dice, and the amount of time they may understand them for is for as long as they have charisma. This works automatically.

Possess (15) [charm person] is where evil endowed beings take control of a living thing. The test is their willpower plus the possess spell level to see if it works, and the victim must pass a purity check to see if they are released each hour.

Exorcise (3) [blessing] is where you negate the possessed people and free them. The test here is harmony plus exorcise spell level and takes a full turn to attempt.

Visions (6) [blessing] allows the endowed to see into the future. The higher the intuition the more they see, added to their visions spell level.

Charm person (5) [none] will be where they gain the trust of another. Charisma plays a role here.

Charm animal (7) [none] will be where they charm an animal that understands them. Harmony plays a role here.

Guidance (15) [blessing] will allow the endowed to let the spirits guide them to do things. They must

pass a medium check to see if it works, but they may craft or counsel as if they had their skill + guidance level + intuition + harmony + wisdom – creating things of great value or counseling people with great wisdom. They can use this on nearly any skill, including vehicles and aircraft piloting. They must pray the whole time it is in effect

Out of body experience (7) [guidance] allows the endowed to leave their body and venture around for as many hours as they have levels in out of body experience. They may not influence the world, and can be seen with certain spells, and then are vulnerable.

Psionics

Dimension door (6) [none] allows the psionic to open a doorway between places. Others may also use it, and it lasts for as many rounds as the level of dimension door. The higher the dimension door level, the further away the door may reach, at the game master's discretion.

Teleport (7) [dimension door] allows the psionic to teleport anywhere they choose, within the limits of range. High system here is advised, to survive the shock of the journey.

Mind link (3) [none] will allow the psionic to talk to someone with the power of their mind, like telepathy. The more system they have, the better they can hear the person or see through their eyes, smell through their nose, and so forth.

Heal self (5) [none] will allow the psionic to heal themselves with as many health points as they have half their system plus the heal level.

Cannibalize (4) [none] allows the psionic to exchange health for essence.

Mind blast (7) [mind link] will send a mental barrage of thoughts to the mind of the victim, dealing as much as half their system plus the mind blast level.

Barrier (8) [mind blast] let's them protect against magic and psionics by absorbing as many levels of the spells or psionics as they have system plus the barrier level.

Guise (4) [cannibalize] allows them to change their appearance to that of another race or person. The test here is intuition plus guise plus psionics level.

* * *

I am sure there are spells you would like to add to the spells listed here? In that case, to research a new spell would require a learn magic check to see if you are successful in researching it, and since you researched it you learn it automatically.

There are also magic items to be had from various enchanters that will not share their secrets. These items include rifles with a bonus of two for firing, and armor that regenerates. Your game master has the right to include anything in their campaign world that they feel like.

* Equipment and vehicles *

In this game, characters get to drive cars and mecca. Mecca are nine to ten foot robots that are similar to those used in the movies avatar, aliens and mechwarrior and robotech games. They are there to construct buildings, dig for minerals, transport items over rough terrain and of course for fighting. They all have chicken legs, as that is more suited to rough terrain. Of course there are drop ships, transport ships and cargo ships as well as all those sorts of air craft. But, the best part is riding around in your mecca, trust me.

Now, there are also guns, all sorts of guns. These guns use regular ammunition sometimes because it was so advanced and developed in the real world, and might be far cheaper than advanced weapons. Some of them do not exist at present, but in the near future they will be able to be made, and that is why I have added them to this game. So, without further ado, the stuff you have really been waiting for, tons of guns. You may carry as much weigh as you have physique comfortably.

Weapons							
Class of weapon	Action points	Cost	Clip	Clip cost	Damage	Difficulty	Weight
Gauss pistol	5	200	6	15	3	2	1
Gauss rifle	5	400	6	40	5	2	3
Gauss assault rifle	3	800	14	90	7	3	4
Plasma pistol	1	200	20	20	1	2	1
Plasma rifle	2	300	40	30	1	2	2
Plasma assault rifle	2	600	70	50	2	2	3
Fusion rifle	6	1800	4	200	9	4	5
Fusion assault rifle	4	5000	9	900	11	6	5
Fusion cannon	8	9000	3	1200	18	5	7
Pulse pistol	5	1000	10	350	4	1	1
Pulse rifle	5	3000	34	500	6	1	2
Pulse assault rifle	3	10000	45	1000	8	2	3
Pulse cannon	5	10000	10	2000	14	3	5

Shredder	0.3	100	100	80	1	4	4
Rail gun	6	20000	3	5000	16	0	2
Grenade launcher	3	3000	6	1200	10	2	3
Grenades	5 [throw]	200	1	200	10	2	1
Knife	4	15	*	0	1	1	1
Bowie knife	5	40	*	0	2	1	1
Light saber	4	14000	*	0	7	1	1
Rocket launcher	9	3000	1	2000	15 [blast]	4	6
Stun gun	4	2000	4	600	10 [stun]	3	3
Smoke grenade	5 [throw]	100	1	100	0	2	1

Ranges for weapons will be dictated by the game master, as it is never set in stone is it? Typically, difficulties stay the same for short range, a two point penalty for medium range and a long range penalty of eight.

Equipment comes in all shapes and sizes, and, thanks to technology, all sorts of things are now possible. The character may carry as much equipment as they have of the physique statistic.

Equipment			
<i>Type or name</i>	<i>Cost</i>	<i>Effects</i>	<i>Weight</i>
<i>Flash light</i>	<i>20</i>	<i>Shines a light in the dark</i>	<i>0.3</i>
<i>Binoculars</i>	<i>30</i>	<i>Lets your character see further</i>	<i>0.3</i>
<i>Medikit</i>	<i>70</i>	<i>Allows the healing of 15 health</i>	<i>2</i>
<i>Medical reader</i>	<i>300</i>	<i>Allows for diagnosing patient</i>	<i>1</i>
<i>tent</i>	<i>500</i>	<i>Allows for three people to sleep in comfort</i>	<i>5</i>
<i>Mineral reader</i>	<i>400</i>	<i>Allows for reading gases and earth samples</i>	<i>1</i>
<i>Tool box</i>	<i>200</i>	<i>Allows for the repairing of things</i>	<i>3</i>
<i>Two days rations</i>	<i>5</i>	<i>Let's you venture from home more confidently</i>	<i>0.5</i>
<i>Spray paint</i>	<i>5</i>	<i>Allows you to mark areas</i>	<i>0.3</i>
<i>Diving/gas mask</i>	<i>25</i>	<i>Allows for restricted air flows</i>	<i>1</i>
<i>Sketching kit</i>	<i>30</i>	<i>Allows the character to sketch a picture</i>	<i>0.3</i>
<i>Back pack</i>	<i>40</i>	<i>Allows for carrying of tents and heavy equipment</i>	<i>0</i>
<i>Tablet</i>	<i>500</i>	<i>Camera, radio, phone, internet; normal tablet</i>	<i>1</i>
<i>Light armor</i>	<i>1000</i>	<i>Allows for good movement [armor 20]</i>	<i>3</i>
<i>Moderate armor</i>	<i>2000</i>	<i>Allows for basic movement [armor 50]</i>	<i>5</i>

<i>Heavy armor</i>	5000	<i>Allows for restricted movement [armor 70]</i>	7
<i>Mage armor</i>	7000	<i>Allows for easy movement [armor 20]</i>	1
<i>Heavy mage armor</i>	20000	<i>Allows for good movement [armor 50]</i>	2

Vehicles and craft

All logical weapons are found on the mecca, ships and fighter jets. The armor provided is how much health they have until they are destroyed or do no longer function. Typically, mecca come with canons or assault rifle type weapons. There is space to have two weapons on any non civilian mecca. The less it needs to maneuver the more armor it can have.

Vehicles, craft and mecca			
<i>Type</i>	<i>Cost</i>	<i>Description</i>	<i>Armor</i>
<i>Car</i>	5000	<i>Normal every day car</i>	20
<i>Sports car</i>	18000	<i>Great acceleration and handling</i>	20
<i>Boat</i>	20000	<i>Typical speed boat</i>	10
<i>Ship</i>	150000	<i>Typical cargo ship to passenger ship</i>	50
<i>Carrier</i>	300000	<i>Air craft carrier for liquid planets</i>	100
<i>Submarine</i>	500000	<i>Submersible exploration and combat craft</i>	100
<i>Mig jet</i>	1000000	<i>Plasma engine powered fighter [scouting]</i>	100
<i>Mirage jet</i>	1000000	<i>Fusion powered fighter [surveillance]</i>	100
<i>Hurricane jet</i>	1000000	<i>Oscillator engine fighter [combat]</i>	100
<i>Helicopter</i>	50000	<i>Typical pick and drop helicopter.</i>	50
<i>Gun ship</i>	80000	<i>Helicopter with lots of guns.</i>	50
<i>Construction mecca</i>	50000	<i>For building</i>	70
<i>Scout mecca</i>	50000	<i>Light mecca for scouting, can handle heavy terrain</i>	70
<i>Mining mecca</i>	25000	<i>Slow and loaded with mining machines</i>	80
<i>Combat mecca</i>	70000	<i>Loaded with canons</i>	100
<i>Heavy mecca</i>	200000	<i>Loaded with canons</i>	150
<i>Assault mecca</i>	500000	<i>Many more canons</i>	190
<i>Afro mecca</i>	700000	<i>Ideal for cruising plains</i>	150
<i>Tribal mecca</i>	800000	<i>Ideal for jungle exploration</i>	90
<i>Yin mecca</i>	2000000	<i>Liquid camouflaged mecca for night time raids</i>	80

This game was inspired by robotech, mechwarrrior, dungeons and dragons, shadow run and of course vampire the masquerade. If you want to sue me, my email is brettnortje@mweb.co.za. Hope you like it.