

Imbria Arts Presents:



The Role Playing Game



Based off the hit Manga Series Published in Shonen Weekly
By Hiro Mashima

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Welcome to the Fairy Tail RPG players Guide rules book. The following is all the info needed by players to make their characters to play the game. Like in our earlier release of the Naruto and One Piece RPG's we have used the D20 system combined with others to blend a well built and playable system for play. Unlike Past games this one is more solid to the d20 roots yet at the same time has far more freedom with build points and tier abilities that grant the players new ways of helping out. Also unlike the other two games all players have access (unless they choose not to) mana and a category of magic. Gather as a group join or form a guild and rise to the as one of the worlds most skill wizards.

So why play this game. Well this game is all about the Anime/manga series Fairy Tail a massive fantasy adventure. The point is to play for fame, power and glory. Its to go out and seek your own personal adventure and seek what fame and treasure lies on that path.

Game Terms

Fairy Tail RPG uses a number of terms, abbreviations, and definitions in presenting the rules of the game. The following are among the most common.

Ability: A unique skill or a action that is used by a creature to perform tasks. These can both be taught thru action in game and rewarded to the player, or purchased with build points.

Ability Score: Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

Action: An action is a discrete measurement of time during a round of combat. Using abilities, using chi, using special actions, and making attacks all require actions to perform. There are a number of different kinds of actions, such as a standard action, move action, swift action, free action, and full-round action.

Alignment: Alignment represents a creature's basic moral and ethical attitude.

Armor Class (AC): All creatures in the game have an Armor Class. This score represents how hard it is to hit a creature in combat. As with other scores, higher is better.

Armor Bonus: Each Class helps train characters in how to take a more defensive position in combat. Thus the classes grant a bonus to AC per level of the class.

Background Abilities: Each player in order to better individualize their character can add Defects and Advantages to their character giving them a type of social and physical standing.

Base Attack Bonus (BAB): Each creature has a base attack bonus and it represents its skill in combat. As a character gains levels, his base attack bonus improves. When a creature's base attack bonus reaches +6, +11, or +16, he receives an additional attack in combat when he takes a full-attack action.

Build Points: A set number of points used to buy unique abilities, Special Attacks, Extra uses of ability a day, Bonus feats, Bonus Skill points, and Extra HP

Bonus: Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are non cumulative (do not "stack")—only the greater bonus granted applies.

Chi: The source of all life an the way a ninja is able to perform unique and learned abilities and tasks power and ability when casting spells. When a creature uses chi, it often contains a number of variables, such as range or damage. That is based on the user's level.

Class: Classes represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as unique abilities or chi use. As a creature gains levels in a given class, it gains new, more powerful abilities. Most PCs gain levels in the core classes or prestige classes, since these are the most powerful.

Check: A check is a d20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks, and saving throws.

Concentration Check: When a creature is using Chi or powers, but is disrupted during the casting, he must make a concentration check or fail to perform the action being performed.

Creature: A creature is an active participant in the story or world. This includes PCs, NPCs, and monsters.

Damage Reduction (DR): Creatures that are resistant to harm typically have damage reduction. This amount is subtracted from any damage dealt to them from a physical source. Most types of DR can be bypassed by certain types of weapons. This is denoted by a "/" followed by the type, such as "10/cold iron." Some types of DR apply to all physical attacks. Such DR is denoted by the "—" symbol.

Difficulty Class (DC): Whenever a creature attempts to perform an action whose success is not guaranteed, he must make some sort of check (usually a skill check). The result of that check must meet or exceed the Difficulty Class of the action that the creature is attempting to perform in order for the action to be successful.

Exceptional Abilities (Ex): Exceptional abilities are unusual abilities that do not rely on Chi to function.

Experience Points (XP): As a character overcomes challenges, defeats monsters, and completes quests, he gains experience points. These points accumulate over time, and when they reach or surpass a specific value, the character gains a level.

Feat: A feat is an ability a creature has mastered. Feats often allow creatures to circumvent rules or restrictions.

Creatures receive a number of feats based off their Hit Dice, but some classes and other abilities grant bonus feats.

Game Master (GM): A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game.

Hit Dice (HD): Hit Dice represent a creature's general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Monsters, on the other hand, gain racial Hit Dice, which represent the monster's general prowess and ability. Hit Dice are represented by the number the creature possesses followed by a type of die, such as "3d8." This value is used to determine a creature's total hit points. In this example, the creature has 3 Hit Dice. When rolling for this creature's hit points, you would roll a d8 three times and add the results together, along with other modifiers.

Hit Points (hp): Hit points are an abstraction signifying how robust and healthy a creature is at the current moment.

To determine a creature's hit points, roll the dice indicated by its Hit Dice. A creature gains maximum hit points if its first Hit Die roll is for a character class level. Creatures first Hit Die comes from an NPC class or from his race roll their first Hit Die normally. Wounds subtract hit points, while healing (both natural and magical) restores hit points. Some abilities and spells grant temporary hit points that disappear after a specific duration. When a creature's hit points drop below 0, it becomes unconscious. When a creature's hit points reach a negative total equal to its Constitution score, it dies.

Initiative: Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Level: A character's level represents his overall ability and power. There are three types of levels. Class level is the number of levels of a specific class possessed by a character. Character level is the sum of all of the levels possessed by a character in all of his classes. In addition, the build points are gained at each new level based on the game power level.

Monster: Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Non-player Character (NPC): These are characters controlled by the GM.

Penalty: Penalties are numerical values that are subtracted from a check or statistical score. Penalties do not have a type and most penalties stack with one another.

Player Character (Character, PC): These are the characters portrayed by the players.

Powers: Unique attacks and abilities granted the player through Family or Possession, however Monsters and some classes also offer these as means of attacks. Powers have a use per day based on the build points bought. A basic Power is granted to Possessed and Family Ninja and they start 1 use of it a day. New powers can be created and other can be expanded on.

Reputation Score (RS): This score determines how Famous or Infamous the character has become. High fame can grant the character a bonus on purchases or even rewards. High Infamy grants bonuses to intimidation and fear inducing abilities.

Resistance (R): Some creatures are resistant to elements and gain spell resistance. When a creature with resistance is targeted by an attack, the user of the attack must make a level check to see if the attack affects the target. The DC of this check is equal to the target creature's R (some attacks do not allow R checks).

Round: Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world.

Rounding: Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

Saving Throw: When a creature is the subject of a dangerous attack, or effect it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw—they are made automatically. There are three types of saving throws: Fortitude (used to resist poisons, diseases, and other bodily ailments), Reflex (used to avoid effects that target an entire area, such as *explosives*), and Will (used to resist mental attacks and Genjutsu).

Skill: A skill represents a creature's ability to perform an ordinary task, such as climb a wall, sneak down a hallway, or spot an intruder. The number of ranks possessed by a creature in a given skill represents its proficiency in that skill. As a creature gains Hit Dice, it also gains additional skill ranks that can be added to its skills.

Special Abilities (Sp): Spell-like abilities function just like normal abilities, but are granted through a special racial ability or by a specific class ability.

Stacking: Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties do stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that the penalties might negate or exceed part or all of the bonuses, and vice versa.

Supernatural Abilities (Su): Supernatural abilities are attacks, defenses, and qualities. These abilities can be always active or they can require a specific action to utilize. The supernatural ability's description includes information on how it is used and its effects.

Turn: In a round, a creature receives one turn, during which it can perform a wide variety of actions. Generally in the course of one turn, a character can perform one standard action, one move action, one swift action, and a number of free actions. Less-common combinations of actions are permissible as well, see Chapter 8 for more details.

Generating a Character

At the start of the Game the GM will state what difficulty they are giving the game which will determine the starting build points.

20 – Tough the Gm is giving a stronger restriction on early build and is keeping a tighter grip on players

30 – Average the Gm is granting the player plenty of room to create while keeping it balanced overall

40 – Weak the Gm is granting the players a strong role in playing a character and often battles weigh towards players

Either copy the character sheet we provide or create your own.

Step 1—Determine Ability Scores: Start by generating your character's ability scores. These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

Step 2—Pick Your Race: Next, pick your character's race, noting any modifiers to your ability scores and any other racial traits. There are 5 to choose from, although your GM might have others to add to the list.

Step 3—Pick Your Class: A character's class represents a profession, such as Ninja or other classes. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) for defeating monsters, he goes up in level, granting him new powers and abilities.

Step 4—Pick Skills and Select Feats: Determine the number of skill ranks possessed by your character, based on his class and Intelligence modifier (and any other bonuses, such as the bonus received by humans). Then spend these ranks on skills, but remember that you cannot have more ranks than x5 your level in any one skill (for a starting character, this is usually one). After skills, determine how many feats your character receives, based on his class and level.

Step 5—Buy Equipment: Each new character begins the game with an amount of money, based on his class and background abilities that can be spent on a wide range of equipment and gear, from armor to backpacks. This gear helps your character survive while adventuring. Generally speaking, you cannot use this starting money to buy Chi items without the consent of your GM.

Step 6—Finishing Details: Finally, you need to determine all of a character's details, including his starting hit points (hp), Armor Class (AC), saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name, alignment, Background Abilities, and physical appearance. It is best to jot down a few personality traits as well, to help you play the character during the game.

ABILITY SCORES

Each character has six ability scores that represent his character's most basic attributes. They are his raw talent and prowess. While a character rarely rolls a check using just an ability score, these scores, and the modifiers they create, affect nearly every aspect of a character's skills and abilities. Each ability score generally ranges from 3 to 18, although racial bonuses and penalties can alter this; an average ability score is 10.

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. Special modifiers are applied after the scores are generated.

Standard: Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method is less random than Classic and tends to create characters with above-average ability scores.

Classic: Roll 3d6 and add the dice together. Record this total and repeat the process until you generate six numbers. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further, with the totals applied to specific ability scores in the order they are rolled. Characters generated using this method are difficult to fit to predetermined concepts, as their scores might not support given classes or personalities, and instead are best designed around their ability scores.

Heroic: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This is less random than the Standard method and generates characters with mostly above-average scores.

Dice Pool: Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three highest dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. After all the points are spent, apply any racial modifiers the character might have. The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. Average non-player characters (NPCs) are typically built using as few as 3 points. See Table 1–2 on the next page for a number of possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters.

Luck of the Draw: What is needed for this is a deck of cards and a set of dice (multiple dice sets are suggested)

The Drawing: Well now that we know about the ability scores now we need to know how to determine them. At creation all characters have all 10s to start. At either end the soul must gamble with the creator to determine your starting abilities. The Player shuffles the deck in front of the GM to avoid cheating then hands the deck back to the GM for inspection. After noting that the deck is random the player will draw 6 cards and lay them face down on the table. The player

can decide to keep a 10 in any ability but once decided he cannot go back unless he draws the joker. If the player is unsatisfied with average he or she can decide to gamble with the creator for greater ability. The player then places his wager which can be as small as a Coin toss or as high as a d8 which is the dream of great power.

Once the wager is laid the GM must ask "Your Fate has been Judged! Do you Accept Fate?"

If the player says no then the bet is off and they have their 10. If they say yes the card is turned over to reveal their fate. If the Card is red then they have won the wager and may roll their dice and add that number to their current score. If the card is Black then they lose the wager and must subtract that amount. If the player takes the highest of the bets either win or lose and rolls the maximum amount they are bid to roll again. If the maximum amount is rolled a second time they are allowed to roll an extra d4 to add to their stat in the case of a win and the stat is reduced to 1 in the case of a loss. If the player has drawn the joker Chaos has decided to allow for a change to fate. The color of the card still determines loss or gain but the amount of the bet may be changed with the added penalties or bonuses it may give. If the player draws a joker when they decided not to gamble they are given the chance to roll a die if they wish to add or subtract depending on the color of the joker involved. They are always allowed to keep their 10 if they chose not to gamble and those stats not gambled on are always held to the last. This Choice is Utter Chaos and can result in a weak character as often as a strong one. So it is suggested when a player chooses this method to roll that the GM offer a bonus level, ability or Build Points.

Determine Bonuses

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. The chart below shows the modifier for each score. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
42-43	+16
44-45	+17
ect.	

The Abilities

Each ability partially describes your character and affects some of his actions.

Strength (Str)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or "melee") combat, such as Warrior, Monks, Martial Artists. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to move in any way and is unconscious. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon, including a sling. (Exceptions: Off-hand attacks receive only half the character's Strength bonus, while two-handed attacks receive 1-1/2 times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb and Swim checks.
- Strength checks (for breaking down doors and the like).

Dexterity (Dex)

Dexterity measures agility, reflexes, and balance. This ability is the most important one for rogues, but it's also useful for characters who wear light or medium armor or no armor at all. This ability is vital for characters seeking to excel with ranged weapons, such as the bow or sling. A

character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, firearms and many ranged chi attacks like *Dragon Fire* or *Shadow Shuriken*.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding *explosives* and other attacks that you can escape by moving quickly.
- Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks.

Constitution (Con)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have a Constitution score. Their modifier is +0 for any Constitution-based checks. A character with a Constitution score of 0 is dead.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Fortitude saving throws, for resisting poison, disease, and similar threats.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

You apply your character's Intelligence modifier to:

- The number of bonus languages your character may know at the start of the game. All characters start with Common but there are different languages and codes used to keep secrets between allies and out of the hands of enemies. If you have a penalty, you can still read and speak your racial languages unless your Intelligence is lower than 3.
- The number of skill points gained each level, though your character always gets at least 1 skill point per level.
- Appraise, Craft, or Knowledge skill checks.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, awareness, and intuition. Wisdom is the most important ability for Healers and is a useful thing for all classes for noticing one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. A character with a Wisdom score of 0 is incapable of rational thought and is unconscious.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effects of *charm person* and other spells).
- Heal, Notice, Profession, and Survival checks.
- Healers use their Wisdom Score to heal others.

Charisma (Cha)

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance. It is the most important ability for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to channel energy. For undead creatures, Charisma is a

measure of their unnatural "life-force." Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert themselves in any way and is unconscious.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, and Perform checks.
- Checks that represent attempts to influence others.

Character Build Points

All players start the game with Build points at the start of the game and automatically gain another 5 points after every level these points can be spent on any of the following. The Amount of beginning build points depend on how high powered the GM wants the game to be. The levels are as follows.

High Powered Game 40 Starting Points

Medium Powered Game 30 Starting Points

Low Powered Game 20 Starting Points

HP Boost Attack Bonus Special Ability Additional Use Extra Skill points New Feat Special Attacks Battle rewards / Character Rewards

Special attacks/ Powers* - Grant a new attack based of ether powers, chi, or physical abilities of that character - **5 BP points**

HP Boost - Gains a Bonus hit die roll – **1 BP point**

HP Max Boost – Gains a Maxed Hit die result without having to roll – **2 BP points**

Attack Bonus - this can be granted to a play via a certain weapon or facing a certain class, race or sex - **4 BP points**

Additional Use* - grants a bonus use per day of special ability, power or attack - **2 BP points**

Extra Skill Points - Grants more 5 skill points - **1 BP points**

New Feat* - Grants an extra Feat - **3 BP points**

Tier Ability - Grants an ability like First aid (1d8 Healing per person per day), navigation, treasure find and such Each tier ability can be leveled and grant a bonus to skills/or aid in other ways. The abilities are in tiers of which the player can buy a tier at 5 points or can be granted one as a battle reward - **3 or reward prize**

Abilities* – abilities are unique actions that allow the player to do unusual things without using chi or a power – **3 BP points**

Combos* – The true way to fight in the game. Combining or Linking Abilities, Powers to Techniques or having two Techniques work together – **2 BP points**

Power Burn – Power burn is done much the way Action points are done in game. If the player has any unspent points and is in a dire situation they can use their power point to aid them in this situation. The situations are as follows.

Saving Grace: Player is knocked well below –10 and should be dead but spends their point to be stabilized at -10 instead – 1 BP point

Heroic Surge: Player spends a point to be granted a temp +10 to all hits for the next Game Hour – 1 BP point

Slam Master: Player spends a point to be granted a temp x2 to all damage rolls for the next Game Hour – 1 BP point

Angel of Mercy: Player spends a point to bring another dead player back from the dead to stabilized -10 BP points

* - can also be gained in game through battle lessons or spending learning or training. For these.

Character Alignment

Unlike other games the Character alignment is less a basis of where one stands in Good and evil sense on a morel sense, and more where they stand on a mental level. The two categories stand as Laws and Mental Status

Laws Alignments

(O) Order - A person of order has a strong sense of laws ether of social or personal nature. They use these laws to guide their actions through choices.

(F) Freewill – A person of individual choice. The hardest of the choices a freewill person takes and weighs the decisions of each choice. Choosing the one that they feel will be best at the time.

(C) Chaos – A person of Chaos never makes choices and lets events play out as they go. Often they will do something merely to see what chaos is comes from it.

Mental Status

(S) Sane – A sane person is solid strong mind that thinks things through to their conclusion.

(W) Weird – A Weird person will make random thoughts and actions.

(I) Insane – A Insane Person will make crazy non sense based decisions in their life.

Example of how each player works on a situation.

The group arrives in a massive room. A large Casket with Gold coins spilling out stands on a raised dais in the middle of the room, columns line the room each with a nude statue. A massive Beast stands between the party and is ready to attack.

The OS Character will strike at the beast in the most logical way

The OW Character will seek for a way to start a chain reaction of explosives on the Statues in the room to harm the beast with shrapnel.

The OI Character will also seek for a way to start a chain reaction but on the columns of the room. Hoping to bring the room down on it and then digging the treasure free afterwards.

The FS will let the Beast move to attack them and spring an attack on them as an act of defense.

The FW will let the Beast attack his teammates then attack it from behind.

The FI will let the Beast attack his Teammates while he goes after the treasure.

The CS will try to go around the beast striking it from behind, while ducking behind the statues, hoping the beast's strength won't push the statues into the columns crushing him.

The CW will run head forward willing to take the beast head on.

The CI will run head first on a suicide bomb quest of trying to toss explosives into the beast's mouth or personally delivering them.

Now the Beast lay dead and the treasure before them.

The OS character will study the dais making sure its not trapped then will demand they divide the treasure fairly between the party.

The OW character will let the others pick up the treasure in turns. Choosing the items that fit for each member perfectly.

The OI character will divide the treasure in piles of equal size and give a pile to each member.

The FS character will divide the treasure giving items to those that contribute the most or give the best use to each member.

The FW character will divide the treasure into items of value to sell off and items that may be useful to him.

The FI character will randomly hand out treasure to those he feels may be useful later.

The CS character will gather the treasure and take what they find they want if they can use it or not for use or sale later.

The CW character will demand the group gamble for the treasure here and now.

The CI character will take all the treasure and toss it in the air what falls near each person is theirs to keep.



Humans Earthland

Since they outnumber most other races, usually are amongst the most technologically advanced and organized of the races, human beings remain the dominate race in the world.

Overall Strength

Most of the inhabitants of the Fairy Tail Earth land world are Humans and are the strongest races on the planet. While the average human is as weak as in Real Life, with enough training they are able to train themselves to be able to do incredible stunts such as using Super-Human Strength and incredible abilities. Earth land humans have a natural use of magic in their bodies and do to this they are born and trained to access Mana and use it in casting Spells

Racial Traits:

- **Skill Point Bonus** - +4 Skill Points at creation, +1 Skill Point Per level
- **Bonus Feat** – at Creation a Humans gain one extra feat
- **5 extra Build Points** at 1st level
- **Stat Bonus** – at Level 5 and every 5th level on a Humans gain an extra Stat Boost of +1
- **Magic User** – players of this race add the Mods of INT+WIS+CHA and multiply it by their level for their mana pool and start the game (unless they choose not too) with a choice of magic on the list.

Racial Defects:

Unlike other races Human has no set racial Defect

Humans Edolas

Since they outnumber most other races, usually are amongst the most technologically advanced and organized of the races, human beings remain the dominate race in the world.

Overall Strength

Most of the inhabitants of the Fairy Tail Endolas world are Humans and are one of the weakest races on the planet. While the average human is as weak as in Real Life, with enough training they are able to train themselves to be able to do incredible stunts such as using Super-Human Strength and incredible abilities. Endolas while not born with a tuned nature like their Earthland counter parts, thus they are at a disadvantage in casting spells normally but they make up for it by mastering using magic items and weapons along with more advance technology.

Racial Traits:

- **Skill Point Bonus** - +4 Skill Points at creation, +1 Skill Point Per level

- **Bonus Feat** – at Creation a Humans gain one extra feat

- **5 extra Build Points** at 1st level

- **Stat Bonus** – at Level 5 and every 5th level on a Humans gain an extra Stat Boost of +1

- **Magic Weapon/ Armor/ Item** – Edolas members start the game with 1 magic item per every 5 levels that they start in creation

- **Techno Mastery** – This race has +10 bonuses to all craft skills, Knowledge Machines, Military Sciences, Drive, Ride, Pilot and Repair

Racial Defects:

- **No Magic Type** – Edolas character while having Mana to using items and empowering them they can not connect with Magic types and cast spells like the other races.



Celestial **(Fallen)**

Race of Children of the stars, Empowered with strong magical sense of power and Combat power. On top of having magic types of their own at their disposal they also are skilled fighters and some possess unique yet strange powers. Fallen Celestials are banned from returning to the Celestial world and their personal keys don't work.

Appearance

The form of Celestials is different yet they carry a small to large look based on their stars.

Overall Strength

Medium Size, +2 STR, +2 CON, +2 INT, +2 WIS

Level Adjustment +5

Racial Traits:

- **C-Mana** – On top of normal mana a Celestial has a collection of mana that is (total number of all Stats added up) this mana can be used to cast spells but when used up doesn't restore, when fully used up it causes the player to fade from existence
- **Magic User** – players of this race add the Mods of INT+WIS+CHA and multiply it by their level for their mana pool and start the game (unless they choose not too) with a choice of magic on the list.
- **1d3 Powers** – Powers let the Celestial perform a magic like task 1/day stuff like fly, heal, or other unique powers linked to the Celestials Star.
- +2 STR, +2 CON, +2 INT, +2 WIS

Racial Defects

- **Fallen Star** – Celestials have been banned from returning to their home they have a limited amount of C-mana and if they use every last bit without regenerating it they will fade from existence
- **Human Life** – Normally Celestials upon being defeated can return through their gate and heal and restore their mana. But a Fallen Celestial can not do this and must heal normally





Exceed

Basically a race of anthropomorphic cats that have not only the power to fly but some are trained in magic of other types. At one time they were looked on as God's in Edolas. Now removed from their land they wander Earth land to find their own homes.

Appearance

Small cats that act like humans and walk on two legs. They all use the magic Aera which lets them sprout wings and fly for a limited time. They also give birth to eggs. More powerful Exceed can transform to a medium sized Human like creature that is built for combat.

Overall Strength

Small Size, +2 DEX, +4 CHA

Level Adjustment +3

Racial Traits:

- **Aera Magic**
- **Magic User** – players of this race add the Mods of INT+WIS+CHA and multiply it by their level for their mana pool and start the game (unless they choose not too) with a choice of magic on the list.
- **Fighting Form** – Exceed's that make it to level 12 can start to take on a Human like form this form costs 5 mana a round but grants them a +4 STR, +4 CON, +4 DEX till released upon releasing they revert to their small forms
- +2 DEX, +4 CHA

Racial Defects

- **No Seriously** – has a difficult time getting people to listen or acknowledge them as a voice to be heard -4 to all social rolls



Demon Born

Demons that have come to live in the human world and hide their form from the world that hates them. Demon Born have the unique ability of flight and disguising their form to mimic that of humans.



Appearance

Strange skin and bearing horns claws and fangs, Demon born are feared beings in the world but can disguise themselves naturally

Overall Strength

Medium Size, +2 STR, +2 CON

Level Adjustment +4

Racial Traits:

- **Flight** – Player of the Demon race can fly for a limited time (their Con Score in Rounds) at a Speed of 30/ Good
- **Human Guise** – Players of the Demon race can take on a human form through illusions only one part of their body (I.E. A leg or arm) maintains its demonic form. When their mana is exhausted they revert to their normal form even though it doesn't take mana to take the form of a human
- +2 STR, +2 CON

Racial Defects

• **Hated Race** – Due to the evil look of the race all those placed in this race are given a -4 to social rolls.

• **Demon Lore** – The myths and legends that have risen have even affected the minds of the Demon born and they tend to seek to eat on human flesh if they drop below 8 INT at any time.



Classes

A character's class is one of his most defining features. It's the source of most of his abilities, and gives him a specific role in any adventuring party. The following Fifteen classes allow a wide selection of abilities and tasks.

Barbarian: The barbarian is a brutal berserker from beyond the edge of civilized lands.

Bard: The bard uses skill and abilities alike to bolster his allies, confound his enemies, and build upon his fame.

Bounty Hunter: The Bounty Hunter is a skill man hunter. A well balance of combat and tracking makes them a force to reckon with.

Lore Master: A Master of many tasks spread throughout the world.

Martial Artist: A warrior with great focus on their physical Strength and even know how to channel chi to perform Techniques

Monk: A student of martial arts, the monk trains his body to be his greatest weapon and defense.

Noble: A Person of great social status and strong skills in leadership yet weak in combat.

Pirate: A skilled traveler of the sea. Strong fighting skills and diverse fighters make them good fighters in a battle.

Priest: A soul following the path of god uses their spiritual soul to combat and help others.

Ranger: A tracker and hunter, the ranger is a creature of the wild and of tracking down his favored foes.

Rogue: The rogue is a thief and a scout, an opportunist capable of delivering brutal strikes against unwary foes.

Samurai: Masters of the Blade, Honor bound and deadly combatants make Samurai one of the strongest classes.

Sorcerer: Skilled users of magic, They know how to best and effectively use their Mana

Trainer: A skilled trainer brings an ally to battles and together they perform great acts and actions.

Wander: A well learned individual that brings vast knowledge and skills to the group.

Warrior: Brave and stalwart, the fighter is a master of all manner of arms and armor.

Experience Chart The following is a complete listing of how much experience is needed for leveling your character

Experience Points and Level Progression

At the end of each mission, or game (up to the GM) the players are rewarded EXP to get them closer to a level above is the level progression chart for this game. When a player levels they gain a certain amount of Power points based on the class they choose to take the next level in. The player upon leveling up gains a new feat every 3rd level, Stat Boost every 4th level and 5 build points every level.

Character Advancement

As player characters overcome challenges, they gain experience points. As these points accumulate, PCs advance in level and power. The rate of this advancement depends on the type of game that your group wants to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best.

Advancing Your Character

A character advances in level as soon as he earns enough experience points to do so—typically, this occurs at the end of a game session, when your GM hands out that session’s experience point awards. The process of advancing a character works in much the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat. Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees. When adding new levels of an existing class or adding levels of a new class, (see Multi-classing, below), make sure to take the following steps in order. First, select your new class level. You must be able to qualify for this level before any of the following adjustments are made. Second, apply any ability score increases due to gaining a level. Third, integrate all of the level’s class abilities and then roll for additional hit points. Finally, add new skills and feats.

Level	EXP need	Level	EXP need
1	0	11	135
2	10	12	155
3	20	13	175
4	30	14	195
5	40	15	215
6	55	16	240
7	70	17	265
8	85	18	290
9	100	19	315
10	115	20	340

Multi-classing

Instead of gaining the abilities granted by the next level in your character’s current class, he can instead gain the 1stlevel abilities of a new class, adding all of those abilities to his existing ones. This is known as “multi-classing.” For example, let’s say a 5th-level Warrior decides to dabble in the Ninjutsu, and adds one level of ninja when he advances to 6th level. Such a character would have the powers and abilities of both a 5th-level Warrior and a 1st-level Ninja, but would still be considered a 6thlevel character. (His class levels would be 5th and 1st, but his total character level is 6th.) He keeps all, of his bonus feats gained from 5 levels of Warrior, but can now also use Ninja Techniques. He adds all of the hit points, base attack bonuses, and saving throw bonuses from a 1st-level Ninja on top of those gained from being a 5th-level Warrior.

Note: that there are a number of effects and prerequisites that rely on a character’s level or Hit Dice. Such effects are always based on the total number of levels or Hit Dice a character possesses, not just those from one class. The exception to this is class abilities, most of which are based on the total number of class levels that a character possesses of that particular class.

Barbarian

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	0	0	2	Fast Movement, Illiteracy, Rage 1/day
02	2	3	0	0	3	Uncanny Dodge
03	3	3	1	1	3	Trap Sense +1
04	4	4	1	1	4	Rage 2/day
05	5	4	1	1	4	Improved Uncanny Dodge
06	6/1	5	2	2	5	Trap Sense +2
07	7/2	5	2	2	5	Damage Reduction 1/-
08	8/3	6	2	2	6	Rage 3/day
09	9/4	6	3	3	6	Trap Sense +3
10	10/5	7	3	3	7	Damage Reduction 2/-
11	11/6/1	7	3	3	7	Greater Rage
12	12/7/2	8	4	4	8	Trap Sense +4, Rage 4/day
13	13/8/3	8	4	4	8	Damage Reduction 3/-
14	14/9/4	9	4	4	9	Indomitable Will
15	15/10/5	9	5	5	9	Trap Sense +5
16	16/11/6/1	10	5	5	10	Damage Reduction 4/-, Rage 5/day
17	17/12/7/2	10	5	5	10	Tireless Rage
18	18/13/8/3	11	6	6	11	Trap Sense +6
19	19/14/9/4	11	6	6	11	Damage Reduction 5/-
20	20/15/10/5	12	6	6	12	Mighty Rage, Rage 6/day



For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

Role: Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

Alignment:

Fast Movement - A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the

barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Illiteracy - Barbarian must take Common Language as a feat to read or write

Rage - A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal.

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and power enhance feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter.

At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck

Uncanny Dodge - At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Trap Sense - At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Damage Reduction - At 7th level, a Barbarian, gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage- At 11th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will - While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantments and Genjutsu. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage - Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage - At 20th level, when a barbarian enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d12

Skills: (points per level 30 + INT MOD), Animal Empathy, Climb, Craft, Intimidate, Jump, Notice, Ride, Survival, Swim, Taunt, Use Magic Device

Example in Fairy Tail: Natsu Dragneel



Bard

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Bardic Knowledge, Bardic Music, Inspire Courage +1, Counter Song, Fascinate, Distraction
02	1	0	3	3	1	Inspire Disorder -1
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Twang
05	3	1	4	4	2	
06	4	2	5	5	3	Suggestion
07	5	2	5	5	3	Pleasant Melody
08	6/1	2	6	6	3	Inspire Courage +2, Doom-song
09	6/1	3	6	6	4	Inspire Greatness, Inspire Disorder -2
10	7/2	3	7	7	4	Combine Songs, Sproing
11	8/3	3	7	7	4	Inspire Chaos
12	9/4	4	8	8	5	Song of Freedom, Soothing Melody
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3, Freighting Tune
15	11/6	5	9	9	6	Inspire Heroic, Inspire Disorder -3
16	12/7	5	10	10	6	Rip a Cord
17	12/7	5	10	10	6	
18	13/8	6	11	11	7	Mass Suggestion
19	14/9	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4, Final Performance

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and Abilities, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.



Role: Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and Abilities, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

Bardic Knowledge - A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Music - A bard is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action.

At 13th level, a bard can start a bardic performance as a swift action. Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components. If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Counter Song - At 1st level, a bard learns to counters effects that depend on sound (but not spells that have verbal components). Each round of the counter song he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent actions such as an opposing bard, noble or Genjutsu may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counter song is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the counter song, but it must use the bard's Perform skill check result for the save. Counter song does not work on effects that don't allow saves. Counter song relies on audible components.

Fascinate - At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Distraction - At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) Genjutsu attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) Genjutsu attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Inspire Courage - A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Disorder – A bard of 2nd level or higher Similar to Inspire Courage effects targets the bard decides are enemies in the area. Grants a negative Moral bonus on enemies in 30ft. At 6th level and every 5 levels thereafter, this negative grows by -1 to a maximum -3 at 18th level. Inspire disorder is a mind-affecting ability. Inspire disorder can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Twang – A bard at 4th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard ½ level in d6's for one use of music, Ranged attack

Suggestion - A bard of 6th level or higher can use his performance to make a suggestion to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance. Once under the influence of suggestion the Bard can ask things that the target normally would do but to the Bard's aid. Such suggestions like Flee from battle, Provide Defense (Bard or Allies), Give me your stuff, or convince them that one of their allies is out to harm them. You can not ask something put the targets life at direct risk.

Making a suggestion does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language dependent ability and relies on audible components.

Pleasant Melody – A Bard of 7th level or higher can use his performance to heal a single ally (or himself) with a (Performance + Bard Level + Charisma Score) in healing. In addition, this performance removes the fatigued, sickened, and shaken conditions. This turn must be played for 4 rounds and the target can not move out of 30ft from the bard. Pleasant melody relies on audible and visual components.

Doom-song - A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Doom-song is a mind-affecting fear effect, and it relies on audible and visual components.

Inspire Greatness - A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Combine Songs- A bard at 10th or higher can play two songs in one turn. It takes a full round to pull off both songs but the effects can be used to grant allies with bonuses and enemies with discord.

Sproing – A bard at 10th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at a 30 ft cone your ½ level in d6's for one use of music

Inspire Chaos – A bard at 11th level or higher can use one of his bardic music uses to cause confusion to 30ft area of enemies DC 10 +Level +CHA MOD Will

Soothing Melody - A bard of 12th level or higher can use his performance to create an effect of healing a large group (Performance + Bard Level + Charisma Score). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing melody affects all targets that remain within 30 feet throughout the performance. Soothing melody relies on audible and visual components.

Song of Freedom – A bard of 12th level or higher can use there Bardic music to free a person from any Enchantments and Genjutsu without the target having to roll another save and grants them a +4 bonus to avoid any new enchantment or Genjutsu.

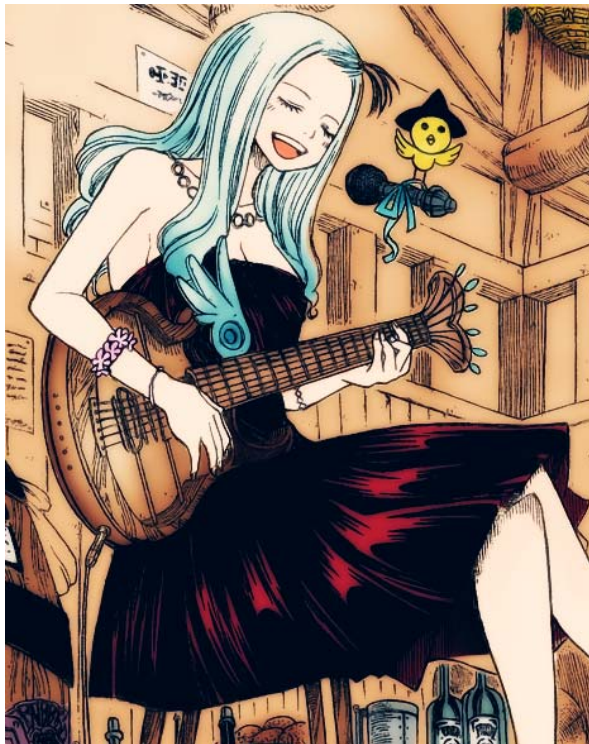
Frightening Tune - A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and f lees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

Inspire Heroics - A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Rip a cord – A bard at 16th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard level in d6's and maintains for time equal to your level, for one use of music, Ranged Touch

Mass Suggestion - This ability functions just like suggestion, but allows a bard of 18th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components.

Final Performance - A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Final performance is a mind-affecting death effect that relies on audible and visual components.



Weapon Proficiencies: Simple, Rapier, Long sword, sap, short sword, short bow, and Whip

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d6

Skills: (points per level 50 + INT MOD)
Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gamble, Gather Info, Jump, Knowledge (all skills), Medical, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Read Lips, Ride, Seduction, Stealth, Swim, Taunt, Use Magic Device

Example in Fairy Tail: Mirajane Strauss

Bounty Hunter

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	2	0	1	Track, Wild Empathy
02	2	3	3	0	1	Bonus Feat
03	3	3	3	1	2	Uncanny Dodge
04	4	4	4	1	2	
05	5	4	4	1	3	Trap Sense +1
06	6/1	5	5	2	3	Bonus Feat
07	7/2	5	5	2	3	Improved Uncanny Dodge
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion
10	10/5	7	7	3	5	Bonus Feat, Trap Sense +2
11	11/6/1	7	7	3	5	
12	12/7/2	8	8	4	5	Fast Movement +5
13	13/8/3	8	8	4	6	
14	14/9/4	9	9	4	6	Bonus Feat
15	15/10/5	9	9	5	7	Trap Sense +3
16	16/11/6/1	10	10	5	7	Fast Movement +10
17	17/12/7/2	10	10	5	7	
18	18/13/8/3	11	11	6	8	Bonus Feat
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	Trap Sense +4

A Bounty Hunter, is a skilled hunter in urban environments. Skilled warriors built to bring justice down upon the wicked of the world.

Track- A Bounty Hunter adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy - A Bounty Hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Bounty Hunter rolls 1d20 and adds her Bounty Hunter level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Uncanny Dodge - At 3rd level, a Bounty Hunter gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A Bounty Hunter with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead

Trap Sense - At 5th level, a Bounty Hunter gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every five Bounty Hunter levels thereafter (10th, 15th, and 20th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 7th level and higher, a Bounty Hunter can no longer be flanked. This defense denies a rogue the ability to sneak attack the Bounty Hunter by flanking her, unless the attacker has at least four more rogue levels than the target has Bounty Hunter levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker - Beginning at 8th level, a Bounty Hunter can move at her normal speed while using Survival to follow tracks without taking the normal –10 penalty. She takes only a –30 penalty (instead of the normal –60) when moving at up to twice normal speed while tracking.

Evasion - At 9th level or higher, a Bounty Hunter can avoid damage from many area-effect attacks. If a Bounty Hunter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Bounty Hunter is wearing light armor or no armor. A helpless Bounty Hunter does not gain the benefit of evasion.

Fast Movement – At 12th level and higher, The Bounty Hunter's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the Bounty Hunter's land speed.

Bonus Feat - Able Sniper, Catch off Guard, Cleave, Close Shot, Combat Reflexes, Dazzling Display, Deadly Aim, Exhausting Critical, Far Shot, Greater Two Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improvised Weapon Mastery, Lucky Bullet, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Quick Draw, Rapid Reload, Ranged Disarm, Ranged Sunder, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shot on the Run, Spirited Charge, Staggering Critical, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Cloak Dance, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Reckless Offense, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Known Killer.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Concentration, Craft, Drive, Forgery, Gather Info, Intimidate, Jump, Knowledge Nature, Knowledge Area, Knowledge Law, Medical, Notice, Pilot, Profession, Stealth, Survival, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Gajeel Redfox



Lore Master

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	4	1	Lore Master Knowledge
02	0	0	3	4	1	Secret
03	1	1	3	5	2	
04	1	1	4	5	2	Secret
05	1	1	4	6	2	
06	2	2	5	6	3	Secret
07	2	2	5	7	3	
08	2	2	6	7	3	Secret
09	3	3	6	8	4	
10	3	3	7	8	4	Secret
11	3	3	7	9	4	
12	4	4	8	9	5	Secret
13	4	4	8	10	5	
14	4	4	9	10	5	Secret
15	5	5	9	11	6	
16	5	5	10	11	6	Secret
17	5	5	10	12	6	
18	6/1	6	11	12	7	Secret
19	6/1	6	11	13	7	
20	6/1	6	12	13	7	Secret



A Lore Master, is a master of knowledge. Mostly bookish people that have learn how to do things in a unique way that grants them abilities that almost seem like magic in ways. Lore masters tend to be older people but their have been known of some young bright minds. They aren't very keen of fighting and often in a fight say in the back where it's safer and where they can help out by seeing through the enemies plans.

Lore Master Knowledge -lore masters can make an unskilled check and add their level in knowledge skills

Secret - Lore masters pick up unique abilities, attacks and skills on their travels, when the class grants them they get to choose one of these choices

Applicable Knowledge - grants one feat that the Lore master meet prerequisites. Can be taken multiple times.

Lore of Auras - Lore master can make a search check to identify if a item has been modified or not. Also can determine if a liquid is poison or potion

Lore of Common Knowledge - Gains one cross class skill as a class skill

Lore of Defense - Grants a +1 to Defense Bonus, the effects stack

Lore of Skills - Gains 20 additional Skill points.

Nerve Bundle Strike - Fort save attack (DC 10+Damage dealt) if failed the subject is brought to 0 HP, if passed the subject is paralyzed for 1d6 rounds 1/day each time its take it adds a use per day.

Secret Strike - make a attack 1/day that adds INT bonus to hit and Lore master Level to Damage, each time taken adds one use per day

Blab - make target make a Will save vs. Sleep (DC 10+Lore master level +INT bonus) 1/day, each time taken adds one use per day

Lost Art - Lore master holds action till end of turn and is able to attack target with a ranged touch attack with $\frac{1}{2}$ lore master level d 6's attack is considered magic 1/day, each time taken adds one use per day.

Lore of Arms - Take this Lore and gain skill with a weapon outside of the Weapon Proficiencies given with out the feat

Lore of Combat - Gain a +1 to you Base Attack Bonus

Deep thought - Lore master gets a +1 to Will and Fort saves, the effects stack each time taken

Mettle - The Lore master can evade ether Will or Fort saves like the skill Evasion does for Reflex. Each time taken it grants the ability to the other.

Lore of Beast – This lore grants the user a natural weapon of claws, horns or teeth (player's choice) that they can release at will. Doing 1d8 damage x2 on critical, with the damage being slashing for claws, Bashing with Horns, and Piercing for Teeth. When not active the weapons don't appear.

Lore of Savage – This lore grants the user the ability to invoke a Rage similar to that of a Barbarian. Taking this ability multiple times allow a new use of rage a day.

Gibbering of Madness – The Lore Master rambles on in Tongues causing the effect of confusion on a target (Will save DC, Lore Master level + Charisma Modifier). Taking this multiple times grants an extra use of this ability.

Cold Stare – The Lore Master can strike a target with a ranged touch ray of cold. Doing 1d8, per $\frac{1}{4}$ level, of the Lore Master. Taking this multiple times grants an extra use of this ability.

Lore of Spells – Lore Master trades one secret for a new moderate spell to use at their disposal

Lore of Magic – Lore Master gains a Boost to a selected Magic Type Boosting all spells by making them count as being cast 2 levels higher.

Lore of the Stars – Lore master can mimic a Celestial's powers by being able to do one power based on the stars power per day.

Snake Vision - The Lore Master can Strike a target with an attack that paralyzes the target of $\frac{1}{2}$ the Lore masters level. (Will save DC, Lore Master Level + Charisma) Taking this multiple times grants an extra use of this ability



Weapon Proficiencies: Simple

Armor Proficiencies: None

Hit Die: 1d6

Skills: (points per level 50), Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Forgery, Gamble, Gather Info, Knowledge (all skills), Medical, Navigate, Notice, Perform, Pick Pocket, Profession, Repair, Streetwise, Taunt, Use Magic Device

Example in Fairy Tail: Levi McGarden

Martial Artist

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Chi Armor, Unarmed Attack
02	2	1	1	1	1	20	
03	3	1	1	1	2	30	Chi STR +1 or Technique
04	4	2	2	2	2	40	
05	5	2	2	2	3	50	Flying Kick Feat
06	6/1	3	3	3	3	60	Chi Strength +2 or Technique, Fists of Iron
07	7/2	3	3	3	3	70	
08	8/3	4	4	4	4	80	
09	9/4	4	4	4	4	90	Chi STR +3 or Technique
10	10/5	5	5	5	5	100	Throw Anything Feat ,
11	11/6/1	5	5	5	5	110	Fists of Flame
12	12/7/2	6	6	6	5	120	Chi STR +4 or Technique
13	13/8/3	6	6	6	6	130	
14	14/9/4	7	7	7	6	140	
15	15/10/5	7	7	7	7	150	Prone Attack Feat, Chi STR +5 or Technique
16	16/11/6/1	8	8	8	7	160	Holy Fist
17	17/12/7/2	8	8	8	7	170	
18	18/13/8/3	9	9	9	8	180	Chi STR +6 or Technique
19	19/14/9/4	9	9	9	8	190	
20	20/15/10/5	10	10	10	9	200	Power Critical Feat, Fist of Death

A Martial Artist, a living weapon. Someone who has trained their body to be the deadliest of all, weapons. Much like ninja they channel chi through their body and perform great tasks with it. Only unlike ninja they use chi more to boost their physical prowess.

Unarmed Attack – At First level and every level there after a Martial Artist uses both STR Bonus and DEX Bonus in a melee attack when unarmed. Granting them an stronger Melee attack then most classes.

Chi Armor – At First Level and Every Level there after a Martial Artist can Expend 1 chi per round to grant them a all around AC bonus equal to the Martial Artist Strength. This lasts for as long as the Martial Artist maintains it. When using Chi Armor they have to make Concentration rolls to maintain the Armor when using other Chi Based Techniques (DC 10+ STR Mod). Failure to pass the roll drops the armor but doesn't affect the Technique being used.

Chi STR - A Martial Artist of level 3 or higher can infuse their physical Strength with chi. Costing 1 chi per bonus per round (the bonuses increases every 3 levels after level 3 giving a max +6 Bonus by level 18.) Performing other techniques while this is active requires a concentration check (DC 10 +Martial Artist level)

Technique - Can choose to take a technique attack over the Chi STR one would gain at that level (see technique section for list)

Fist of Iron – at 6th level and every level there after, A Martial Artists Unarmed attacks count as Cold Iron thus count as +1, They also can expel 1 chi a round and their unarmed attacks can do sunder attacks at +2 damage.

Fist of Flame – at 11th level and every level there after, A Martial Artist Unarmed attacks count as Fire thus counts as +2, they can also expel 5 chi a round to add fire damage of +1d6 to their unarmed attacks

Holy Fist – at 16th level and every level there after, A Martial Artist Unarmed attacks count as blessed thus count as +3, they can also with the expel of 2 chi a round do blessed attacks that do greater damage (x2) to Demonic and Undead types.

Fist of Death – at 20th level and every level there after, A Martial Artist Unarmed attacks count as adamantite thus counting them as +4, also the Martial Artist can expel 20 chi to perform a death attack Fort save DC (10+damage+Martial Artist Level) vs Death.

Weapon Proficiencies: None

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD), Acrobatics, Bluff, Climb, Craft, Concentration, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Stealth, Swim, Taunt, Tumble, Use Rope, Use Magic Device

Example in One Piece: Elfman Strauss



Monk

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	2	2	2	1	Bonus Feat, Unarmed Strike 1d6, Flurry of Blows
02	1	3	3	3	1	Bonus Feat, Evasion
03	2	3	3	3	2	Still Mind, Speed Bonus +10 ft
04	3	4	4	4	2	Ki Strike (Energy) Slow Fall 20, Unarmed 1d8
05	3	4	4	4	3	Purity of Body, AC Bonus +1
06	4	5	5	5	3	Bonus Feat, Slow Fall +30, Speed Bonus +20ft
07	5	5	5	5	3	Wholeness Of Body
08	6/1	6	6	6	4	Slow Fall +40, Unarmed 1d10
09	6/1	6	6	6	4	Improved Evasion, Speed Bonus +30ft
10	7/2	7	7	7	5	Ki Strike Lawful, Slow Fall +50, AC +2
11	8/3	7	7	7	5	Diamond Body, Greater Flurry
12	9/4	8	8	8	5	Abundant Step, Slow Fall +60, Unarmed 2d6, Speed Bonus +40
13	9/4	8	8	8	6	Diamond Soul
14	10/5	9	9	9	6	Slow Fall +70
15	11/6/1	9	9	9	7	Quivering Palm, AC +3, Speed Bonus +50
16	12/7/2	10	10	10	7	Ki Strike (adamantine), Slow Fall +80, Unarmed 2d8
17	12/7/2	10	10	10	7	Timeless Body, Tongue of Sun and Moon
18	13/8/3	11	11	11	8	Slow Fall +90, Speed Bonus +60
19	14/9/4	11	11	11	8	Empty Body
20	15/10/5	12	12	12	9	Protect Self, Slow Fall (any), Unarmed 2d10, AC +4

A Monk, a more focus and peaceful martial artist. They tend to fix their minds on few goals no of which are violent like the martial artist and because of this instead of accessing chi they focus their bodies into creating a better defense and being able to focus their attacks on their target. They use more Wisdom then there Martial artist counter parts.



Flurry of Blows - Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat (even if the monk does not meet the prerequisites for the feat). For the purpose of these attacks, the monk's base attack bonus is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus. At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat). At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Unarmed Strike - At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal non-lethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or non-lethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of techniques and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on the chart below.

Evasion - At 2nd level or higher, a monk can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement - At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind - A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment abilities, genjutsu techniques and effects.

Ki Strike - At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 4th level, ki strike allows his unarmed attacks to be treated as blessed weapons for the purpose of overcoming damage reduction. Ki strike improves with the character's monk level. At 10th level, his unarmed attacks are also treated as Mystic weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness. By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his ki pool as he gains levels. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Slow Fall - At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

AC Boost - When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC. In addition, a monk gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Purity of Body - At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Wholeness of Body - At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Improved Evasion - At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body - At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step - At 12th level or higher, a monk can slip between spaces, as if using the ability Ninja Teleport. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

Diamond Soul - At 13th level a monk gains resistance to elements (Fire, Cold, Electric, Acid) equal to ½ Monk level

Quivering Palm - Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per week, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated.

Timeless Body - At 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

Tongue of Sun and Moon - At 17th Level a Monk can speak with any living creature

Empty Body - At 19th level, a monk gains the ability to assume an ethereal state for 1 minute as though they took on the form of a ghost. Using this ability is a move action that consumes 3 points from his ki pool. This ability only affects the monk and cannot be used to make other creatures ethereal.

Perfect Self - At 20th level, a monk becomes a god like creature of Order. He is forevermore treated as Demonic rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaos, which allows him to ignore the first 10 points of damage from any attack made by a non-chaos weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

Monk Abilities Chart				
Level	Flurry Of blows	Unarmed Damage	Slow Fall rate	AC Bonus
1	-2/-2	1d6		
2	-1/-1			
3	0/0		10 ft	
4	1/1	1d8		
5	2/2			+1
6	3/3		20 ft	
7	4/4			
8	5/5/0	1d10		
9	6/6/1		30 ft	
10	7/7/2			+2
11	8/8/3			
12	9/9/4	2d6	40 ft	
13	9/9/4			
14	10/10/5/0			
15	11/11/6/1		50 ft	+3
16	12/12/7/2	2d8		
17	12/12/7/2			
18	13/13/8/3		60 ft	
19	14/14/9/4			
20	15/15/10/5/0	2d10		+4



Bonus Feat - At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats are as follows:

Catch
off Guard, Close Quarters Fighting, Dazzling Display, Deflect Arrows, Fist of Iron, Flying Kick, Gorgon's Fist, Improved Disarm, Improved Grapple, Improved Trip, Improvised Weapon Mastery, Karmic Strike, Martial Weapon Proficiency, Medusa's Wrath, Prone Attack, Quick Draw, Scorpion Style, Shatter Defenses, Snatch Arrows, Stunning Fist, Throw Anything, Water Splitting Stone, Weapon Finesse, Improved Initiative, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous Reflexes, Cumbrous Will, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Hunted Man

Weapon Proficiencies: club, crossbow (light and heavy), dagger, hand ax, javelin, Kama, Nunchaku, quarter staff, sai, shuriken, siangham, sling

Armor Proficiencies: None

Hit Die: 1d8

Skills: (points per level 40 + INT MOD),
Acrobatics, Animal Empathy, Climb, Concentration, Craft, Decipher Script, Diplomacy, Escape Artist, Jump, Knowledge Astrology, Knowledge History, Knowledge Religion, Martial Arts, Medical, Notice, Perform, Profession, Stealth, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Gildarts Clive

Noble

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Fascinate, Inspire Courage +1, Recognition
02	1	0	3	3	1	
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Line of Credit
05	3	1	4	4	2	Leadership
06	4	2	5	5	3	Impressive Argument
07	5	2	5	5	3	
08	6/1	2	6	6	3	Inspire Courage +2
09	6/1	3	6	6	4	Inspire Greatness
10	7/2	3	7	7	4	
11	8/3	3	7	7	4	
12	9/4	4	8	8	5	Inspirational Leader
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3
15	11/6/1	5	9	9	6	Inspire Heroics
16	12/7/2	5	10	10	6	
17	12/7/2	5	10	10	6	
18	13/8/3	6	11	11	7	Great Leadership
19	14/9/4	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4

A Noble, the upper crust of the world. They tend to not fight much as they have servants for these things. They are in ways a lot like bards but instead of performing they use their influence, power and money do their fighting.

Noble Performance - A Noble is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a Noble can use Noble Performance for 2 additional rounds per day. Each round, the Noble can produce any one of the types of Noble Performance that he has mastered, as indicated by his level.

Starting a Noble Performance is a standard action, but it can be maintained each round as a free action. Changing a Noble Performance from one effect to another requires the Noble to stop the previous performance and start a new one as a standard action. A Noble Performance cannot be disrupted, but it ends immediately if the Noble is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A Noble cannot have more than one Noble Performance in effect at one time.



At 7th level, a Noble can start a Noble Performance as a move action instead of a standard action.

At 13th level, a Noble can start a Noble Performance as a swift action. Each Noble Performance has audible components, visual components, or both. If a Noble Performance has audible components, the targets must be able to hear the Noble for the performance to have any effect, and such performances are language dependent. A deaf Noble has a 20% chance to fail when attempting to use a Noble Performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to Noble Performances with audible components. If a Noble Performance has a visual component, the targets must have line of sight to the Noble for the performance to have any effect. A blind Noble has a 50% chance to fail when attempting to use a Noble Performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to Noble Performances with visual components,

Fascinate - At 1st level, a Noble can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Noble, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the Noble has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the Noble's level + the Noble's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the Noble cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage - A 1st-level Noble can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the Noble's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 8th level, and every six bard levels there-after, this bonus increases by +1, to a maximum of +4 at 20th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The Noble must choose which component to use when starting his performance.

Recognition – At 1st level and every level there after, Nobles can use their reputation to give bonuses to Diplomacy checks. A Noble can use their reputation bonus to influence the way he acts in social arguments, The higher the reputation the stronger their influence on people they approach in a diplomatic way.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the Noble. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the Noble's performance. This bonus increases by +1 for every four levels the Noble has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A Noble can't inspire competence in himself. Inspire competence relies on audible components.

Line of credit – At 4th level and every Level there after Nobles may rely on a line of credit. This allows the Noble to purchase food, items or even transportation when they don't have money on hand, This only works in areas that can be influenced as Neutral or Good relation to the Nobles home, Hostile Territories will not provide such a offer, it is up the GM how much and when the

purchases can be held off before this function is cut off and the Family may take more drastic actions (i.e. sending collectors after the character) the amount the Noble is able to take is on average (10,000 x the Noble's Level +Reputation)



Leadership – At Level 5 a Noble gains the Benefit of the Feat Leadership for free, granting them either a powerful Cohort or several weak Followers, For more on this feat see the chapter on Feats.

Impressive Argument – At level 6 and every level there after a Noble can expel a use of their Noble Performance to cause a target to make a Will Save (DC 10 + $\frac{1}{2}$ nobles class level + CHA mod) command Fascinated targets. That target (if normally Hostile will either flee or surrender, if not Hostile they will be inspired to give aid in combat to the Noble)

Inspire Greatness - At Level 9 and every level there after, a Noble can use a use of their Noble Performance granting 2 extra hit die, +2 to hit, and +1 to Fort saves to any ally within 30ft

Inspirational Leader – At level 12 and every level there after the Noble's using Noble Performance effect double the bonuses on Cohorts

Inspire Heroics – At level 15 and every level there after a Noble through a use of their Noble Performance grant an additional +4 Moral Bonus, +4 on AC to allies in 30ft.

Great Leadership – At level 18 A Noble is granted the ability to gain a second Cohort / more followers. This is normally denied by the rules.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Animal Empathy, Bluff, Concentration, Craft, Diplomacy, Disguise, Drive, Gamble, Gather Info, Intimidate, Knowledge (all skills), Notice, Perform, Pilot, Profession, Ride, Seduction, Stealth, Swim, Taunt, Use Magic Device

Example in One Piece: Lucy Heartfilia

Pirate

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	2	0	0	1	Navigator Feat
02	1	3	0	0	1	Bonus Feat
03	2	3	1	1	2	+5 HP, DR 1/-
04	3	4	1	1	2	
05	3	4	1	1	3	Bonus Feat
06	4	5	2	2	3	+5 HP, DR 2/-
07	5	5	2	2	3	
08	6/1	6	2	2	4	Bonus Feat
09	6/1	6	3	3	4	+5 HP, DR 3/-
10	7/2	7	3	3	5	
11	8/3	7	3	3	5	Bonus Feat
12	9/4	8	4	4	5	+5 HP, DR 4/-
13	9/4	8	4	4	6	
14	10/5	9	4	4	6	Bonus Feat
15	11/6/1	9	5	5	7	+5 HP, DR 5/-
16	12/7/2	10	5	5	7	
17	12/7/2	10	5	5	7	Bonus Feat
18	13/8/3	11	6	6	8	+5 HP, DR 6/-
19	14/9/4	11	6	6	8	
20	15/10/5	12	6	6	9	Bonus Feat



Strong and Hardy Warriors of the sea, Pirates, are a strong force in a fight. While they don't have a diverse array of abilities they make up for it in Hit points, Feats and DR along with vast weapon choices they stand as equivalent of a living battleship.

Types of Pirates

Most pirates are a combination of both Peace Maine and Morgania ideals. Even the final version certain amount of pirates display these original concepts.

Peace Maine

A Peace Maine is a Pirate who goes on adventures, and doesn't really care about personal treasures or going around fighting other Pirates.

Morgania

The Morgania, fight for treasure and personal gain. They are greedy and love to fight just to cause other people pain and misery.

+5 Hp – At 4th level and every three levels after that Pirates gain 5 extra Hit points on top of their normal levels.

+1 DR – At 4th level and every three levels after that Pirates gain +1/- damage reduction

Bonus Feats - Able Sniper, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Grenadier, Improved Bull Rush, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lucky Bullet, Many shot, Martial Weapon Proficiency, Monkey Grip, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Rally Behind the Jolly Roger, Reckless Offense, Sea Legs, Spring Attack, Cumbrous Fortitude, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Call of the Sea, Poison Expert, Poison Master, Ship Shape, Wanted Dead or Alive

Weapon Proficiencies: Simple, Martial, Pistols, Rifles

Armor Proficiencies: Light, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Craft, Demolitions, Disable Device, Decipher Script, Drive, Forgery, Gamble, Intimidate, Jump, Knowledge Area, Knowledge Astrology, Knowledge Geography, Knowledge Law, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Repair, Ride, Stealth, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Freed Justine

Priest

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Lay On Hands
02	0	0	3	3	1	Minor Blessing
03	1	1	3	3	2	
04	1	1	4	4	2	Minor Blessing
05	1	1	4	4	3	Holy Talisman
06	2	2	5	5	3	Minor Blessing
07	2	2	5	5	3	
08	2	2	6	6	4	Blessing
09	3	3	6	6	4	
10	3	3	7	7	5	Blessing, Holy Barrier
11	3	3	7	7	5	
12	4	4	8	8	5	Blessing
13	4	4	8	8	6	
14	4	4	9	9	6	Major Blessing
15	5	5	9	9	7	Holy Word
16	5	5	10	10	7	Major Blessing
17	5	5	10	10	7	
18	6/1	6	11	11	8	Major Blessing
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Holy Miracle, Major Blessing

The Priest is the best class for fending off the powerhouses that is demonic power in the game. They gain abilities and bonuses against all forms of demonic powers including the Possessed Ninja. Their strong will let's them make up for their weak attacks. They also gain the power to grant Blessings and heal by Laying on hands.

Lay On Hands – At 1st Level and higher a Priest, as a full action the Priest can place their hands on their target and Heal them (Priest level + Wisdom Mod)



Minor Blessing – At 2nd level and every level there after a Priest gains a holy ability blessed upon them from a higher power. Priest's gain an additional choices at 4th and 6th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Animal Friendship – user can befriend hostile/unfriendly creatures

Mending Touch – user can repair minor damage items with touch

Friendly Face – grants bonus of +4 to all social rolls when active

Pain touch – Touch cause 1d8+level damage

Liberation – Target is granted a +4 to Reflex saves

Mad laughter – Target that fails will save (DC 10 + Level) is unable to act

Bull Strength - +2 STR for (4+Level) in rounds

Cat's Grace - +2 DEX for (4+level) in rounds

Summon Wind - Creates a gust of wind that can be used to move sails (4+level in rounds)

Create Water – Creates 1 gallon of water per level

Glitter Light - Creates a small sphere of light that acts like a free floating torch, lasts 1 round per level

Holy Talisman – At 5th level and every level there after the Player is able to do a touch attack, which does damage equal to their (Wis Mod x their Priest Level) to demonic powers, This is granted a 1/3 their level in uses a day, thus at level 5 its 1, 6 its 2, 9 its 3 and so on.

Blessing – At 8th Level and every level there after Priest gain a stronger blessing from their higher power. Priest's gain an additional choices at 10th and 12th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Summon Animal Minor – Summons a small to medium creature to aid in a fight lasting 4+levels in rounds

Repair – fixes Major Damages on items with touch

Charm – Causes target to make will save (Dc 10+level vs Charm effect).

Bleeding Touch – Touch does 2d8+level in damage

Freedom of Movement – Grants self and allies within 30ft the ability to move freely through difficult terrain, through techniques or otherwise

Tongues – user causes all targets in 30ft to perform will save (DC 10+level) vs. No Action for 1d6 rounds

Heroic Strength – Grants target a Strength boost of +4 for (4+level) in rounds

Blinding Light – A burst of light that blinds all within a area DC 10 +Level

Holy Barrier – At 10th level a shield that blocks damage equal to their Wisdom (Mod x Priest Level) to all attacks, The ability requires concentration Rolls to maintain (DC 10+Priest Level) while doing other actions, Failing to do so drops the shield. Priest Gain this ability 1/per day

Major Blessing – At 14th Level and every level there after the Priest is able gain a powerful blessing from their higher power. Priest's gain an additional choices at 16th, 18th and 20th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Summon Animal Major – Summons a Large or Huge Creature to aid user in battle, lasting (4+level) in rounds

Puppet Guardian – user can summon a puppet to fight along as their aid, lasting (4+level) in rounds

Domination – User causes a target to make a will save (DC 10+level) vs complete control of the targets actions

Decay Touch – Touch attack does 3d8+level in damage

Searing Light – Fires a laser blast for 120ft doing 1d6 ½ level (max 10d6) to normal races, or 1d6 per level to undead or demonic (max 20d6)

Aura of Insanity – user generates a 30' aura that causes all targets inside to have to make a will save (DC 10+level) vs. No action for 2d10 rounds

Godly Strength – user grants self and allies in 30ft +6 STR for (4+level) in rounds

Holy Word – At 15th level and every level after that the Priest increases the strength of Holy Talisman by x4

Holy Miracle – At 20th level a Priest can return a target that has been dead in rounds equal to their own level to OHP

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Knowledge Astrology, Knowledge Biology, Knowledge History, Knowledge Poisons, Knowledge Occult, Knowledge Religion, Medical, Notice, Profession, Use Magic Device

Example in Fairy Tail: Zeref

Ranger

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	2	0	1	1 st Favored Enemy, Track, Wild Empathy
02	2	3	3	0	1	Combat Style
03	3	3	3	1	2	Endurance
04	4	4	4	1	2	Animal Companion
05	5	4	4	1	3	2 nd Favored Enemy
06	6/1	5	5	2	3	Improved Combat Style, Snipe Attack +1d6
07	7/2	5	5	2	3	Woodland Stride
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion , Snipe Attack +2d6
10	10/5	7	7	3	5	3 rd Favored Enemy
11	11/6/1	7	7	3	5	Combat Style Mastery
12	12/7/2	8	8	4	5	Snipe Attack +3d6
13	13/8/3	8	8	4	6	Camouflage
14	14/9/4	9	9	4	6	
15	15/10/5	9	9	5	7	4 th Favored Enemy, Snipe Attack +4d6
16	16/11/6/1	10	10	5	7	
17	17/12/7/2	10	10	5	7	Hide In Plain Sight
18	18/13/8/3	11	11	6	8	Snipe Attack +5d6
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	5 th Favored Enemy

A Ranger is the master of the wild. They know how to live of the land and focus their efforts in taking on foes long before they get into melee. Able to track and transverse land better then most. They use their skills of survival to aid the group best. They also can specialize in fighting certain types of people, animals and monsters in the world.



Favored Enemy - At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired), increases by +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Main Classed Favored Enemies

Humans	covers Earthland and Edolas
Animals	covers animals and Exceed
Demons	covers Demons and Devils
Undead	covers undead
Monsters	Monsters and Monstrous
Sorcerer	skilled at dealing with Sorcerers
Martial Artist	skilled at dealing with Martial Artists
Pirate	skilled at dealing with Pirates
Warrior	skilled at dealing with Warriors
Wander	skilled at dealing with Wanders
Trainer	skilled at dealing with Trainers
Lore Master	skilled at dealing with Lore Masters
Rogue	skilled at dealing with Rogues
Noble	skilled at dealing with Nobles
Bounty Hunter	skilled at dealing with Bounty Hunters
Bard	skilled at dealing with Bards
Monk	skilled at dealing with Monks
Samurai	skilled at dealing with Samurai
Barbarian	skilled at dealing with Barbarians
Priests	skilled at dealing with Priests

Track - A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy – A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style - At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Evasion - At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Animal Companion - At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy bonus.

The Animal Companion also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well as 2 points every level afterwards.

Improved Combat Style - At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Many-shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Snipe Attack - If a Ranger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Ranger's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Ranger flanks her target. This extra damage is 1d6 at 6th level, and increases by 1d6 every three levels thereafter. Should the Ranger score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Ranger must be able to see the target well enough to Pick out a vital spot. A Ranger cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

Woodland Stride - Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or used in a technique that are manipulated to impede motion, however, still affect him.

Swift Tracker - Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Combat Mastery - At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage - A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight - While in any of his favored terrains, a ranger of 17th level or higher can use the Hide skill even while being observed.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Animal Empathy, Climb, Concentration, Craft, Gather Info, Jump, Knowledge Area, Knowledge Nature, Knowledge poisons, Knowledge Geography, Medical, Navigate, Notice, Pilot, Profession, Ride, Search, Stealth, Survival, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Alzack Connell and Bisca Connell



Rogue

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	0	2	Trap finding, Sneak Attack +1d6
02	1	0	3	0	3	Evasion, Minor Talent
03	2	1	3	1	3	Trap Sense +1, Sneak Attack +2d6
04	3	1	4	1	4	Uncanny Dodge, Minor Talent
05	3	1	4	1	4	Sneak Attack +3d6
06	4	2	5	2	5	Trap Sense +2, Minor Talent
07	5	2	5	2	5	Sneak Attack +4d6
08	6/1	2	6	2	6	Improved Uncanny Dodge, Minor Talent
09	6/1	3	6	3	6	Sneak Attack +5d6, Trap Sense +3
10	7/2	3	7	3	7	Talent
11	8/3	3	7	3	7	Sneak Attack +6d6
12	9/4	4	8	4	8	Trap Sense +4, Talent
13	9/4	4	8	4	8	Sneak Attack +7d6
14	10/5	4	9	4	9	Talent
15	11/6/1	5	9	5	9	Trap Sense +5, Sneak Attack +8d6
16	12/7/2	5	10	5	10	Talent
17	12/7/2	5	10	5	10	Sneak Attack +9d6
18	13/8/3	6	11	6	11	Trap Sense +6, Talent
19	14/9/4	6	11	6	11	Sneak Attack +10d6
20	15/10/5	6	12	6	12	Talent

A Rogue is a person who mainly is out for themselves but at times could be hired. Their main purpose is to steal, trick or acquire money or items by the best way they know how. Masters of stealth and locks they find their way in and out with the least possible alarms being triggered along the way. But in a pinch they can also make sure those that do find out regret it as they are the only class to gain the ability sneak attack which allows them to catch a target off guard and do a significantly more damage then normal.

Sneak Attack - If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals non-lethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

Trap Finding - A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

Trap Sense - Bonus to saves verses Traps



Evasion - At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge - Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Improved Uncanny Dodge - A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Minor Talents - As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue, gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once. Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

*Bleeding Attack** (Ex): A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Combat Trick: A rogue that selects this talent gains a bonus combat feat.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Finesse Rogue: A rogue that selects this talent gains Weapon Finesse as a bonus feat.

Ledge Walker (Ex): This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Quick Disable (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

*Slow Reactions** (Ex): Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

Trap Spotter (Ex): Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Weapon Training: A rogue that selects this talent gains Weapon Focus as a bonus feat.

Talent - At 10th level, and every two levels thereafter, a rogue can choose one of the following talents in place of a rogue minor talent.

Crippling Strike (Ex):* A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Defensive Roll (Ex): With this advanced talent, the rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points, by damage in combat, (from a weapon or other blow, not a spell or special ability) the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain any feat that she qualifies for in place of a rogue talent.

Weapon Proficiencies: Simple, Hand crossbow, Rapier, Short Sword, Short Bow

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Intimidate, Jump, Notice, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Juvia Lockser

Samurai

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	0	0	1	Code of Honor, Stance 1, Sword Style 1
02	2	3	0	0	1	
03	3	3	1	1	2	Sword Style 2
04	4	4	1	1	2	
05	5	4	1	1	3	Stance 2, Sword Style 3
06	6/1	5	2	2	3	
07	7/2	5	2	2	3	Sword Style 4
08	8/3	6	2	2	4	
09	9/4	6	3	3	4	Sword Style 5
10	10/5	7	3	3	5	Stance 3
11	11/6/1	7	3	3	5	Sword Style 6
12	12/7/2	8	4	4	5	
13	13/8/3	8	4	4	6	Sword Style 7
14	14/9/4	9	4	4	6	
15	15/10/5	9	5	5	7	Stance 4, Sword Style 8
16	16/11/6/1	10	5	5	7	
17	17/12/7/2	10	5	5	7	Sword Style 9
18	18/13/8/3	11	6	6	8	
19	19/14/9/4	11	6	6	8	Sword Style 10
20	20/15/10/5	12	6	6	9	Stance 5

A Samurai is a master of the sword. Focused on how to use the blade to win any battle they resign themselves to a code and use their skills to see that code through. Their skill in swords, allow them to do amazing tricks and attacks with the blade normally considered by most impossible.



Code of Honor:

Each Samurai has a moral code in their lives that they stick by, failing to follow the code will cause them to need to seek redemption to return to their path or seek forgiveness. The Code is the system of Honor they follow.

Ak So San – Slay Evil Immediately

This is a code that is used by samurai to gain access to sword style moves it is a promise from the samurai to go all out on those they face. If they fail to defeat their target then they are not awarded the experience for that encounter. (note: this does not mean they alone have to defeat them but if they group in whole losses the combat)

Code Of Loyalty - subject agrees to follow someone or thing willing to give their life to protect. If they fail to protect their code they do not gain exp.

Code Of Poverty - subject agrees to do what they can to survive and give what they can to the needy. If they fail to not follow this code they do not gain exp until they reform their ways and return to the code.

Code of Strongest - Subject has made a vow to become the strongest or best and will do anything to see this code through. If they fail to see this code through they can no longer advance or use the abilities of the samurai class, they maintain the class levels. They can regain the class only if they perform an act of strength.

Code of Protector – Subject has made a vow to protect those that stand as the weak or helpless in the world offering their blade as one of defense and Justice for those less fortunate. Unlike the Code of Loyalty which is to one person this is for the weak in all.

Code of Pain – A Twisted and Sadistic Code, those that bear this code seek to make the ones they face suffer and hurt through their actions. Sometimes they will even go as far to save their target and help them heal, only to bring more harm to them later.

Code of The Dark Guardian – A code which is willing to break the laws and act more like a Vigilante bringing Justice down upon the wicked of the world, the followers of this code seek out criminals and bring them to their final end.

Code of the Sword – A code where the Samurai uses their sword as their sole means for life, they often offer their services as a sword for hire. Using other swords is a sin in their mind and when their blades are destroyed they must seek it to be repaired, if this proves to be a failure then they to must be destroyed.

Redemption / Forgiveness:

A Failure to follow a given code of honor, causes the Samurai to no longer be able to gain experience in Samurai. In order to regain access to the class the samurai must seek out a way to redeem or be given forgiveness. This usually is based on taking up and completing a quest based on the code they follow.

Stance – At level 1 and every level after that the Samurai gains a Stance, Unlike the Sword Techniques, Stances are a way of always using ones sword in ways that grant bonuses in different ways, at the beginning of the round the Samurai must declare the stance they are in (otherwise its taken that they take no stance). Switching or activating stances is requires a standard action. Samurai gain a new stance every 5th level, at 5, 10, 15, and 20.

Quicker Than the Eye – A Samurai using this stance adds their STR and DEX mod in making attacks thus making melee attacks have a stronger chance to hit and making the damage count more.

Counter Slash – A Samurai using this stance can use an attack of opportunity even when it normally isn't allowed to attack back when attacked by a declared target.

Shield Sword – A Samurai using this stance can Add +4 to their AC while this Stance is active and treat the sword as a shield when using it.

Sheath Sword – A Samurai using this stance can add their INT Bonus in attacks to hit and damage making cleaver unpredictable moves with their swords and bodies.

Lighting Rock – A Samurai using this stance can start a fight doing an additional damage of +1d6 per 1/4 level. Basically they remove their blades so quickly they create a sonic slash from the sheath. (Note: this mimics the Rouges ability Sneak Attack)

Monster Wield – A Samurai using this stance infuses their strength behind their blows doing x2 damage but they take a -6 to hit

Shaking Hand – A Samurai using this stance has their blade shaking as it makes wounds doing the same damage but forcing the target to make a Fort Save (DC 10+Level) vs. Bleeding damage.

Blind Swordsman – A Samurai using this stance can seek out their target that is cloaked in illusions or the Samurai is Blind, They suffer no penalty and reduce the miss chance possibility by 1/2.

Weapons Master – A Samurai using this stance can use any weapon/object (other than the sword) with their techniques. (Objects require the Improvised Weapon Feat, weapons/objects retain the damage they are given for normal attacks) [Followers of the Code of the Sword cannot take this]

Mad Blade – A Samurai using this stance does not try to avoid damage dropping their AC to their Touch AC, in exchange they can strike doing an additional 2 points of damage for each amount of AC Dropped

Blood Lust – A Samurai using this stance places themselves in a trance granting them +4 hit die and +4 to damage, for -4 AC and -4 to hit.

Spinning Blade – Auto attack any martial attack against you with double damage counts as an attack of opportunity

Twin Blade Strike – when using two weapons the player attacks with both weapons as if they were one using the same attack modifier. Note large or bigger weapons give a penalty to both weapons when using this move of –4 per size category

Sword Styles – At Level 1 and every level there after a Samurai gains the use of a sword Style, this is a unique attack that they can unleash as an alternative to a normal attack. They aren't limited in how many times they use them. Some attacks have a level requirement such as being level 5, 10 or 15 before you can use them.

Upper Thrust – attack on jumping or target above doing additional damage based off height (1d6 per 5ft)

Double Cut - a cut that deals double damage when hit

Mirror Blade – A quick Movement that blinds the target to Will Save DC 10+samurai level

Minds Eye – allows the player a bonus of 10 ft sight in darkness, and a extra 25% in miss chance rolls

Spinning Thrust - A spinning leap attack that drills into the target added damage based off of distance left to travel (i.e. For every 10 ft total move the player has left to reach the target they add 1d10)

Spiral Slash – A crescent slash that cuts all areas of the body grants a –1 to hit on target and –5 move

Wall Slash - Like the Spinning Thrust but performed by bouncing off a wall which doubles the damage for every 10 ft instead of adding damage

Rising Blade – An upward cut that causes the target to lose one action

Heavens Strike – A drop cut that places the weight of the player add damage. +1 damage per every 10lbs of the player

Hurricane Slash – 60 ft cone, that does 1d6 for every 10 ft towards the player using the attack (ie: 0-10 6d6, 10-20 5d6, 20-30 4d6, 30 –40 3d6, 40-50 2d6, 50-60 1d6) [requires level 10]

Double Thrust – a Thrust made quickly at the same spot doing x4 damage [requires level 10]

Cold Steel Blade - +15 to sunder a weapon [requires level 5]

Ground Breaker – A Strike along the ground that does 3d6, damage, 60 ft line

Wind Cutter – 120 ft line that does 3d6, damage [requires level 5]

Vibrating Blade - Weapon ignores DR 10/- [requires level 10]

Lashing Blade - +15 ft in weapons reach [requires level 5]

Reflective Attack – Player hits a Ranged attack back at the target at a –4 based off of the players attack this uses an attack of opportunity [requires level 5]

Returning Hit – An attack that has a delayed reaction of 1d4 rounds often used as a second attack (can not be dodged by Replacements) [requires level 10]

Spearing Sword – Weapon can be thrown at no penalty

Blistering Flourish – Weapon's Attack can Daze Targets Will Save DC (10+Level)

Nightmare Blade – Samurai can add an Intimidate roll in Damage [Level 10]

Steal Wind – This attack lets the samurai do two attacks in one [Level 5]

Duplication Sword – A samurai with this move can create an after image of themselves of 1 image per every +2 in DEX mod, granting them a 50% miss chance on attacks against them [level 10]

Leading Attack – This Attack Grants Allies a +2 bonus, [Must be the first to attack]

Lava Blade – Sword is engulfed in Heat adding 1d6 damage [level 10]

Entangling Blade – The Samurai can use their blade to create a difficult movement terrain of DC 10 + level

Mind Strike – The Samurai can add their Wisdom Mod to hit and Damage

Bone Splitter – The Samurai can make a strike that breaks bones doing 1 point Con Damage when the target fails the Fort Save DC (10+Samurai level) [level 5]

Sword of the Mountain – The Samurai using this attack is able to halt the further movements beyond them in one direction of the sides of 30ft [level 10]

Iron Heart Strike – When a Samurai uses this attack they gain a chance to re-roll a failed save that occurs after the attack for that turn

Bloodletting Strike – The Samurai using this attack is able to cause the target to take bleeding damage doing 1d4 damage, a round DC (10+Samurai Level) medical check to heal [level 5]

Giant's Grip – Strikes with this attack have the weapon count in damage as a size category larger [level 10]

Flanking Strike – When using this strike the samurai is granted the bonus as if they were flanking with an ally

Tempest Sword – Samurai slashing their weapons create a twister around them 30' engulfing those in the area doing $\frac{1}{2}$ the Samurai's level in 1d10's [level 10]

Ring of Blade – A samurai can attack a target surrounding them in a slash that if they move through the slash they take 1d10 + Samurai level [level 10]

Vampirism Strike – A samurai with this attack can drain $\frac{1}{4}$ the damage in Hp with their attack [level 5]

Ballista Strike – The Samurai throws their sword with resounding strength doing $\frac{1}{4}$ the samurai level in d10's line attack 60 ft [level 10]

Crushing Blow – When a Samurai makes this Attack the target must make a Fort Save DC (10+ $\frac{1}{2}$ Damage) [level 15]

Running Slash – As a Samurai Moves they leave a wake behind them of 1d10 + $\frac{1}{4}$ level for that round, all that move through this slash take the damage [level 5]

Hamstring Strike – A Samurai makes an attack doing 1d4 Dex damage [level 10]

Celebration Strike – When the Samurai uses this attack and downs a foe, their allies gain an extra action [level 15]

Twin Strike – Creating a Duplicate through his quick movements he is able to flank a target with himself and do double attacks that round [level 15]

Enervating Shadow – The Samurai can make a strike giving 1d4 Negative Levels to their target Fort save DC (10 + Level) [level 15]

Shadow Meld – The Samurai Movements that round are so quick they are granted a 75% miss chance when making this attack [level 10]

Earth Shaker – The Samurai makes a strike to the ground causing the earth to shake 6d6 in a area 30ft from the samurai [level 15]

Gentle Sword – A Samurai making this strike causes their damage to be sub-dual damage

Weapon Proficiencies: Martial, Simple

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Bluff, Craft, Climb, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Search, Sleight of Hand, Stealth, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Panther Lily

Sorcerer

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Mana Bonus	Special Ability
01	0	0	0	2	1	10	+10 Mana a level
02	0	1	1	3	1	20	
03	1	1	1	3	2	30	Bonus Feat
04	1	2	2	4	2	40	Bonus Spell
05	1	2	2	4	2	50	New Form of Magic
06	2	3	3	5	3	60	Bonus Feat
07	2	3	3	5	3	80	+20 Mana a level
08	2	4	4	6	3	100	Bonus Spell
09	3	4	4	6	4	120	Bonus Feat
10	3	5	5	7	4	140	New Form of Magic
11	3	5	5	7	4	160	
12	4	6	6	8	5	180	Bonus Feat, Bonus Spell
13	4	6	6	8	5	220	+40 Mana a level
14	4	7	7	9	5	260	
15	5	7	7	9	6	300	Bonus Feat, New Form of Magic
16	5	8	8	10	6	340	Bonus Spell
17	5	8	8	10	6	380	
18	6/1	9	9	11	7	420	Bonus Feat
19	6/1	9	9	11	7	480	+60 Mana a level
20	6/1	10	10	12	7	540	New Form of Magic, Bonus Spell

Skilled users of magic, these great warriors have trained their skill with magic to points to increase the amount of mana that they possess and have ways to boost their power and explore new ways of using it.

Mana Boost – Mana Boosts at level one as the character levels they gain an addition +10 mana, this increases at level 7 to +20 Mana again at 13 to +40 and then to +60 at 19 the boost does not count to mana gained in lower levels just at levels as they are gained

Bonus Spell – At 4th level the Sorcerer gains a new Minor spell, at 8th level they gain a bonus Moderate spell, at 12th level they gain a Major spell, at 16th level they gain a bonus Sever spell, at 20th level the sorcerer gains a bonus Master spell.

Bonus Feats – Sorcerers can gain a Bonus Meta Magic Feat to boost their spells for free, starting at level 3 and every 3rd level there after, the choices are Spell Focus, Greater Spell Focus, Widen Spell, Empower Spell, Heighten Spell, Maximize Spell, Quicken Spell, Homing Spell, Signature Spell, Magic Boost. The choices still need to meet and requirements that they have.

New Form of Magic - the Sorcerer at levels 5, 10, 15 and 20 gain one new magic category to add to their arsenal from their intense studies



Weapon Proficiencies: Simple

Armor Proficiencies: Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Concentration, Craft, Disguise, Gather Info, Knowledge Astrology, Knowledge Biology, Knowledge Occult, Medical, Notice, Profession, Perform, Search, Streetwise, Use Rope, Use Magic Device

Example of Sorcerer in Fairy Tail: Gray Fullbuster

Trainer

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	2	2	1	Pet / Partner, Combo Attack
02	0	0	3	3	1	
03	1	1	3	3	2	Pet Attack / Ability
04	1	1	4	4	2	
05	1	1	4	4	3	Loyal, Combo Attack
06	2	2	5	5	3	Pet Attack / Ability
07	2	2	5	5	3	
08	2	2	6	6	4	
09	3	3	6	6	4	Pet Attack / Ability
10	3	3	7	7	5	Protector, Combo Attack
11	3	3	7	7	5	
12	4	4	8	8	5	Pet Attack / Ability
13	4	4	8	8	6	
14	4	4	9	9	6	
15	5	5	9	9	7	Savior, Pet Attack / Ability, Combo Attack
16	5	5	10	10	7	
17	5	5	10	10	7	
18	6/1	6	11	11	8	Pet Attack / Ability
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Friend to the End, Combo Attack

Trainers are actually a well planned and oiled team up. Together with their partners they are able to perform difficult tasks and face down foe with the strength of the combined force.

Losing a Partner or Pet. Should a Trainers Partner / pet die then they must find a replacement and until that time much of the team work abilities and attacks are not useable. Even after the new partner is achieved the GM may judge a certain amount of time must go by to train the partner to do the things the last one could.

Pet / Partner – At 1st level and higher a Trainer can form a close bond with a Pet or Partner. A Trainer unlike a ranger can take a monster, animal or NPC character as their companion can choose from. This pet/partner is a loyal companion that accompanies the Trainer on his adventures as appropriate for its kind.

The Pet / Partner also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well at and 2 points every level afterwards.

Combo Attack – at 1st level and higher a Trainer gains a combo attack, Trainer and Pet/ Partner get a special attack that they use in sync with each other that attack has a critical range of 18-20/x4 no matter what weapons they are using. This attack is often a combination of special attacks the two may possess, but can be a wholly new attack or ability, See Creating Special attacks / Abilities section on how to create this action. This is a freely given action and does not cost the 5 build points to create. Trainers gain additional Combo attacks at levels 5, 10, 15 and 20. They can use this ability 1/per day

Pet attack / ability – At 3rd level and higher the Trainer's pet / partner is granted one special attack or ability as if they had the points to create one. This ability is repeated every 3rd level after 3, thus they gain an additional attack / ability at 6th, 9th, 12th, 15th, and 18th. Much like Combo Attack this attack is created using the Special Attack / Ability section in the guide. They can use this ability 1/per day.

Loyal – At 5th level and higher a Trainer gains a +1 bonus to save and attacks with Pet/ Partner within 100 ft of each other. As long as their Pet / Partner is range the both of them gain the bonus on their saves and attacks, this bonus stacks with bonuses provided by other sources such as allies.



Protector – At 10th level and higher a Trainer gains a +2 bonus to AC that applies to both, the trainer and Pet/ Partner when they are within 100 ft of each other. This bonus stacks with bonuses provided by other sources such as allies.

Savior – At 15th level and higher the trainer's Pet /Partner can heal Trainer 2d8 + Trainer level, they gain this ability equal to the trainers CHA Mod in times that it can be used in a day. (thus a Trainer with 15 CHA granting him a +2 can have his pet / partner heal them 2 / day)

Friend to the end – At 20th level a trainer's Pet / Partner grants complete cover bonus to trainer when within 30 ft even if the pet partner is much smaller then the trainer. This is doing to the fact that the Pet / Partner will leap in the way of attacks brought towards their Trainer. The Pet / partner takes damage but it's only half the total damage the trainer would have taken.

Weapon Proficiencies: Simple, Net, Whip

Armor Proficiencies: Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disguise, Drive, Gamble, Jump, Knowledge Area, Knowledge Nature, Medical, Navigate, Notice, Perform, Profession, Ride, Search, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Bickslow

Wander

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	2	0	2	1	
02	0	3	0	3	1	Bonus Feat
03	1	3	1	3	2	+10 Skill Points
04	1	4	1	4	2	Road Stories, Bonus Feat
05	1	4	1	4	2	
06	2	5	2	5	3	Bonus Feat, +10 Skill Points
07	2	5	2	5	3	
08	2	6	2	6	3	Able Survivalist, Bonus Feat
09	3	6	3	6	4	+10 Skill Points
10	3	7	3	7	4	Bonus Feat
11	3	7	3	7	4	
12	4	8	4	8	5	World Traveler, Bonus Feat, +10 Skill Points
13	4	8	4	8	5	
14	4	9	4	9	5	Bonus Feat
15	5	9	5	9	6	+10 Skill Points
16	5	10	5	10	6	Stories of Legend, Bonus Feat
17	5	10	5	10	6	
18	6/1	11	6	11	7	Bonus Feat, +10 Skill Points
19	6/1	11	6	11	7	
20	6/1	12	6	12	7	Survivor-man , Bonus Feat



A Wander is the most general terms for a person who travels the world in search of adventure. They tend to be educated individuals in both the world around them and the basics of survival. Although not a strong fighter they gain key insight that aids them to finding out the best places to strike.

Bonus Feat – At 2nd level and every 2 levels there after the Wander can choose any feat as long as they meet the requirements for them, unlike other classes they are not limited in their choice or selection of bonus feats.

+10 Skill Points – Starting at 3rd level and every 3rd level after that a Wander being well traveled is far more skilled than others thus they gain 10 extra skill points to spend on any skill. They still are limited by the max for that given level. This makes the wander a far more diverse character in multiple tasks that may come up in their travels.

Road Stories – At 4th Level or higher a Wander has sat in at many stories and has a bonus to dealing with that story. It plays out granting a Bonus in +2 combat and +4 skill checks against People with a Reputation score matching their level or lower.



Able Survivalist – At 8th level or higher a Wander has the ability 1/per day gain +2d8+Wander level in healing and remove (Blindness, Deafness, Sickness, and exhaustion) from a meal.

World Traveler – At 12th level or higher a Wander has the ability to study a target for 1d4 rounds, after the time they mimic the following based on how long they could wait without being disrupted (concentration check) [1 round – Mimic damage of a weapon, 2 rounds – Mimic to hit of melee weapon, 3 rounds – Mimic Ability of target such as Rage or Sneak Attack, 4 rounds – Mimic Ninja / Martial Artist Technique of choice without chi] this ability can be preformed as long as the battle but the Wander does not retain the ability at the end of battle. This ability can be used at ¼ the Wanders Level in uses per day.

Stories of Legend – At 16th level or higher a Wander has learned of a legendary subject (see below for the listing) they gain a bonus towards +4 combat and +8 skills that involve such legendary subjects. Or if the GM allows the Wander may hold a key to a great power (such as a powerful Technique [A or S class] or a legendary weapon / item)

Survivor-man - At 20th level a Wander can gain back 6d8 + Wander Level in healing and remove all status effects with a single meal.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD) Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Gather Info, Jump, Knowledge Area, Knowledge Astrology, Knowledge Foreign Culture, Knowledge Geography, Knowledge History, Knowledge Law, Knowledge Mechanics, Knowledge Nature, Knowledge Religion, Navigate, Notice, Perform, Profession, Repair, Ride, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Wendy Marvell

Warrior

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	0	0	2	Style +1
02	2	3	0	0	3	Bonus Feat
03	3	3	1	1	3	
04	4	4	1	1	4	Judge Opponent
05	5	4	1	1	4	Bonus Feat
06	6/1	5	2	2	5	
07	7/2	5	2	2	5	Style +2
08	8/3	6	2	2	6	Armor Adapt, Bonus Feat
09	9/4	6	3	3	6	
10	10/5	7	3	3	7	
11	11/6/1	7	3	3	7	Bonus Feat
12	12/7/2	8	4	4	8	Armor Novice
13	13/8/3	8	4	4	8	Style +3
14	14/9/4	9	4	4	9	Bonus Feat
15	15/10/5	9	5	5	9	
16	16/11/6/1	10	5	5	10	Armor Warrior
17	17/12/7/2	10	5	5	10	Bonus Feat
18	18/13/8/3	11	6	6	11	
19	19/14/9/4	11	6	6	11	Style +4
20	20/15/10/5	12	6	6	12	Armor Expert, Bonus Feat



A Warrior, the most common of fighters, they travel the world over. They wander as weapons for hire and work hard to prove their worth. They are the most versatile of fighters willing to use anything they can in a fight. They are also skilled in studying their targets and learning from them.

Style - Warrior gains a bonus to a weapon type of their choice, the choices are Unarmed, Clubs, Swords, Hatchets, Bows, Guns, Explosives, Chemical, Chains, Thrown Weapons, Sub-dual Weapons

Bonus Feat - Able Sniper, Bleeding Critical, Blinding Critical, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Great Cleave, Greater Shield Focus, Greater Two Weapon Fighting, Greater Vital Strike, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shield Focus, Shield Master, Shield Slam, Shot on the Run, Spirited Charge, Staggering Critical, Stand Still, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirl Wind, Armor Proficiency, Attack Focus, Blind Fight, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Planned Attack, Reckless Offense, Shield Proficiency, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Wind Stance, Known Killer



Judge Opponent - Warriors can make a check to see if their target is weaker, equal or stronger than them with a Warrior Level+ INT mod+d20 roll (natural 20 tells them how their class levels break down)

Armor Adapt – A Warrior of level 8 and Higher can use shields without losing their AC Bonus

Armor Novice – A Warrior of level 12 and Higher can use light armor without losing their AC Bonus

Armor Warrior – A Warrior of level 16 and Higher can use Medium Armor without losing their AC Bonus

Armor Expert – A Warrior of level 20 can use all armors without losing their AC Bonus

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium, Heavy

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Acrobatics, Animal Empathy, Climb, Craft, Drive, Intimidate, Jump, Notice, Profession, Perform, Ride, Swim, Taunt, Use Rope, Use Magic Device

Example in Fairy Tail: Erza Scarlet

Advance classes allow characters to become truly exceptional, gaining powers beyond the ken of their peers. Unlike the core classes, characters must meet specific requirements before they can take their first level of an advance class. If a character does not meet the requirements for an advance class before gaining any benefits of that level, that character cannot take that advance class.

This chapter presents 88 prestige classes for you to choose from, and other advance classes appear in other Imbria Arts games. Some advance classes are quite focused and heavy on flavor that might not be compatible with your campaign—consult with your GM before you start to work toward qualifying for an advance class to make sure that the class is allowed.

The Advance classes presented in this chapter are summarized below.

Adventurer – Wanders of the world that seek out adventure in their lives

Amazon – Savage Women of the world, that are strong warriors of brute force

Assassin – Master of ways in killing people.

Avatar – Strong users of great power used on the path of the teachings of a Greater Being

Bandit – Thug of the world that gather in gangs to commit crimes

Battle Maiden – Skill women of battle in unique and artistic dance and deadly martial arts

Beast Master – Skilled trainer in handling vicious and dangerous creatures at their beck and call

Berserker – Powerful fighter that attacks in a blind fury attacking all that get in their way

Blade Dancer – An skilled dancer that adds danger in their dance by using swords in their dance.

Book Lord – A skilled book worm that uses their knowledge to cast a library of spells and powers

Brawler – Skilled fighters of unarmed combat, they often seek to make profit from their fists.

Buccaneer – Skilled masters of sea combat, often hired by greater powers to act as a navy for sea protection

Cat Burglar – Skilled masters of stealth that sneak in and out of places with profit in tow.

Chef – Masters of cooking their food improves health and grant benefits to those that eat their food

Chemist – Skilled crafters of chemicals and vast knowledge of their uses

Chi Master – Skilled masters of Chi, they master multiple techniques.

Commando – Masters of combat and stealth Strong grunts that also have skill in stealth actions to better kill their target.

Defender – Masters of holding the line, these skilled warrior know the ways to have a great defense and hold back enemies from rushing through their defense

Demon Hunter – Skilled Warriors in combat versus demons and demonic powers.

Demonic Warrior – Skilled Warriors that tap into their possessed forms into using them to their advantage

Dragon/God Slayer – Mages skilled in magical training of Dragon or God Slayer Magic that have mastered many spells infuse their magic with greater power.

Drunken Master – Martial artists that have mastered a combat style that proves dangerous to all that face them when they have a drink of booze

Dread Pirate – A pirate skilled in many forms of combat

Dualist – Skilled Swordsman with a code of honor and a civilized personality they carry with them

Engineer – Skilled in technology and magic items the engineer uses their skills to craft deadly machines and weapons

Follower of the Chi – Skilled monks that dedicate their training to be better focus on blending their bodies with nature

Fortune Blade – A skilled master of prediction and uses that skill to gain advantages in getting attacks in first

Gladiator – Warriors that fight for entertainment purposes, in fame and glory

Herald – A person given high standing in areas and uses that standing in controlling diplomatic situations

Hurler – Masters of Throwing and using anything in combat

Inquisitor – Skilled warriors in retrieving information by any means possible

Inventor – Skilled crafters of machines and devices

Jester – Skilled Performers in the actions of Comedy and Speech

Knife Thrower – skilled users of the knife and how best to use it.

Knight – Great warriors of Honor and Nobility

Mad Bomber – A Greatly skilled users of Demolitions and stealth.

Magical Girl – A equally skilled mage and fighter uses their powers to fight for justice

Maker Mage – Mages that use Maker Magic that have greater skill in the items that they create

Man Hunter – Skilled Bounty Hunters in finding and bringing down targets alive.

Martial Arts Master – Masters of the Martial arts techniques and ways

Master of Element – Skilled users of Chi that focus solely in a element they are greater skilled in

Master of Nature – Masters of using the environments that nature provides.

Mauler – Savage Unarmed fighters that use rage into skilled combat

Necromancer – Skilled in dark arts these users tap into the power of the dead as their allies

Nomad – Wandering Warriors for hire.

Paladin – Warriors that follow the path of a higher power.

Pirate Captain – Skilled masters of Sea travel and combat

Profit – Great Priests that wander the world bringing forth their higher powers message.

Psion – Skilled users of Mental based attacks.

Puppeteer – Masters of constructs, these skill warriors command and control constructs at their beck and call.

Puritan – Followers of a higher calling to seek a place that they can control in their teachings and gather others like them.

Reaver – Skilled focused monks in fighting with multiple weapons as well as unarmed

Reporter – Skilled masters of information gathering

Rider – Skilled trainers that are masters of Mounted combat

Royalty – Great Nobility that holds great power and control over the actions of others through their actions

Savage – Vicious warriors that are masters of the natural environment in their combat.

Scion – Those born with a Noble heritage that comes forth in their lives but choose not to rule over others.

S Class Wizard – A top class Mage in a guild

Scout – skilled stealth warriors used to investigate things without being caught

Seducer – skilled people that can manipulate others into doing their bidding in promise of great pleasure

Sharpshooter – Skilled range combatants with bows and guns

Shaper – A skilled mage that is adapt in changing their form

Slayer – Great warriors that are skilled at killing non humans in combat

Sniper – Masters of stealth and ranged combat

Spy – A skilled person in both deception and combat able to gain info from within

Star – A highly praised and skilled performer

Story Teller – Skilled performers in telling tales and lies to gain profit or more.

Street fighter – Skill combatants in urban combat

Student of Nature – A mage trained into tapping deep into their natural alignment and using it to boost their abilities and techniques

Survivor – masters of surviving out in the savage wilds of nature

Swashbuckler – Skilled swordsman that focus on speed and dex.

Sword Master – masters of the blades they wield.

Surgeon – A skilled healer in medicine, able to heal and even improve others through acts of medicine

Summoner – A Mage skilled in summoning creatures or even others to their aid.

Technology Master – A skilled user of technology, able to craft items beyond modern day to used to aid them.

Techno Mage – A skilled mage in crafting magical machines and constructs

Templar – Warriors with royal placement, these warriors add diplomatic abilities to their skills.

Tool Master – A character skilled in the use of magical items and weapons

Traveling Salesman – Skilled travelers in diplomacy and making deals.

Treasure Hunter – Skilled Thieves that are masters of handling traps and solving puzzles.

Vermin Lord – Masters over insects and other swarms.

Veterinarian – Skill medical users and trainers, they use their skills to help animals and their partners

Vigilante – Rogue warriors that act outside the law to bring law breakers to justice.

Virtuoso – Skill performers with instruments

Wandering Gambler – Wanders that seek profit from the world they use both skill and luck on their side in their travels.

Warrior of the Fist – monk masters that are skilled in unarmed combat.

Weapons Master – Masters of many types of weapons, using skill in all of them at once.

Witch – A skilled mage and healer the witch can infuse their spells and heal in new ways

World Traveler – Wanders set to learn the secrets of the world by hunting out great legends and secrets

Yakuza – Skilled gang member that seeks profit through threats and maintaining a standing in a area their actions are often done in the open and have skill in diplomacy.

Definitions of Terms

Here are definitions of some terms used in this section.

Core Class: One of the standard 15 classes found in Chapter 4.

Caster Level: Generally equal to the number of class levels (see below) in a chi using classes. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

Adventurer – Wanders of the world that seek out adventure in their lives

Requirements:

Base Attack: +6

Special: The Player must complete a quest single handedly to gain access to this class

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	0	0	0	+2 Build Points
02	1	1	1	1	0	+2 Build Points,
03	2	1	1	1	1	+2 Build Points, Bonus Feat
04	2	1	1	1	1	+2 Build Points
05	3	2	2	2	2	+2 Build Points
06	3	2	2	2	2	+2 Build Points, Bonus Feat
07	4	2	2	2	3	+2 Build Points
08	4	3	3	3	3	+2 Build Points
09	5	3	3	3	4	+2 Build Points, Bonus Feat
10	5	3	3	3	4	+2 Build Points

Hit Dice: 1d8

+2 Build Points – Lets the player gain an additional 2 build points at new levels

Bonus Feat – Players gain a bonus feat so long as they meet the prerequisites for the feat

Skills: (per level 40+INT Mod) Decipher Script, Disable Device, Disguise, Gather Info, Jump, Navigate, Notice, Ride, Search

Amazon – Savage Women of the world, that are strong warriors of brute force and very defensive with their fellow warriors.

Requirements:

Base Attack: +4

Feats: Weapon Focus

Special: Rage Ability, Female

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	2	2	0	0	Protector
02	2	3	3	0	0	Great Runner
03	3	3	3	1	1	Fury
04	4	4	4	1	1	Able Protector
05	5	4	4	1	1	
06	6/1	5	5	2	2	Savage Fury
07	7/2	5	5	2	2	
08	8/3	6	6	2	2	Great Protector
09	9/4	6	6	3	3	Blood Fury
10	10/5	7	7	3	3	Savage Speed

Hit Dice: 1d10

Protector: An Amazon within 5 ft of an ally in combat grants a +2 AC Bonus to a chosen ally as long as they remain within 5ft.

Great Runner: An Amazon of level 2 and every level there after gains a bonus +10 ft to their movement rate.

Fury: An Amazon of level 3 and every level there after can choose to use a use of rage to instead be granted an extra attack action equal to their BAB bonus

Able Protector: At level 4 and every level there after the Amazon can grant an ally within 5 ft +4 bonus towards their AC

Savage Fury: At 6th level an Amazon gains the ability to use in place of a use of rage this ability grants a second attack action at the characters BAB and gains a +2 to their AC

Great Protector: At 8th level and every level there after the Amazon grants a +4 AC Bonus to all allies within 10ft of her

Blood Fury: At 9th Level and every level there after the Amazon can choose to use this in place of one of their uses of rage to gain 2 extra attack actions at their BAB and +2 to their AC

Savage Speed: At 10th level a Amazon gains the ability to move at double their movement rate

Skills: (points per level 20 + INT MOD), Animal Empathy, Climb, Craft, Intimidate, Jump, Notice, Ride, Survival, Swim, Taunt

Assassin – Master of ways in killing people.

Requirements:

Base Attack: +6

Skills: Stealth 50, Knowledge Poisons 30

Special: Sneak Attack

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	1	0	0	Poison Master
02	1	1	1	1	1	
03	1	2	2	1	1	Sneak Attack +1d6
04	2	2	2	1	1	
05	2	3	3	2	2	Seeping Wound
06	3	3	3	2	2	Sneak Attack +1d6
07	3	4	4	2	2	
08	4	4	4	3	3	
09	4	5	5	3	3	Sneak Attack +1d6
10	5	5	5	3	3	Surgical Strike

Hit Dice: 1d8

Poison Master – Poisons used by the assassin do x2 damage over time

Sneak Attack – At 3rd level and again at level 6 and 9 the players sneak attack is boosted by 1d6

Seeping Wound – Assassins can make wounds that give a false sense of healing, Once the wound is healed medically it can reopen and continue to bleed out the actual DC of the Wound is x2 the Assassins level but acts as just a normal wound, A Notice Check DC 10+Assassin Level+ 1/10 Damage determines if the medic notices the wound is far worse.

Surgical Strike – Assassins can exchange all their sneak attack damage and instead do 1d4 points permanent Con damage to the target

Skills: (Per Level 40+INT Bonus) Climb, Craft, Disguise, Escape Artist, Gather Info, Jump, Knowledge Area, Knowledge Law, Knowledge Mechanics, Knowledge Nature, Knowledge Poisons, Notice, Perform, Ride, Stealth, Streetwise, Swim, Use Rope

Avatar – Strong users of great power used on the path of the teachings of a Greater Being

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Bandit – Thug of the world that gather in gangs to commit crimes

Requirements:

Feats: Leadership

Skills: Intimidate 30, Pick Pocket 30

Special: Sneak Attack Ability

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	1	1	0	0	Gang Up
02	1	1	1	1	1	Sneak Attack +1d6
03	2	2	2	1	1	Get 'em
04	2	2	2	1	1	Sneak Attack +1d6
05	3	3	3	2	2	Band
06	3	3	3	2	2	Sneak Attack +1d6
07	4	4	4	2	2	Mob
08	4	4	4	3	3	Sneak Attack +1d6
09	5	5	5	3	3	Clan
10	5	5	5	3	3	Sneak Attack +1d6

Hit Dice: 1d8

Gang Up – All allies or followers gain a +2 when attacking the same target as the player

Sneak Attack – The Bandit gains the ability to sneak attack (or if they have it already boost it) and it keeps increasing by 1d6 for every other level

Get 'em – All allies or followers gain a +4 when attacking the same target as the player

Band – The number of followers the player has increases by 1 more

Mob – The level of the followers increases by 1

Clan – The player can gain a second cohort to aid them in battle.

Skills: (per level 30 + INT MOD) Appraise, Bluff, Craft, Decipher Script, Demolitions, Diplomacy, Forgery, Gamble, Gather Info, Intimidate, Notice, Ride, Search, Streetwise, Taunt, Use Rope

Battle Maiden – Skill women of battle in unique and artistic dance and deadly martial arts

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Beast Master – Skilled trainer in handling vicious and dangerous creatures at their beck and call

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Berserker – Powerful fighter that attacks in a blind fury attacking all that get in their way

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Blade Dancer – skilled dancer that adds danger in their dance by using swords in their dance.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	1	1		Dance of Interest
02	0	1	2	2		
03	1	1	2	2		Dance of Daze
04	1	1	3	3		
05	1	2	3	3		Dance of Charm
06	2	2	4	4		
07	2	2	4	4		Dance of Death
08	2	3	5	5		
09	3	3	5	5		Dance of Destruction
10	3	3	6	6		

Dance of Interest: Player gains the attention of people at a DC equal to their performance

Dance of Daze: Player dazes people with a daze for 1d8 rounds, DC versus performance

Dance of Charm: Player charms person, with a DC versus their performance

Dance of Death: Player does 1d10 damage each round, DC versus Performance

Dance of Destruction: Player does explosive damage to area 3d10 10 ft area no DC

Book Lord

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Brawler – Skilled fighters of unarmed combat, they often seek to make profit from their fists.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Buccaneer – Skilled masters of sea combat, often hired by greater powers to act as a navy for sea protection

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						

06						
07						
08						
09						
10						

Cat Burglar – Skilled masters of stealth that sneak in and out of places with profit in tow.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	1	0		
02	1	1	2	1		
03	1	1	2	1		
04	2	1	3	1		
05	2	2	3	2		
06	3	2	4	2		
07	3	2	4	2		
08	4	3	5	3		
09	4	3	5	3		
10	5	3	6	3		

Chef – Masters of cooking their food improves health and grant benefits to those that eat their food

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Chemist – Skilled crafters of chemicals and vast knowledge of their uses

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Chi Master – Skilled masters of Chi, they master multiple techniques.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Commando – Masters of combat and stealth Strong grunts that also have skill in stealth actions to better kill their target.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Defender – Masters of holding the line, these skilled warrior know the ways to have a great defense and hold back enemies from rushing through their defense

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Demon Hunter – Skilled Warriors in combat versus demons and demonic powers.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Demonic Warrior – Skilled Warriors that tap into their possessed forms into using them to their advantage

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Dragon / God Slayer

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Drunken Master – Martial artists that have mastered a combat style that proves dangerous to all that face them when they have a drink of booze

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Dread Pirate – A pirate skilled in many forms of combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Dualist – Skilled Swordsman with a code of honor and a civilized personality they carry with them

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Engineer –

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Follower of the Chi – Skilled monks that dedicate their training to be better focus on blending their bodies with nature

Requirements:

Base Attack: + 6

Special: Access to a Ninja Technique or Martial Arts Technique training

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	0	0	1	Chi Pool: 30, New Technique
02	1	1	1	1	1	Chi Boost +20
03	2	1	1	1	1	Chi Boost +20
04	2	2	2	2	2	Chi Boost +20, New Technique
05	3	2	2	2	2	Chi Boost +20
06	3	3	3	3	2	Chi Boost +20
07	4	3	3	3	3	Chi Boost +20, New Technique
08	4	4	4	4	3	Chi Boost +20
09	5	4	4	4	3	Chi Boost +20
10	5	5	5	5	4	Chi Boost +20, New Technique

Hit Dice: 1d6

Chi Pool – Follower's gain a chi pool, (if the player already has one its +30)

New Technique – A new technique for the Follow of the Chi can be ether Ninja or Martial Arts so long as they have someone that can teach them the technique or find a scroll that they can study the technique from

Chi Boost – Follower's at level 2 and every level in this class after gains 20 chi per level

Skills: (Per level 30 + INT mod) Acrobatics, Animal Empathy, Climb, Concentration, Craft, Escape Artist, Jump, Knowledge Nature, Knowledge Ninjutsu, Martial Arts, Medical, Notice, Swim, Use Rope

Fortune Blade

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Gladiator – Warriors that fight for entertainment purposes, in fame and glory

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Herald – A person given high standing in areas and uses that standing in controlling diplomatic situations

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Hurler – Masters of Throwing and using anything in combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Inquisitor – Skilled warriors in retrieving information by any means possible

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Inventor – Skilled crafters of machines and devices

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Jester – Skilled Performers in the actions of Comedy and Speech

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Knife Thrower – skilled users of the knife and how best to use it.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Knight – Great warriors of Honor and Nobility

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Mad Bomber – Greatly skilled users of Demolitions and stealth.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Magical Girl

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Maker Mage

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Man Hunter – Skilled Bounty Hunters in finding and bringing down targets alive.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		
02	2	1	2	1		
03	3	1	2	1		
04	4	1	3	1		
05	5	2	3	2		
06	6 / 1	2	4	2		
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		
09	9 / 4	3	5	3		
10	10 / 5	3	6	3		

Martial Arts Master – Masters of the Martial arts techniques and ways

requires, Two regular attacks, Training from a Martial Arts Master. Level 8

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		
02	2	1	2	1		+1 Technique
03	3	1	2	1		
04	4	1	3	1		+1 Technique
05	5	2	3	2		
06	6 / 1	2	4	2		+1 Technique
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		+1 Technique
09	9 / 4	3	5	3		
10	10 / 5	3	6	3		+1 Technique

Master of Element – Skilled users of Chi that focus solely in a element they are greater skilled in

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Master of Nature – Masters of using the environments that nature provides. Masters of the world around them. They use the combined power of animals and plants to aid them in their battle

requires, at least 6 levels, Spent at least 3 months time in the wild, 80% Knowledge Nature

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Ability
01	0	1	0	1	Speak with Animals
02	1	2	1	2	
03	1	2	1	2	Summon Swarm
04	2	3	1	3	
05	2	3	2	3	Summon Nature's Ally
06	3	4	2	4	Speak With Plants
07	3	4	2	4	
08	4	5	3	5	Control Plants
09	4	5	3	5	
10	5	6	3	6	Green Healing

Speak with Animals: gain the ability to speak to animals

Summon Swarm: once per day player can summon a swarm equal to their level

Summon Nature's Ally: once per day player can summon an animal equal to their level

Speak With Plants: Player can speak with plants

Control Plants: Once per day player can gain control over plants equal to their level

Green Healing: Player roots them in dirt and heal their level in Hp per hour

Mauler – Savage Unarmed fighters that use rage into skilled combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Necromancer – Skilled in dark arts these users tap into the power of the dead as their allies

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Nomad – Wandering Warriors for hire.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Paladin – Warriors that follow the path of a higher power.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Pirate Captain – Skilled masters of Sea travel and combat

Requires: at least 6 levels in Pirate, Own a ship, Leadership Feat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	0	0		
02	1	2	1	1		
03	1	2	1	1		
04	2	3	1	1		
05	2	3	2	2		
06	3	4	2	2		
07	3	4	2	2		
08	4	5	3	3		
09	4	5	3	3		
10	5	6	3	3		

Profit – Great Priests that wander the world bringing forth their higher powers message.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Psion – Skilled users of Mental based attacks.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Puppeteer – Masters of constructs, these skill warriors command and control constructs at their beck and call.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Puritan – Followers of a higher calling to seek a place that they can control in their teachings and gather others like them.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Reaver – Skilled focused monks in fighting with multiple weapons as well as unarmed

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Reporter – Skilled masters of information gathering

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Rider – Skilled trainers that are masters of Mounted combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Royalty – Great Nobility that holds great power and control over the actions of others through their actions

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Savage – Vicious warriors that are masters of the natural environment in their combat.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Scion – Those born with a Noble heritage that comes forth in their lives but choose not to rule over others.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

S Class Wizard

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Scout – skilled stealth warriors used to investigate things without being caught

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Seducer – skilled people that can manipulate others into doing their bidding in promise of great pleasure

Requirements:

Skills: Seduction 40

Special: Charisma 13

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	0	1	1	
02	1	1	1	1	1	Sexy
03	1	1	1	2	2	
04	1	1	1	2	2	Shocking
05	2	2	2	3	3	
06	2	2	2	3	3	Caution to the Wind
07	2	2	2	4	4	
08	3	3	3	4	4	Enchanted
09	3	3	3	5	5	
10	3	3	3	5	5	Slave to Passion

Hit Dice: 1d6

Sexy – The player adds their level in their CHA based skills in dealing with their attracted sex.

Shocking – Player can 1/day make a target make a Will save vs. stun the DC being 10+ Level + CHA Mod

Caution to the Wind – Player can 1/day cause a target to make a Will save DC 10 + level vs. Memory wipe. The wipe the player rolls 1d4 on a 1 it clears the memories of 1 hour, 2 clears the memories of a day, 3 it removes the memories of a week and 4 removes the memories of a month.

Enchanting – Player can 1/day make a target make a Will save vs. Charm the DC being 10+ Level +CHA Mod the charm lasts for 1d10+1 rounds

Slave to Passion – Player can 1/day make a target make a Will save vs. Domination the DC being 10+ Level +CHA Mod the power lasts the players level in hours.

Skills: (per level 30 +INT Bonus) Bluff, Craft Chemistry, Craft Cooking, Diplomacy, Escape Artist, Gather Info, Knowledge Biology, Notice, Perform, Profession Bartender, Seduction, Use Rope

Shaper

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Sharpshooter – Skilled range combatants with bows and guns

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Slayer – Great warriors that are skilled at killing non humans in combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Sniper – Masters of stealth and ranged combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Spy

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Star – A highly praised and skilled performer

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Story Teller – Skilled performers in telling tales and lies to gain profit or more.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Street fighter – Skill combatants in urban combat

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Student of Nature – A ninja trained into tapping deep into their natural alignment and using it to boost their abilities and techniques

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Survivor – masters of surviving out in the savage wilds of nature

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Swashbuckler – Skilled swordsman that focus on speed and dex.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Sword Master – masters of the blades they wield.

Requires: Weapon Focus Swords, Weapon Specialization Swords, + 8 Base Attack

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		Empower Sword Strike +1, 1d6
02	2	1	2	1		Grand Slash
03	3	1	2	1		
04	4	1	3	1		Overkill
05	5	2	3	2		Empower Sword Strike +2, 2d6
06	6 / 1	2	4	2		Blade Seeker
07	7 / 2	2	4	2		
08	8 / 3	3	5	3		Heaven and Hell Cut
09	9 / 4	3	5	3		Empower Sword Strike +3, 3d6
10	10 / 5	3	6	3		Blade Blizzard

Empower Sword Strike: +1 to hit +1d6 damage rolls

Grand Slash: a massive slash attack that hits a 30 ft cone

Overkill: Gains the overkill rule for any sword weapon no matter what the size

Blade Seeker: A strike at the ground that hits a target with 120 no matter what kind of cover they have

Heaven and Hell Cut: A step up from Blade seeker only two cuts are made at the same or another target.

Blade Blizzard: a combo of overkill and Grand slash, make 180 degree 30ft attack

Surgeon – A skilled healer in medicine, able to heal and even improve others through acts of medicine

Requirements:

Feats: Medical Expert

Skills: Medical 40, Knowledge Biology 40

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	1	1	0	Medical Touch 1d6, Plastic Surgery
02	1	1	1	1	1	
03	1	1	2	2	1	Medical Touch 2d6
04	1	1	2	2	2	Correction Surgery
05	2	2	3	3	2	Medical Touch 3d6
06	2	2	3	3	3	
07	2	2	4	4	3	Medical Touch 4d6, Enhancement Surgery
08	3	3	4	4	4	
09	3	3	5	5	4	Medical Touch 5d6
10	3	3	5	5	5	Life Saving Surgery

Hit Dice: 1d6

Medical Touch – 1/per person per day, a Surgeon can heal a target in d6's based on the result in levels at 1st level its 1d6 and it increase by 1d6 per every second level.

Plastic Surgery – Player can remove Looks Defects or Grant a Quirk based on looks at a cost of permanent HP loss of 20 HP

Correction Surgery – Player can exchange 20 HP permanently stat loss to remove any Physical defects effect

Enhancement Surgery – Player can at the cost of 20 HP permanently, can boost a targets stat by +1 (Enhancements are limited by the targets CON Bonus in how many they can take)

Life Saving Surgery – Player can restore life to a dead character within 1 game hour at a cost of 1 CON this loss to the target is permanent

Skills: (points per level 40) Concentration, Craft, Diplomacy, Disable Device, Gamble, Knowledge Biology, Medical, Notice, Profession

Summoner – A Mage skilled in summoning creatures or even others to their aid.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Technology Master – A skilled user of technology, able to craft items beyond modern day to used to aid them.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Techno Mage

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Templar – Warriors with royal placement, these warriors add diplomatic abilities to their skills.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Tool Master

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Traveling Salesman – Skilled travelers in diplomacy and making deals.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Treasure Hunter – Skilled Thieves that are masters of handling traps and solving puzzles.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Vermin Lord – Masters over insects and other swarms.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Veterinarian – Skill medical users and trainers, they use their skills to help animals and their partners

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	0	0	1		
02	1	1	1	2		
03	1	1	1	2		
04	2	1	1	3		
05	2	2	2	3		
06	3	2	2	4		
07	3	2	2	4		
08	4	3	3	5		
09	4	3	3	5		
10	5	3	3	6		

Vigilante – Rogue warriors that act outside the law to bring law breakers to justice.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Virtuoso – Skill performers with instruments

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Wandering Gambler – Wanders that seek profit from the world they use both skill and luck on their side in their travels.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Warrior of the Fist – monk masters that are skilled in unarmed combat.

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

Weapons Master – Masters of many types of weapons, using skill in all of them at once.

requires, at least 6 levels, Weapon Focus in at least 5 weapons

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	0	1	0		Empower Weapon
02	2	1	2	1		
03	3	1	2	1		Empower Weapon
04	4	1	3	1		
05	5	2	3	2		Empower Weapon
06	6 / 1	2	4	2		
07	7 / 2	2	4	2		Empower Weapon
08	8 / 3	3	5	3		
09	9 / 4	3	5	3		Empower Weapon
10	10 / 5	3	6	3		

Empower Weapon: Based on the type of weapon (one weapon per each time gained) +1 to hit, +1d6 damage

Witch

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						

World Traveler – Wanders set to learn the secrets of the world by hunting out great legends and secrets

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	0	1	1	1		
02	1	2	2	2		
03	1	2	2	2		
04	2	3	3	3		
05	2	3	3	3		
06	3	4	4	4		
07	3	4	4	4		
08	4	5	5	5		
09	4	5	5	5		
10	5	6	6	6		

Yakuza – Skilled gang member that seeks profit through threats and maintaining a standing in a area their actions are often done in the open and have skill in diplomacy.

Requirements:

Base Attack: +6

Skills: Intimidate 40, Pick Pocket 40

Special: Approval of a Crime Family to join

Level	Base Attack	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special Ability
01	1	1	1	0	0	Sneak Attack +1d6
02	1	1	1	1	1	Make Payments
03	2	2	2	1	1	Sneak Attack +1d6
04	2	2	2	1	1	
05	3	3	3	2	2	Sneak Attack +1d6, Fell of the truck
06	3	3	3	2	2	
07	4	4	4	2	2	Sneak Attack +1d6
08	4	4	4	3	3	Make it look like an accident
09	5	5	5	3	3	Sneak Attack +1d6
10	5	5	5	3	3	

Hit Dice: 1d8

Sneak Attack - The Yakuza gains the ability to sneak attack (or if they have it already boost it) and it keeps increasing by 1d6 for every other level

Make Payments – 1/week the player gets to make a roll of 1d100 x10 and they gain that in money

Fell of the Truck – When shopping for items a player can make an Intimidation roll + their level to gain better prices or free items. This works only once per shop.

Make it look like an accident – 1/day the player can add their level in a sneak attack damage.

Skills: (per level 40 + INT MOD) Appraise, Bluff, Concentration, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Intimidate, Jump, Notice, Open Lock, Read Lips, Ride, Search, Seduction, Streetwise, Taunt, Use Rope

Abilities

Abilities are trained skills that help the players work well at certain tasks, Unlike class or racial abilities these are unique talents the player either trains into learning or is born with upon creation. The abilities are purchased through the use of the characters build points or be learned through a in game training session of the character, the GM can determine to reward these abilities after the play completes tasks or training instead of or with experience depending in the difficulty of the task and grant them a unique effect in the game. All Abilities are a one time purchase or gain unless otherwise stated.

Adapt Climber

An adapt climber is someone who has greater skill or even just built physically to climb, granting them a bonus to movement when climbing of +10ft (normal climbing movement is half the players standard)



Adapt Runner

An adapt runner is someone who has great skill in keeping up a run for a longer time, The player can move at double rate x2 longer then a normal character, Normally a player can keep double movement up for rounds equal to players Constitution Score.

Adapt Swimmer

An adapt swimmer is someone who has great skill in swimming and can gain an additional movement of +30 ft in swimming on top of the standard basic swim movement.

Adapt Diver

An Adapt Diver is someone skilled in diving to greater depths than a normal person, they can hold their breath for x2 as long as a normal player (normally diving underwater a player has rounds equal to $\frac{1}{2}$ their Con score underwater without air)

Vertical Leap

A Skilled jumper that can Jump at a greater distance up by +10ft, normal distance of a jump up is 5ft +Str Mod in ft.

Long Jumper

A skilled jumper in distance of length, the player can gain a greater distance on their leaps by +10ft, Normal distance of length jump is 10ft + $\frac{1}{2}$ speed.

Grace

A skill person of balance and strength in stability of their movements granting them a +2 Reflex Bonus

Strong Will

A person with a strong sense of self preservation letting them shrug off will based attacks granting the player a +2 Will Bonus



Enchanting Personality

The player has a strong charming personality that they find it easy to convince people to help them in things, 1/per day, Charm, DC equal to players Charisma Score.

Feat of Strength

The player has a way to tap into a greater amount of strength to perform a single act with it, 1/per day, Strength Boost, for the next round Strength Score is the number to add to use not Strength MOD.

Animal Kinship

The player is adapt to claming and having a good relationship with a animal. They can halt a hostile animal to halt its action, 1/per day, Calm animal, Will vs. players level + 10.

Skilled Focus

The player is adapt at detecting an active illusion, With this ability the player has a bonus to avoiding being caught or getting out of a illusion of +4.

Great Knowledge

The player has a strong knowledge of something (not one of the Knowledge skills) to the point of being able to recall many things about the thing they hold great knowledge, granting them bonuses to them or allies when the knowledge comes into play. +10 to skills being used involving the subject of knowledge. While this ability can be bought again it goes to a new subject of which the player has intimate knowledge of.

Art of Distraction

The player is keen on creating a distraction, So much so that they can fool targets to become distracted while fighting them. 1/ per day, Distraction, Will save DC player level + 10, vs. becoming prone.

Battle Mind

A skilled strategist that can sneak in a second action in that round, this attack occurs at the end of the round. 1/ per day, the player can take a second standard action at the end of that round, Normally a player only gets one. [Special: Gaining extra uses of this skill does not allow this ability to be used more then once per round]

Danger Sense

The player has a sixth sense about pending danger, A player with this ability has the ability to make a Notice check before a threat of setting off a trap or a impending attack occurs, A player with out this skill has to declare actively being on the look out for such events in order to make the Notice roll.

Divination

The player has an inherent skill to seek out an object they are looking for. The player needs to have a strong idea on what they are seeking. 1 / per day, Object location, the player is able to detect a generalized location at a great distance within a mile, or in closer range within 20ft.

Focus Damage

Trained in making their attacks hurt, the player that takes this ability is able to add additional damage equal to their level on their target, 1/ per day.

Shape Damage

The player is adapt at controlling the damage of area based attacks and can make sure that they have less chance of harming allies or innocents with those attacks. 1/per day the player can choose to have the area damage change its shape by a single 5ft square. This ability can be bought again for an additional 5ft square.

Ignore Pain

The player is able to ignore the disadvantages of an injury, this however will not cause the player to have less time healing or even stop bleeding, and all this does is the player can ignore penalties they would normally suffer from. Without this ability performing some tasks will prove harder if not impossible to perform these tasks.

Strong Stomach

A player with this ability is able to resist the effects of Fort based attacks stronger. This ability grants the player a +2 to their Fort Save.



Incredible luck

The player is granted with a remarkable ability of Luck being on their side, 1/ per day the player can choose to use this to re-roll a result before its made public knowledge of the GM by stating they are using it. This can be used on attacks, skill rolls or damage rolls. The result of the second roll must be taken. [Extra uses of this skill can only be used as 1 per a round / use of a skill]

Jury Rig

The player has great skill in mechanics to build or make things work by using other materials that normally would not apply. Without this skill the player would have to seek and find replacement materials or parts and could not get a machine working.

Mechanical Mind

Just looking at a mechanical object lets the player have an idea on potential problems or ways to cause problems with the machine. Without this ability the player has to spend time studying the object and searching it to find issues.

Blessed Touch

The player has a blessing in a healing touch that heals a target in HP equal to their Charisma score. 1/per day, Healing Hands, heals a target the user Charisma score in HP.

Edict Memory

With this ability the player can recall information that they have had come up before. Without this skill unless the player personally recalls the player has to make a Wisdom roll (DC is determined by the days to since the info was given) to see what they think they recall, failing the DC the GM gives them false information that may make sense. [This is a very handy skill for players that can't focus on things]

Quick Wits

A player with this ability can look at a puzzle or mystery and get a better sense of the facts / ways to solve it. Without this ability the player has to figure things out on their own completely by figuring out clues or through trial and error. [This does not mean the GM will solve the puzzle or mystery, but does mean that he can give them advice on what to look for]

Calculation Mind

A player with this ability is able to run intense numbers through their head to figure out how things most likely would turn out with chaotic actions. Letting them offer a situational awareness defense to the granting the player and his teammates a +2 Defense Bonus.

Wire Mastery

A player has become such a skilled master with ninja thread in manipulating items that they now can use the wire itself as a weapon. The player using this ability treats wire as the follow, 1d6, x2 critical, 5+ Ft reach based on the length of the wire, Weapon can grapple / trip targets, weapon does slashing damage. Without this skill wire only does strength mod based sub-dual damage and is mainly used on setting traps. In all cases wire requires a Notice check based on its thickness, thin wire is often DC 50 notice

Battle Ready

A player with this ability is always prepared for an attack at anytime or anyplace, granting them the ability to not be caught flat footed in combat when it happens. Players without this ability are able to be caught off guard and have the chance of being attacked flat footed. [While this ability prevents being flat footed from surprise attacks it does not prevent being flat footed in other instances]



Blade Mastery

A player using this ability is able to treat any object as if it was a dagger or sword of equal size, Samurai can even use their sword techniques with these objects. Without this ability then using objects as weapons count more often as bashing or piercing based on the object type and still then on when the player has the Improvised Weapon feat.

Shovel Ready

With this ability the player gains a $\frac{1}{4}$ movement through dirt, allowing them to dig tunnels and burrow secretly. Without this ability a player digging a tunnel takes game hours if not days.

Defensive Weapon

The Player is attune to using a item in hand for defensive purposes as well as offensive, A player can activate this ability granting them a +4 to their AC for the next $1d4 + 1$ rounds, this ability is 1/per day.

Psychic Premonitions

A player with this ability is able to read actions and events in the near future. 1 / per day a player can gain a vision of upcoming events as the GM sees fit to describe. This allows the player to prepare and be on a look out for the events. This power is not controlled by the player but the GM as to when, where and what the vision entails.

Psychic Reading

A player with this ability is able to pick up on information from the past by touching a trigger object. 1/per day a player can use this ability to see into past events and get a glimpse of what happened in them. This ability while controlled in its time of use by the player, has the activation and what the player sees and finds out strictly in the hands of the GM.

Tough Skin

A player with this ability is able to shrug off physical damage easier than normal, This ability grants them a DR 1/elemental and Chi. Meaning the only damage that gets through this Damage Reduction is Elemental damage like fire, electricity, so on and raw chi damage. This ability can be taken up to five more times adding an additional 1 to the DR.

Protective

A player with this ability is able to grant their allies a defense bonus of +4 while standing next to them. They take actions to help their allies by blocking blows that adding to their defense.

Strong Leadership

A player with this ability is able to grant a leadership bonus to their allies. This boosts the teams attack rate and saves by 2 as long as the user is in view of their allies (60 ft)

Sutra User

A player with this ability can take a round to focus their life force into a sutra tag and place it on a possessed soul, undead, or Demonic power depending on how much life force they place into the tag depends on the DC of the Will save the target has to make to resist Stun. A player can place 10x their level in hp into a sutra a round. The DC is figured as follows for every 5 hp placed into a sutra its DC is raised by one, with DC 10 set as the start of sutra. Thus if a player places 25 HP into a sutra then the DC for that sutra is 15. Once in place the target can not act other than vocally until it can pass the DC or till it is physically removed from their forehead. Placing the tag is a simple Melee touch attack. Players gain this ability 1/per day.

Bear Hug

A player with this ability is able to damage a person when in a grapple, The player can choose to take this action weather they dominate the grapple or not. The damage of this is 1d6+ (STR MOD x2) The player must still make a roll to hit but the defenders AC against this ability is their touch AC. Without this ability the player must dominate a grapple to perform an attack

Daze Attack

A player with this ability is able 1/per day hypnotizes a target into being effected in a daze making them prone to all other attacks. Range is 30 ft range touch, Will save is 10 + ½ the player level.

Read Movements

A player with this ability is able to see the movements and estimate the path the enemy is taking to hit at them, because of this the player gains an AC bonus of +2 Defense Bonus.

See Opening

A player with this ability can 1/per day (before calling the results of the attack) can choose to make the attack instead of hitting the targets AC and instead hitting their Flat Footed AC.

Hidden Weapon

The player with this ability can store a weapon from prying eyes, When a player is searched or asked to disarm they can hide a weapon from the views of enemies with a DC 75 Notice to find the hidden weapon. The weapon still counts in the players carrying weight.

Accuracy

Players with this ability are greater focused on their ranged attacks, they are able to add ½ their level in damage with ranged attacks.

Chi Push

A player with the Chi Push ability is able to launch a force push of chi at a target, pushing them back 5ft +1/2 level in ft, the target can make a will save to resist this DC 10+1/2 the users level.

Chi Pump

A player with this ability is able to sacrifice their own chi (limit 5 per level) into a selected target. Granting them more chi to perform techniques.

Chi Break

A player with this ability is able decrease another targets chi by how much the player puts into this attack (limit 5 chi per level) This also means if a target is building chi for a big attack and this is used, if the target building the attack doesn't have enough chi to pull of the attack after chi break then the attack fails.

Second Look

A player with this ability is granted a natural sense to detect secret entrances, doors, hideaways, and even some invisible objects. They don't physically see it but they can sense the round about area something is hidden at ½ the DC it takes to notice it.

Drunken Dodge

Players with this ability can boost their AC by 2 for every -1 in CON they take in drinking Alcohol. This remains in effect until the alcohol effects wear off (normal time is 1 hour for every -2 CON, see Alcoholic Rules for CON drop per drink type)

Mental Connection

A player with this ability is able to focus stronger in a technique and hold it, This ability grants them their INT + WIS or CHA Modifier (Which ever is highest) to their concentration rolls.

Skill Shot

The player with this ability 1/ per day can hit two targets with one shot of a ranged weapon (Arrows, bolts, dart, needles, shuriken and slings hit any set two targets, Guns this ability can only be used on targets within 5ft of the first target with the exception of directly behind.) Normally one attack equals one hit.



Frenzy Fighter

A player with this ability is able to make their attacks strike two adjacent squares within 5ft with one attack. Normally a player can only strike one square, unless they have a reach weapon which they can strike the square behind another. (this ability can only be taken a second time to let the player attack 3 5ft squares next to each other.

Flashy Fighter

A player with this ability is able to roll a performance roll with their attacks, this roll can one of four things, 1 – entertain a crowd, this builds the players a temporary good reputation with any onlookers, 2 – Performance Ability, this lets a bard or any other class with the perform abilities in their class to use them with this performance, 3 – Alter attitude of enemies, this can be used to confuse enemies and cause them to hold back on their actions while the player is performing, 4 – Promotion, this allows the player to team up with another player with this ability to gain profits when performing in public, similar to the way any other street performance does. Without this ability the player can not gain benefits of a performance with fighting unless they have a different ability that states otherwise.

Gang Fighter

A player with this ability is able to make sweeping attacks that strike a square at diagonals. (if the player strikes a target in front they also can hit the target at their side with the same attack. (This ability can be bought to gain a 180 degree attack from just three of the four squares around them, but no further)

Cheap Shot

A player with this ability is able to use the ability to perform a bluff roll if the target fails it makes them prone to an attack. This is similar to rouge performing a feint to perform a sneak attack but can be used by any class. Once the target is hit subject takes x2 damage from the next attack.



Wild Child

Player with this ability has to make a will save in battle or fly in a rage. This acts just like the Barbarian Rage ability but does not use up a use of it if the player has both. The Rage is less controlled and the player continues till all have fallen or they have been in the rage for rounds equal to their Con Mod.

Skilled Taste

A Player with this skill can grant greater benefits from food sources, Food cooked by the player with this skill, grants x4 the benefit. Normally food grants a small amount of HP and Mana/ Chi restoration.

Blind sight

A player with this ability is able to 1/per day activates an sonar, letting them get a lock on locations of hidden /invisible targets. This ability only lasts one round but lets them know exactly where things are. This ability also helps counter concealment bonuses.

Dark Sight

A player with this ability has Dark vision 120 ft, This acts like activating a pair of night vision goggles in real life. Colors are vacant from the view things are just grey mono tone and any light source is emboldened, Being hit with bright light with this active has the chance of granting a temporary Blindness on the user.

Money Sense

A player with this ability is able to 1/per day get the idea for the set price of an item. Normally a player would make an appraise roll to determine this and they would learn the estimated price. But with this ability they get the straight answer.

Cheap Skate

A player with this ability is able to find discounts on purchases at times; they gain a bonus to bargaining for a better price (+20 Diplomacy) or they tend to be the ones more often to find low cost on many items when a gm decides to roll on the cost the roll favors stronger for the player.

Single Handed Spell

A player with this ability is able to cast two spells one in each hand in a single round or cast spells and attack with a weapon in the other. This however increased the Concentration DC needed for the spell and makes spells cost double mana.

Mana Share

Lets the player expend their chi and give it to another pumping their targets mana up (even beyond that of their set max)

The Tier System

In Fairy Tail we are re-introducing the tier system from One piece RPG this allows a player to flesh out their characters further. The tier system was designed to let players as they grow in power become more skilled in their area of expertise, as they progress they unlock new abilities in their skills and gain bonuses to skills, boosts to items, abilities or even gain new abilities that are previously unavailable.

Tier System

Tier 1 (The first tier, each tier cost 3 points)

Tier 2 (You can't get one tier till you have the tier before it)

Tier 3a (either one or both of these can be taken but only one is needed to go to the next tier)

Tier 3b

Tier 4 (Higher tiers have level limits)

Level Limits of tiers, Tier 1 = no limit, Tier 2 = no limit, Tier 3 = level 3, Tier 4 = level 6, Tier 5 = level 9, Tier 6 = level 12

Skill Boosts do not stack, a +5 is replaced by a +10 when the next level is bought.

Healing Tier however the healing numbers do stack thus a player that has tier 1 and two can do 1d8 once and 2d8

Unless otherwise stated all of these tiers can gain additional uses through buying addition uses through build points.



Master and Pupil

A player that takes on a master to train in skills may in time showing skill in the tasks and training be rewarded a Tier choice in their training without the cost of build points. Taking a master is a great idea early in the game or even later when one wants to accomplish a difficult task beyond their skill. A staple of the anime world to have a skilled master teach a pupil lessons in some skills much the way Natsu learned from Igneel on how to use Dragon Slayer Magic. The GM will however have complete control over said Master and can at any time have them enter or leave the group. They are treated as a powerful NPC that will have set tasks of focus on their skill and won't get involved in decisions of the players unless they feel they have to.

This builds the chance to have great story elements of the game develop from the Masters life and interaction with their pupil. (Don't be afraid to have a cut scene death with the master to have greater player character growth)

Healing

Healing tier boosts the effect of the skill Medical and grants the player the ability to heal characters HP loss, from damage from Poison or Disease, Decrease time on Injuries, even remove ill effects

Tier 1

First aid (1d8 healing per person per day)

Don't You Die (+5 to medical check to stop bleeding)

Tier 2

Basic Medicine (2d8 healing per person per day)

Digestive Aid (Medical Check to remove Poison +5)

Smelling Salt (Touch: Remove effects of Sickness, Fatigue, Exhaustion, and Daze)

Tier 3

Moderate Medicine (3d8 healing per person per day)

Aspirin (Medical Check, +5 to Heal injury)

Snap out of It (Touch: Removes Charm or Sleep Effect)

Tier 4

Critical Medicine (4d8 healing per person per day)

Pill (Medical check, +5 to cure Disease)

Emergency Care (1d8 healing in Battle per person per day)

Tier 5

Surgery (5d8 healing per person per day)

Syrup (Medical Check, +10 to Cure Poison)

Field Medic (2d8 healing in Battle per person per day)

Tier 6

Sling (Medical Check, +10 to Heal Injury)

Injection (Medical Check, +10 to cure Disease)

Critical Surgery (6d8 healing per person per day)

IV (Medical Check, +5 to heal Stat drain)

Band-aid (Medical Check, +5 to Cure Level drain/vile)



Weapon Making

Weapon Making lets a player add Lacrima and spells, bonuses, abilities, and lower the cost of materials

Tier 1

Look what I made (master work Weapon[+1 to hit])

Carving Knife (+ 5 to Craft Weapon)

Magic Stick (Player can add Lacrima to a weapon granting it a magical based attack in damage)

Tier 2

Tinkering (grants a +1 bonus to Weapon)

Dial in (A minor spell can be cast thru Weapon)

Special Attack (Adds a level 1 Weapon Ability)

Blacksmith (+10 Craft Weapon)

Tier 3

Basic Alteration (grants a +2 bonus)

Light weight (Decrease weight of weapon by ½)

Bonus Attack (Adds a level 2 Weapon Ability)

Tier 4

Moderate Alteration (grants a +3 bonus)

Dial up (a can Moderate spell to be cast thru a weapon)

Easy to use (Exotic Weapon counts as Martial)

Forge and Anvil (Lowers cost of weapon materials by 10%)

Hidden Attack (Adds a level 3 Weapon Ability)

Tier 5

Critical Alteration (grants a +4 bonus)

Bigger is better (weapon counts as one size category larger)

Secret Attack (Adds a level 4 Weapon Ability)

Tier 6

Scrap build (grants a +5 bonus)

Dial out (can add a Sever to be cast through the weapon)

Point and Click (Exotic Weapon counts as Simple)

Plans (lowers cost of weapon materials by 20%)

Ultimate Attack (Adds a level 5 Weapon Ability)

Navigation

Improves a characters skill at directions, weather prediction, and foresight on the journey

Tier 1

Map reader (+5 to navigation)

Crude map (Maps grant +5 Knowledge Area [of map] based on the quality of the map)

Tier 2

Map maker (+10 to Navigation)

Map Prediction (+5 Knowledge Geography)

Short Cut (grants Vehicle a Non combat bonus to speed of +50)

Tier 3

Chart (+5 to search checks for fresh water/ food)

Weatherman (predict Weather conditions of the next day)

Plan for ambush (+2 with ships maneuverability)

World Traveler (+10 Knowledge Geography)

Tier 4

Dowsing (+10 search checks for fresh water/ food)

Enemies Plans (predict the movement of enemies)

Ambush (Grants vehicle a surprise round once reaching attack range)

Tier 5

Doplar (predict weather conditions of the next week)

Always Prepared (+5 to Survival Checks)

Hit them where it hurts (+4 bonus to rolls for ship in battles)

Tier 6

World Atlas (Vehicle gains ability Danger Sense letting second Notice checks be made to avoid impending danger)

Boy Scout (+10 to Survival Checks)



Cooking

Grants greater skill on food and the bonuses they provide

Tier 1

Seasoning (+5 to cooking)

Filling (meal provides affect peaceful, removing minor status ailments like, exhaustion, fatigue, Daze and confusion)

Fresh (food restores chi users +10 chi)

Tier 2

Flavoring (+10 to Cooking)

Preparation (food does +1d8 healing per meal)

Tasty (Purify Food and Water)

Tier 3

Sauce (food does +2d8 healing per meal)

Cook (food grants an additional +1 bonus to all saves for the day)

Home cooking (Food grants peaceful rest, Players upon sleeping heal x2 rate)

Clean (food restores chi users +50 chi)

Tier 4

Soups On (+5 Gather Info)

Secret Season (Food does +3d8 healing per meal)

Yum (Grants +10 to save verses Sickness)

Chef (Food grants +2 to saves per day)

Tier 5

Desert (+ 10 Gather Info)

Flambé (Food grants a +1 to all rolls)

Yummy (Grants +10 to save verses Poison)

Neat (Food restores chi users +100 chi)

Tier 6

Fish and Loafs (Make filling food out of little supplies)

Master Chef (Food grants immunity to disease for day)

Mother's Recipe (Food temporary boosts one stat for the day, based on food type, Spicy = DEX, Sweet = CHA, Strong = STR, Tough = CON, Saucy = INT, Smooth = WIS.)

Study

Boosts to knowledge skills, and new ways and abilities unlocked with the power of strong knowledge.

Tier 1

Star Chart (+5 to Knowledge Astrology)
History Novel (+5 to Knowledge History)
Medical Novel (+5 to Knowledge Biology)
Action Novel (+5 to Knowledge Military Science)
Scripture (+5 to Knowledge Religion)
Horror Novel (+5 to Knowledge Occult)
Manga Magazine (+5 to Martial Arts)
Brochure (+5 to Knowledge Foreign Culture)
Legal Novel (+5 to Knowledge Law)
Bird Guide (+5 to Knowledge Nature)
Building Plans (+5 to Knowledge Machines)

Tier 2

Crystal Ball (+10 Knowledge Astrology)
Historical Record (+10 to Knowledge History)
Medical Journal (+10 to Knowledge Biology)
Military Record (+10 to Knowledge Military Science)
Holy Book (+10 to Knowledge Religion)
Necronomicon (+10 to Knowledge Occult)
Combat Manuel (+10 to Knowledge Martial Arts)
Tour Guide (+10 to Knowledge Foreign Culture)
Law Book (+10 to Knowledge Law)
Plant Guide (+10 to Knowledge Nature)
Parts Catalog (+10 to Knowledge Machines)
Advance Study (new langue*)

Tier 3

Family History (spend a round and learn targets weaknesses)
Lost Knowledge (1/per day+20 in Knowledge rolls)

Tier 4

Mimicry (Mimic another persons move with a 25% chance)
Weak Spot (player can score a critical on constructs or vehicles)
Back Beast (player can score a critical on Undead)
Identify (can identify properties of most items)

Tier 5

Copy Machine (Mimic move at 50% chance)
Saw it Coming (+5 deflection Bonus)
Read it somewhere (+5 to Diplomacy)

Tier 6

Xerox (Learn a successful move mimicked at double cost)
Historian (+10 to Diplomacy)
Research (can identify triggers for artifacts)

Mechanic

Used to craft and improve machines, engines, robots, and vehicles

Tier 1

Kick the Tires (grant boosts to vehicles speed and maneuver +10)

Monkey Wench (+5 Craft Machines)

Comfort Handling (+10 to vehicle/robot HP)

Tier 2

Salvage (lowers the cost of build by 10%)

That will Hold (+5 Craft Vehicle)

Grease Monkey (+10 Craft Machines)

Robo-toy (can build Small robot)

Batteries Not Included (can use Lacrima in Vehicle/Machine build limit 50 mana)

Tin Snip (Heal Robot / Cyborg +1d8)

Tier 3

Lets Ride (+10 to Craft Vehicle)

Comfort Seating (+20 HP to Vehicle/robot)

Robo-dog (can build mecha armor/ Small cyborg)

Sleek Design (Vehicle/ Robot AC Boosted by +2)

Wire Cutters (Heal Robot/ Cyborg +2d8)

Tier 4

Robo-butler (can build Medium Robot)

3rd shift (Build takes ½ time)

Well Balanced (Vehicle Base Attack Bonus +2)

My finest work (+10 to Identify damage on vehicles and Robots)

Bolt Cutters (Heal Robot/ Cyborg +3d8)

Tier 5

Nuts and Bolts (Increase the limit of dials in the build to 20)

Robo-car (Large robot/ Mecha suit/Medium Cyborg)

Knock on Wood (Grants Vehicle +5 to DR)

Welders Torch (Heal Robot/ Cyborg +4d8)

Tier 6

Duct Tape (Heal Robot/ Cyborg +5d8)

Spare Tire (Boosts Vehicle Repair limit by double)

Robo-defender (build huge robot/mecha armor/ Large Cyborg)

Craftsman

Skill in building and crafting armor, items, jewelry and tools, the skill offers greater ways to improve the bonuses or uses in each.

Tier 1

Hot Glue (add a spell up to Minor)

Yarn (can make Masterwork Armor)

Swiss Knife (Item can perform two different functions)

Magic Trigger (+5 Use Magic Device)

Magic Cloth (Add Lacrima to Armor or item granting saves vs. type of magic)

Tier 2

Wood Glue (+1 item or Armor)

Sandpaper (+5 to Craft item)

Leather Punch (+5 to Craft Armor)

Features (can add a spell to item or armor up to Major)

Caulk it (Can make repair check as a free action)

Hem (Add Armor Ability level 1 to Armor)

String (Add item Ability level 1 to item)

Magic Words (+10 Use Magic Device)

Tier 3

Crazy Glue (+2 Item or Armor)

I Fixed it (+10 to Craft item)

Thread and Needle (+10 Craft Armor)

Junk Yard (lowers the cost of the build by 20%)

Magic Trick (Increase the amount of Mana an item can hold by +25)

Tier 4

Home Repair (Grants +5 Repair)

Extra Features (can add an spell up to Master)

Hammer and nail (+3 Item or Armor)

Stitch (Add Armor ability level 2 to Armor)

Shape (Add Item Ability level 2 to Item)

Rabbit in a Hat (Player can activate 2 magic items at one time)

Tier 5

TV/VCR Repair (Grants +10 Repair)

Fuel Economy (Powered device uses 1 less fuel)

Screw it (+4 Item or Armor)

Ronco Design (Item performs task of three different ones)

Saw in Half (Magic Spells from items cost ½ mana when cast normally)

Tier 6

Tight Fit (+5 item or Armor)

Dye (Add Armor ability level 3 to armor)

Paint (Add Item ability level 3 to item)

Magic Show (Increase the amount of Mana an item can hold by +50)

Chemistry

Potions and poisons created with this the DC is based off the tier the type the character makes determines the save

Tier 1

Medicine Cabinet (create potions/ salves 1d6/ +1 boost)

Bad Food (+1d8 damage of poisons and chemical weapons)

This might help (+5 to survival checks to find natural herbs/poisons)

Grind Stone (+ 5 to craft alchemy)

Tier 2

First Aid kit (create potions/ and salves 1d12/ +2 boost)

Rat Poison (+5 on DC of poisons and chemical weapons)

Look what I found (+10 survival checks to find natural herbs/poisons)

I made this (+10 to craft alchemy on Chemical weapons/Powders/Power sources)

Power Boost (can make a potion or pill to boosts of power attacks by x2 for 6 rounds#)

Tier 3

Medicine Bag (create potions/ salves 3d8/+3 Boost)

Bitter Poison (+2d8 damage from poisons and chemical weapons)

Dash of this (Add secondary effect to potion/ poison)

Tier 4

Doctors Script (create potions/ salves 5d6/+4 Boost)

Poison Apple (+10 DC of poisons and chemical weapons)

Chemical Warfare (Chemical weapons do double damage)

Fruit Boost (can make a potion or pill that boosts power attacks by x4 for 6 rounds#)

Tier 5

Pharmacy (create potions/ salves 5d8/ +5 Boost)

Deaths Touch (+3d8 damage of poisons and chemical weapons)

Biological Warfare (+5 to the DC of alchemic creations)

Blood Rush (can produce a pill that grants ability of regeneration 1 for 1 minute per 10 ranks of craft chemical)

Tier 6

Anthrax (+15 to the DC of alchemic creations)

Fresh Batch (potion Max healing)

Foul Batch (Max damage poison)

Shape Charge (Max damage chemical weapon)

- attacks boosts after the effect wears off causes the user to suffer from exhaustion

Pilot

The skill one has in driving vehicles/ Ships/ Mounts not only for safe travel but to improve the overall work onboard in and out of combat

Tier 1

Sunday Driver (+5 to Drive)

Steady as she goes (+5 to Pilot)

Smooth Sailing (allow normal movement on ship in normal water conditions, usually half move)

Mush (+5 to Ride)

Tier 2

Backseat Driver (+10 to Drive)

Full Speed ahead (+10 to Pilot)

90 degree turn (+5 Maneuverability of the ship/ vehicle)

All Engines Reverse (Vehicle can make dodge rolls on Players Reflex vs. Area and cone attacks to take half damage)

Getty Up (+10 to Ride)

Tier 3

Defensive Driver (+5 to AC of Transport/ Mount)

Offensive Driver (+5 to Attack made from Transport/ Ship)

Keep her Calm (allow normal movement on ship in Choppy conditions)

Booster Engines (Allow a sudden burst of movement for 1d6 rounds of x4 movement 1/day)

Seat Belts (Pilot/ Driver/ Rider can lessen the damage of a crash by ½ to those in the transport)

Fast Runner (Mount moves at +30 to their speed)

Tier 4

Test Driver (+10 AC of Vehicle /Ship)

Demolition Derby (attacks with Vehicle/Ship +2d10 damage)

Racer (+10 Speed for Vehicle/ Ship)

U Turn (+10 Maneuverability of the ship/vehicle)

Crumple Zone (Pilot/ Driver/ Rider can lessen the damage to the transportation in a crash by ½)

Trick Horse (Mount knows a unique trick such as counting or being able to untie ropes)

Tier 5

Speed Racer (+30 Speed for Vehicle/Ship)

Racer X (Can make [non flying] Vehicle/ship Jump 1/day)

Smooth Ride (allow normal movement on ship in Big Waves conditions)

Combat Mount (Mount's attack damage is raised by x2)

Tier 6

Double Back (player can make vehicle make a dodge roll on players reflex vs. area and cone attacks to avoid all damage)

Shock Absorbers (Normal move on Rough Waves conditions)

Soft Landing (lessens damage by ½ from the ship landing on ground or crashing on the ocean)

Air Bags (Pilot/ Driver/ Rider can lessen the damage of a crash by ¼ to those in the transport)

Trusty Horse (Mount is animal companion, levels with player and treated as its own character in the case for points and skills, counts as a second one if player has one)

Performer

Moral on ship and skilled talent off. This tier boosts the abilities and skills of performances

Tier 1

Hum a tune (+5 bonus to performance)

Crystal Radio (Range of Performance is increased by x2)

Silver Record[^] (+2 to all social rolls from the performer after a performance is made for 1 day)

Tier 2

Tap your feet (+10 to performance)

Love-a-bye (DC 15 will vs. sleep 1/day or time needed to rest is decreased by 2 hours)

C-B Radio (Performance of Vocal or musical can be done through Den Den Mushi)

Tier 3

Sea Shanty (DC 10 will vs. Fear to one target ship 1/day)

FM Radio (Damage based performances can score critical on an 18-20/x2)

Gold Record[^] (+4 to all social rolls from the performer after a performance is made for 1 day)

Tier 4

Amusement (grants +5 to reputation per day)

Muse (grants +5 to Crafting / making/ studying abilities per day)

Am Radio (Performances last an addition 5 rounds after performance ends)

Tier 5

Gather Crowd (grants +10 to reputation per day)

Influence (improve attitude of target)

Distraction (make self target of attack)

Platinum Record[^] (+6 to all social rolls from the performer after a performance is made for 1 day)

Tier 6

Screech (DC 20 Will vs. knock prone one target)

He did it (make other target of attack)

Look at That (cause target to lose an action)

[^] - record performances only work when used in a public performance not a private one



Traveler

Wandering the world forever seeking to learn from life's experiences, this tier boosts skills of travels

Tier 1

Eye of the Rat (+5 to Notice checks)

Lick wounds (player can heal self their Constitution Score + level 1/per day)

Cat Claw (player can do addition 1d 3 damage with unarmed attacks)

Skilled hunter (+5 Survival checks)

Tier 2

Eye of the Hawk (+10 to Notice checks)

Fangs of the Viper (Unarmed attacks do an extra 1d6 damage acid)

Dog Sense of Smell (+5 to Search checks)

Exoskeleton (+2 Natural AC)

Tier 3

Strength of the Bear (x2 to Strength Checks)

Stoutness of the Boar (+2 to Fort and +1 per level HP)

Eagle Claw (player can do additional 1d6 damage with unarmed attacks)

Sympathy Touch (+5 to Handle Animal)

Hunter (+10 Survival checks)

Tier 4

Fangs of the Cobra (Unarmed attacks do an extra 1d12 damage acid)

Skin of Chameleon (25% displacement cover for level in rounds 1/day)

Pig Sense of Smell (+10 to Search checks)

Rhino Hide (+4 Natural AC)

Small Game Hunter (+5 vs animals and monsters 1 or more size categories smaller)

Tier 5

Strength of the Elephant (x4 to Strength checks)

Health of the Tiger (Constitution Bonus x2)

Caregiver Touch (+10 to handle animal)

Big Game Hunter (+5 vs animals and monsters 1 or more size categories larger)

Tier 6

Lion Roar (player can grant a moral bonus with a shout granting +4 to all attack rolls and 10 hp)

Panther Claw (player can do additional 2d6 damage with unarmed attacks)

Tortoise Armor (+6 Natural AC)



Merchant

Skilled tier of traders and merchants of the world. People out for good deals and best purchases use this tier to boost their skills.

Tier 1

Stepping In (Allows 1 re-roll of a failed Diplomacy roll per day made by any character)

Money Maker (Adds 10% to value of items they sell)

Savings Account (+5 to Appraise)

Tier 2

Special Deal (grants a discount of 10% on any item 1/day)

Life Savings (+10 to Appraise)

Bribe the Guard (+5 to Diplomacy)

Money down (Player can improve the attitude of people through money)

Help Wanted (Player gains one follower 0 level with skill in profession Shopkeeper)

Tier 3

Treasure Hunter (+5 to search checks)

Hardware Store (cost of building materials is cut by 10%)

Cash Register (adds 25% to value of items they sell)

Regular Customer (Player is offered deals on 1d6 items in a store 1/day with stores they have good relations with)

Tier 4

Archeologist (+10 to search checks)

I've Got a Coupon (grants a discount of 25% on any item 1/day)

Campaign Contributor (+10 Diplomacy)

Investment (Player can invest in shops and receive a small amount of money monthly)

Now Hiring (Player gains one follower level 2 with skill in profession shopkeeper)

Tier 5

Building and supply (cost of building materials is cut down by 25%)

Deal Maker (adds 50% value to items they sell)

Tier 6

CEO (Player can invest in a shop/ shipping company and effect the sales and development of the company.)

#1 Customer (Player is offered a secret deal with stores they have good relations with)

Classified Ad (Player gains 1+1d4 followers all level 3 with open skills)

Bandit

Followers of the shadows use this tiers boosts to aid them in their acts of committing crimes.

Tier 1

Light Footed (+5 to Stealth)

Create a Distraction (+5 Pick Pocket)

Strike Hard (+2 to each die of Sneak attack)

Thief Den (player can find and hire people to gain common info and common items)

Tier 2

Quick Fingered (+5 to Disable Device rolls)

Locksmith (+5 to Open Locks)

Get 'em (+2 to all attack rolls when attacking the same target as allies)

Quick Trap (player can make a quick trap with wire and grenades as a standard action)

Tier 3

Silent Step (+10 to Stealth)

Quick Reaction (+2 to reflex rolls and +1 to Initiative)

Five Finger Discount (+10 Pick Pocket)

Strike Fast (+4 to each die of sneak attack)

Crime Syndicate (player can find and hire people to gain rare info and uncommon items)

Tier 4

Nimble Finger (+ 10 to Disable Device rolls)

Skeleton Key (+10 to Open Locks)

Gang Up (+4 to all attack rolls when attacking the same target as allies)

Hidden Trap (player can increase the DC of a Trap by adding their level in the craft roll)

Tier 5

Double Shot (Ranged Attacks hits two targets instead of one 1/day)

Sudden Reaction (+4 to reflex rolls and +2 to Initiative)

Strike Twice (+6 to each die of Sneak attack)

Panty Thief (Pick pocket can now steal worn items or weapons in hand when successful)

Tier 6

Strike Force (If player is in-between two targets they can perform a sneak attack on both in one round)

Crime Network (Player can gain +10 Knowledge Area and Streetwise anywhere)

Mafia (player can hire people to kill lesser people, or find rare items)



Gambler

The final tier and one that affects the players luck in ways that benefit them in the end. Tier abilities under this marked with * can not have extra uses added to.

Tier 1

Lucky 7 (On the roll of 7 damage grants x4 damage)

Misfortune (random object (for size see throw anything in feats) hits target 1/day)

Blow on the Dice* (Player 1/day can re-roll a failed roll (must be declared before the result))

Gambling Problem (+5 to Gamble rolls)

Tier 2

Full House* (Rolling a 20 auto confirms as a critical 1/day)

Marked Deck* (player rolls 1d6 on a 1 they get a extra use of an ability of their choice that day (not on "The Lady"))

X-ray Glasses (ask GM to know one of the target's Hp, Attacks, AC, Saves or even a weakness 1/day)

Card Player (GM pulls a random card from a deck player places a dice bet of d4, d6 or d8. and then chooses the target to be friend or foe, The GM flips the card and uses the card number as the number of dice rolled. Jack = 11 Queen = 12 King =13 Ace = 1 Joker = players choice. Red cards heal, black do damage to the target chosen. 1/per day)

Gambling Addict (+10 to Gamble rolls)

Tier 3

Fixed Dice* (A roll of a 1 counts as a roll of 20 1/day (not on "The Lady" roll))

Black Cat (Acts like Misfortune but objects are only medium and up sizes)

Balls In your Court (Player is granted a +5 to hit and damage in their hometown or property)

7 is a Magic Number (Rolling a 7 on to hit counts as a roll of 20 (not on "The Lady"))

The Lady* (Player can roll 1d20 on the result of 20 one stat rolled (1d6) boosted by 1 1/month)

Tier 4

Hidden Ace* (Player gets to act again at the end of the round 1/day)

Jackpot (Player does auto max damage for their level in rounds 1/day)

Rules Lawyer* (Player can block a action by target for 1d6 rounds 1/day)

Glint of Green Eyes* (On any failed roll the player can, instead will it a 20 1/day)

Card Master (Same as Card Player but the player can pull a second card look at it and choose to instead go with that card. 1/per day)

Tier 5

Stack the Deck* (Player rolls a 1d10 on a 10, he can have him and his allies go a second time in actions on that round [at the end of the round] 1/per day)

Take it back* (1/per day a player can have the GM re-roll a attack roll)

Tier 6

Old Man Fate (cheat death by giving up their level in total HP)

Card Shark (Same as card master but the player can hold onto the unused card and use it later. 1/per day.)

Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically.

Acquiring Skills

Each level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. You can never have more ranks in a skill than x5 your level. In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of his professional training and constant practice. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack. The number of skill ranks you gain is on display along with the listing of class skills on each classes listing. Normal characters gain 5 skill ranks at 1st level and 1 additional skill rank per class level afterwards. If you select a level in a new class, all of its class skills are automatically added to your list of class skills. Untrained Class skills can only have skills x3 the characters level.

Skill Checks

When your character uses a skill, he isn't guaranteed success. In order to determine success, whenever you attempt to use a skill, you must make a skill check. When you make a skill check, you roll 1d20 and then add your ranks and the appropriate ability score modifier to the result of this check. Skills can be further modified by a wide variety of sources—by your race, by a class ability, by equipment, by powers, techniques, or ability effects or empowered items, and so on. See below for a summary of skill check bonuses. If the result of your skill check is equal to or greater than the difficulty class (or DC) of the task you are attempting to accomplish, you succeed. If it is less than the DC, you fail. Some tasks have varying levels of success and failure depending on how much your check is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if your check result exceeds the result of the target. Matched equally is seen a failure on both sides.

Taking 10 and Taking 20

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions, increasing the odds of success.

Taking 10: When your character is not in immediate danger or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, if you a d20 roll enough times, eventually you will get a 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes 20 times as long as making a single check would take (usually 2 minutes for a skill that takes 1 round or less to perform). Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before he or she could complete the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Demolitions, Disable Device, Escape Artist, Notice and Open Lock (when attempting to find traps).

Rolling 1: When the player is rolling a skill and gets the result of a Natural 1 on a d20 they fail at the skill no matter how much they have in the skill ranks.

Rolling 20: In past d20 games a result of a 20 is a natural success. That is not the case here. Instead it is taken as 20 to the skill many skills however on the result of a 20 are considered a masterpiece, (when crafting, performing social actions, a piece of knowledge or even performing an action) the result is that this is the way to make a masterwork item in game or to gain positive reputation towards your character by creating an impressive action. Its also good to note that a 20 at times may also grant a bonus to future rolls for a given time.

Ability Checks and Chi User Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or chi user level checks.

Aid Another

You can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you're helping gets a +10 bonus on his or her check. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results, such as trying to open a lock, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion. For a complete summary of all of the skills, see below. Skill descriptions adhere to the following guidelines.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If this notation is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

Description: The skill name line is followed by a general description of what using the skill represents.

Check: What a character ("you" in the skill description) can do with a successful skill check and the check's Difficulty Class (DC).

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20.

Special: Notes the effects of rolling a natural 20 or any other effects caused by the skill.

Restriction: This describes a restriction or limit to a skills use at a time or place.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it

can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated "Trained Only").

Skill Summary:

Acrobatics - DEX - allows you to do flips and walk tight rope and such
Animal Empathy - CHA - used to befriend or command animal
Appraise - INT- used to determine the value of an item
Bluff - CHA - used to tell a good lie
Climb - STR - allows you to scale surfaces
Concentration - CON - maintains control over difficult tasks
Control Shape - CON - used to change from one form to the next
Craft (One craft from the list below) - INT- creates something
Demolitions - WIS - allows you to safely or not destroy things
Decipher Script - INT- used to read coded messages as well as research for information
Diplomacy - CHA - used to help befriend others
Disable Device - WIS - allows you to safely disarm traps
Disguise - CHA - change the way you look
Drive - DEX - Used in driving vehicles on land
Escape Artist - DEX- allows you to escape bonds or grapples
Forgery - INT - used to write codes or make fake copies of paperwork
Gamble - CHA - used to wager in games or cheat at games
Gather Info - INT- used to gather info from people
Intimidate - CHA- used to cause fear in target
Jump - STR - Allows you to jump distances
Knowledge (one Knowledge from the list below) - INT- ones knowledge of a subject
Martial Arts - STR- used to perform acts of Strength, perform some attacks and learn techniques
Medical - WIS - used to treat injuries and sickness
Navigate - INT - used to tell direction and maintain a course
Notice – WIS – used to detect noises and sights at distances, as well as detect truths
Open Lock - WIS - used to Open locked doors
Perform (performance type) - CHA - used to perform music, speech or dance.
Pick Pocket - DEX - used to take or place things in pocket without being noticed
Pilot - DEX - Used to drive/fly a ship
Profession (one form the list below) - WIS - secondary job
Read Lips - INT- used to read lips when listen cant be made
Repair - INT - used to fix broken items or vehicles
Ride - DEX - Used in Riding horses or such
Search - WIS - used to find hidden things
Seduction - CHA - the art of charming someone
Stealth – DEX – lets a character move quietly and hidden from the notice of others
Streetwise - INT - Being able to identify the signs and gangs of the street
Survival - WIS - used to forage for food and water, skin hides, set traps
Swim - STR - used to swim
Taunt - CHA - Used to insult others
Use Rope - DEX - Used in making knots or binding people or things
Use Magic Device – CHA – used to control magical items and the powers they hold within

Knowledge Skills:

Area - info on a given island or town
Astrology – grants info on the heavens and helps in predictions of the future
Biology - info on Anatomy and biology
Foreign Culture - info on foreign ways and lifestyles
Geography - info on locations of known world
History - info on world history
Law - info on laws
Mechanics - info on machines
Military Science - technology and strategies of the military
Nature - info on all things natural
Occult - info on the Dark and hidden Art
Poisons - info on poisons and venoms
Religion - info on religions

Craft Skills:

Armor / Clothing - create normal armor
Chemistry / alchemy - create/identify basic chemicals, powders
Cooking - cook food
Items / Jewelry - create basic items
Machines - create basic machines
Vehicles - create basic vehicles
Weapons / Firearms - create normal weapons

Profession:

Bartender - skilled at get people to talk with a little help from a bottle
Book Keeper - skilled at acquiring knowledge through books
Bum - skilled at survival on the streets
Farmer - skilled at growing plants and harvesting them
Fisherman - skilled at the art of catching fish, and handling a boat
Herbalist - skilled at finding and gathering herbs
Home maker - skilled at keeping things clean
Lumberjack - skilled at getting supplies wood
Miner - skilled at getting supplies Metal
Officer – skilled at handling people and acting out the law
Politician – skilled at handing decisions and social issues
Potter / Artist - skilled at making pottery
Rancher – skilled at handling animals needs
Shop keeper - skilled at making deals on items
Tailor - Skilled at making cloths / cleaning / mending
Writer / Reporter – skilled at writing books and news reports

Acrobatics

DEX Armor Check Penalty Applies



This skill grants the player the ability to perform acts of balance and Tumbles. Be it staggering down a boat while in motion or walking a tight rope or small ledge the balance part of Acrobatics is a key in any movement choice. The skill also has use in performing flips, slides and tumbles to move through a difficult area or trap.

Check:

When using it for Balance its common to run across these situations thus the DC is listed here.

Example:	DC:
Drunk / Ill walking normally	20
Walking on a moving boat	20
Walking on a beam 4 inches wide	30
Walking on a beam 2 inches wide	50
Tightrope Walking	75
Walking on Ice	40
Walking on Loose Ground	15

When using it for Tumbles / Flips to move through difficult situations

Example:	DC:
Tumble from Jump	10
Tumble from Moving Vehicle	40
Tumble past Trap wire	50
Tumble past Laser sensor	75

Lastly is when trying to use the skill when Sliding through area sliding requires a running start. Doing this action causes the player to become prone.

Example:	DC:
Slide 5' Normal Ground	5
Slide 5' Rough ground	20
Slide 20' Normal Ground	40
Slide 20' Rough Ground	60

Action:

Depending on how the player chooses to use the skill determines on what kind of action is taken, Balance actions are free, while Tumbles are a movement action and slides are a partial action.

Try Again:

Failing on this skill results in a fall or failing to move through the difficult situation, perhaps even making the player prone to an attacker or taking falling damage. They can only recover from this roll by trying the task again.

Special:

One can use this skill to move past an enemy so long as they don't attack them and are in melee combat. Any other time their movement is considered blocked and they can't move forward. For every 10 points in Perform Dance a player gains a +2 in this skill. On the result of a 20 the action causes an Impressing act granting a bonus to reputation gain roll at the end.

Untrained:

This skill can be used untrained.

Animal Empathy

CHA



This skill is used to befriend, handle and care for in day to day needs of animals and monsters. Befriending an animal allows the player to change the domineer of the creature making them either less hostile or possibly even friendly towards them. The skill is also used to handle day to day tasks of dealing with a creature such as feeding and cleaning up after them. Lastly Trainers, Rangers, and Combo Ninja can use this skill to teach their pet / partner to perform tasks such as fetch, sit, speak and such. (Note if the pet / partner has a high INT they may already speak common or a given language)

Check:

When using this skill to befriend a creature the skill is effected by many situations

Examples:	DC:
Tame Hostile Creature	75
Tame Docile Creature	40
Change Domineer Hostile	50

When using the skill to perform Day to day tasks is effected by the creature type, this also pertains to gathering items from them like eggs

Examples:	DC:
Feed Dog	10
Feed Tiger	50
Feed Shark	60
Gather Eggs Chicken	10
Gather Eggs Crocodile	75
Shear Sheep	25
Milk Cow	20

When Training a Pet / Partner at new Tasks

Examples:	DC:
Fetch	50
Trick	75
Speak	30
Sit	20
Stay	10

Action:

The only time this skill is used in combat is Befriending the creature which at that time the skill takes a full round to perform. The rest all remain as skill checks made with no sense of rounds in mind. Some like training will have to be done regularly till the creature learns (time is determined by the GM based on the creatures INT score)

Try Again:

Failure on Befriending the creature may cause it to run or attack, Failure on the day to day may cause the creature to become hostile, or ruin the gathering attempt preventing any more to be acquired by that creature. Failure on training can be re-rolled and its just determined that it took longer to train the creature that day.

Special:

Profession Rancher Skill will grant a +2 Bonus for every 10 points placed in that skill. On the result of a 20 on this skill the player gains a +5 bonus towards trying again with that animal.

Untrained:

This skill can only be used untrained in handling the day to day tasks of an animal and gathering from them. It can not be used untrained to befriend or teach a creature.

Appraise

INT

This skill is used to estimate the value of an item or object, calculate the amount of funds in a pile and find hidden abilities of an object. It's a skill highly used by both merchants and those with a criminal background to estimate if a item can be sold for a high price, or if it's just useless junk. The break down is in two parts the value and the use of an item.

Check:

When using this skill one can choose to use it to estimate a value which can be affected by the look and age of the object also used to estimate the amount in a pile of money or jewels

Example:	DC:
Common Vase	20
Antique Vase	40
Jewel Value	60
Jewelry Value	40
Coin Pile	30
Other items	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

This skill takes a full round action to estimate value to perform yet is often not used in battle outside of greedy characters. Discovering the use of an item can not be performed in combat and takes a roll representing hours of examination of it.

Try Again:

A Failed roll will not be reported to the player and they simply are given a value or possible use that make be completely wrong. Its up to the player to try again for a different result.

Special:

The Skills Knowledge History, Decipher Script and Craft (Weapons, Armor, Items) can also be used to find out about items uses and value. Knowledge History grants a +2 bonus on this skill for every 10 points in that skill. Craft (Weapons, Armor, Items) skill grants a +2 bonus on this skill when trying to figure out its uses for every 10 points in that skill. On the result of a 20 on this skill grants a +5 bonus to try and discover the value or use of the item again.

Untrained:

This skill can not be used Untrained, try to do such will always get a wrong result.

Bluff
CHA



This skill is used to create a lie or tell an untrue story to NPC's in hopes to sway their way of thinking. The use of fabricating lies to gain an advantage in some way is a very handy skill to have. Sometime the skill can be used also to fool a target in combat to be distracted making them more vulnerable to a sneak attack. The Skill is divided into three parts, Lies, Story Telling, and Fooling opponents. Each time this skill is used the targets make an opposed Notice roll to determine if they fall for the bluff, the DC they need to pass is the result the player made with the bluff. If the target fails to get above the bluff roll then they will take it as truth. If they get above the result they don't believe the bluff.

Check:

Telling a lie is helpful in gaining treasures or could be the difference in you ending up going to be executed for a crime.

Example:	DC:
Passing Counterfeit money	20
Fooling Police off Trail	75
Taking credit for a task not performed	30
Scamming money	50

If one wishes to gain a higher standing among a crowd or gain a Reputation the way to go about that is through story telling, of themselves or others, while less damaging towards criminal ways it does have some difficulty in making other believe your stories or not.

Example:	DC:
War Story	30
Fish Tale (about the one that got away)	50
Heroic Story (your heroics)	75
Legendary Story (you are equal to God)	100

The last way to use the skill is to fool a target in combat. This is far more difficult as often the target is seeking to kill or harm the player.

Example:	DC:
Bigger threat than you	50
Your on their side	90
You died or fallen	50
Distraction from another target	20
Feint	20

Action:

Telling a lie and story telling are both done out of combat, the first is relatively done quickly with a single roll while the second one (which I suggest the GM get as much of the story from the player) takes longer and may require more than a single roll. The last being able to fool an opponent is a free action that can be performed in combat and requires the target to make an opposed Notice roll, on failing to surpass the player's result they fall for the bluff and become vulnerable to an attack.

Try Again:

Failing to pull off a bluff does not allow you to try again, while you can use another bluff (out of combat to with a new lie. Failing tends to increase the DC of the future bluffs as people aren't easily fooled many times over after they detect they are being told a lie.

Special:

Several Knowledge Skills can aid in a lie granting a bonus to the DC. A person with a High reputation has an easier time at telling convincing lies thus with every 5 ranks of good reputation the player gains a +2 bonus to bluff rolls. On the result of a 20 on this skill it grants the player with a bonus towards their next reputation roll.

Restriction:

Player's traits such as Chronic Lair and Honest Abe effect how often one would use and how effective their bluff may be.

Untrained:

This skill can be used untrained with no restrictions on its use.

Climb

STR

This skill is used to scale surfaces. An important skill to use to get by difficult terrain like mountains and cliffs, it also is used to climb trees, ladders, rope, and buildings. This skill only has one use.

Check:

The ability to climb is a very important one making a difference; the difficulty is based on different situations.

Example:	DC:
Climb a ladder	10
Climb a rope	20
Climb Tree	40
Climb Rocky Cliff	40
Climb shear Cliff	60
Climb difficult terrain	75
Climb building stone / wood	75
Climb glass / metal building	90
Climb form upside down	100
Climb in Combat	+30

Action:

The action of climbing is considered a move if in combat, but requires both hands to perform so unless you have another way to fight your not very likely to perform this skill and attack at the same time without falling.

Try Again:

Failing a Climb skill check is not a good thing, while the player can take actions to improve the result of a failure, they are given a second climb check in order to regain their grip. If they fail on the second the character is falling.

Special:

A ninja can take the ability or gain it through teaching that allows them a large bonus to this check by expelling chi into making the climb. The result of a 20 on this roll grants the player a +5 on the next time they have to use this skill.

Restriction:

Characters that took defects to arms and legs or characters suffering injured limbs will find it near impossible to even try to perform this skill.

Untrained:

This skill can be used untrained without restrictions

Concentration

CON

This skill is used to maintain the steady use of multiple techniques or powers at one time or even using them in combat without declaring taking a defensive action first. This skill is very vital and failing it could mean the failure of a mission.

Check:

Difficulty of this skill is based on the situation they are placed in and the tasks they try to perform.

Example:	DC:
Using a single Technique	0
Using a technique in combat	20
Using a technique with a active ability	40
Using two techniques at one time	60
Maintain bardic Performance	15

Action:

Using this skill is a free action, and often n combat is the result of a reactionary action such as being attacked while a technique is being used.

Try Again:

Failing this skill when it come time to use it often means the failure of one or multiple techniques and abilities active in combat. There is no roll to recover from a failure. Its also important to note that if the player does not make a declaration known to the GM that they are using the technique on the defensive then they leave themselves open to an attack of opportunity and the need to roll this skill to see if they can maintain the techniques use or waste the chi.

Special:

This is one of the only reactionary skills. It's used more often as the result of an action and not a task needed to be performed before hand. On the result of a 20 the player is granted a +5 bonus on the next concentration roll.

Restriction:

If the player is asked to make the roll and they choose not to the action is a failure and dropped.

Untrained:

This skill can be used untrained.

Control Shape

CON

This skill is used to change or resist a change of forms. No class has this as a skill and considered a cross class skill to all. The player can gain this skill through in game training, or by taking the feat Cosmopolitan. Transformation magic types are the primary users of this skill to regain control over the possession or if they are competent in their skills bring out the possessed form. The Skill is also used to change from into a mode of fighting, or in the case of mermaid (over 30) gain use of their legs.

Check:

This skills difficulty is often affected by the DC of a possessed soul, also is based on the stress of the environment they are being put through.

Example:

Switch Form	DC: +20
Maintain Form in hostile situation	+50
Change into a combat mode	40
Release wings Exceed	20

Action:

Using this skill takes a Full round to use, being attacked when doing this might require a concentration roll to get to the result you want, failing the concentration roll causes the transformation to return to normal (with the exception of going from animal form to Normal, in which they remain in animal form mode)

Try Again:

A failure with the roll cause the form to drop

Special:

Control Shape is a cross class skill unless it is awarded through training or gained through the feat Cosmopolitan. The result of a 20 on this skill grants a bonus of +5 towards the next use of this skill.

Untrained:

This skill can not be used Untrained

Craft Armor / Clothing

INT



This skill creates armor or article of clothing for the character. The value is based of the quality and reputation of the character. The character needs to ether purchase supplies or gather them (using other skills). This skill lets the player treat / dye the materials, build the clothing or armor, and even understand the uses of some armor by simply examining it.

Check:

When Dying or treating materials some objects can be more difficult then others.

Example:	DC:
Dye Cloth	10
Dye Leather	40
Dye Metal	80
Treat Leather	50

When Making the armor and clothing the difficulty is based on the difficulty crafting

Example:	DC:
Tailor Shirt	15
Tailor Jacket	25
Tailor leather armor	40
Tailor Studded Leather	50
Craft Plate Mail	80
Craft Chain Mail	75
Craft Breast Plate	60
Mend Clothing / Leather	20
Mend Armor (metal)	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

The action of crafting is impossible to be performed in battle it's a skill to be done in down time and may require special equipment or even a special shop like (black smith for crafting metal armor) it is considered that most of this work is based on hours not seconds that many skills use. In fact the higher the difficulty the longer in time it takes to craft the item.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the armor if the are multiple 1's (see faults on armor in the items section). The armor / clothing is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

When rolling a 20 on a craft roll the player ether succeeds quicker or gains a Blessing (see item rules for the listing of blessings.) For every 10 points in Profession Tailor the user is granted a +2 bonus to this skill.

Restriction:

Crafting Armor / clothing takes a set time limit to create. On clothing, its 1 hour per DC of the clothing, thus a shirt takes 3 hours to make. While for armor, which is a stronger harder material, its 6 hours per DC of the Armor thus a set of chain mail takes 450 hours (thats 18 ½ non stop no rest days) but stopping between crafts is very much do able.

Untrained:

This skill can be used untrained but untrained the player does not gain bonuses from tools or rooms that a trained person would.

Craft Chemistry / Alchemy

INT

This skill creates chemicals used to heal/harm/effect a designated target. It is also used to identify chemicals as such. The player needs to gather materials and tools to craft the chemicals from as well as store them in. This skill is split in ways of Healing, Harming, Effecting, and Identifying. The DC of the crafted chemicals to remove such things as disease grant the player a bonus of +5 per every 5 of the medicines DC for each to make a new attempt to the save vs. the bad effect. The is the way to figure out bonuses or DC's on Chemical boosts, drugs and weapons are +1 per every 5 of the chemicals craft DC and a set +10.

Check:

The skill can be used to craft powerful healing potions, salves, and pills. (for a full listing see items section: Medicines)

Example:	DC:
Cure Light Potion (heal 1d8)	20
Remove/Treat Disease Pill (cure disease)	40
Healing Salve (heal 1d4, 1d10 rounds)	25
Cure Moderate Potion (heal 3d8)	50
Cure Serious Potion (heal 5d8)	80
Chi Boost Pill (Bonus chi gain)	40
Chi Restoration Pill (heal 1d100 chi)	50
Resist Disease Salve (Bonus to resist)	50

The skill can be used to craft powerful drugs, and ability effecting gasses, useful materials, and poisons. (for a full listing see items section: Misc. chemicals, Drugs or Poisons)

Example:	DC:
Heroin (DC vs. Illusion and addiction)	50
Opium (DC vs. Illusion and addiction)	30
Nitrous Oxide (DC vs. uncontrolled Laughing)	60
Chloroform (DC vs. Sleep)	40
Glue paste (used to craft other items)	10
Chemical Dye (used to craft other items)	15
Flash Powder (DC vs. blindness)	25

The skill can be used to craft harmful splash based chemicals, deadly poisons, or even dangerous explosives. (for a full listing see items section: Chemical Weapons)

Example:	DC:
Acid, Common	30
Acid, Strong	60
Napalm	80
Mustard Gas	50
Nitroglycerin	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Identify Chemical	+10 (plus chemical DC)
Identify Bonus	+20 (per bonus)

Action:

Crafting chemicals takes time to craft and even is at times difficult to make outside a controlled environment of a lab. Thus this is not a skill that often can be placed in combat. But at times some natural chemicals may appear (see plant guide for choices) and once identified can be used in their natural state. Identifying them takes a full round action. Leaving a chemical to craft is unwise and often will cause the process to fail. Making chemicals requires a constant surveillance.

Try Again:

Failing at crafting a chemical goes many ways, One is the effect or DC is less than it normally would be (if the roll is failed within 10), more then that destroys the materials making a useless goo. Rolling a 1, causes the effect of the chemical to ether be reverse or explode in a violent eruption or other effects (see chemical defects in the items section). Chemical can be added on to with other chemicals but stacking effects of two of the same kind don't work.

Special:

For every 10 points in Craft Cooking this skill is granted a +2 bonus. Rolling a 20 on this skill grants a bonus to the chemical based on the crafters INT Modifier, this bonus on effect based chemicals raises the DC of the item by the bonus, all others gain a bonus to damage or healing.

Restriction:

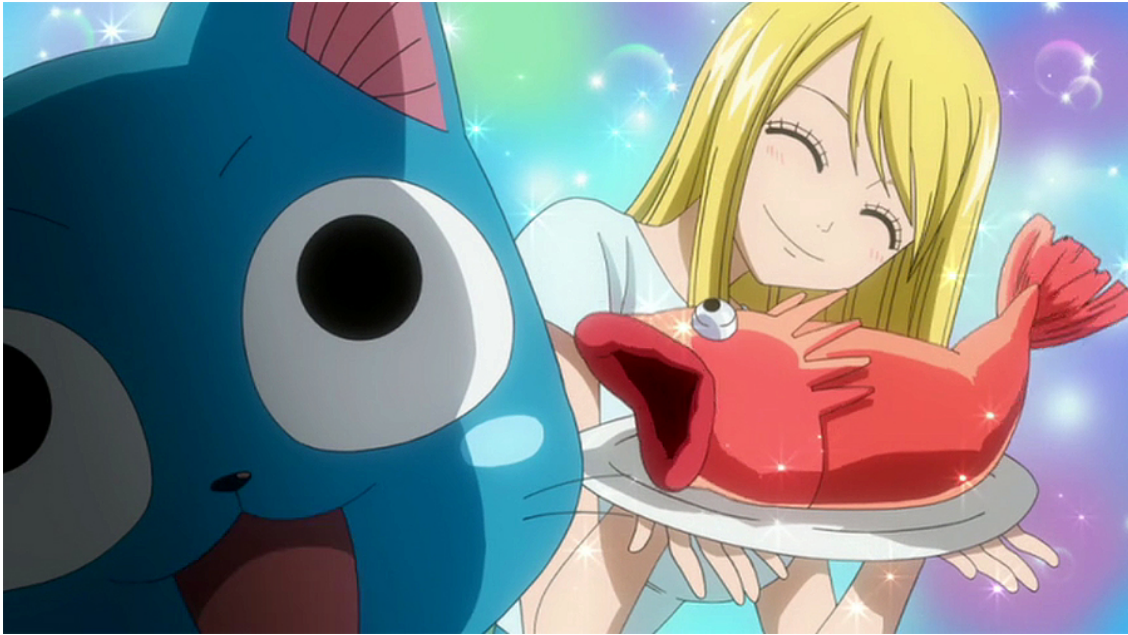
Crafting takes time, all chemicals take 1 hour per every 5 in the DC. Some chemicals however must be made in a controlled environment and thus can't be made outside a lab.

Untrained:

This skill can not be used untrained.

Craft Cooking / Brewing

INT



This skill creates food, drink and even helps process food or supplies for later use. This skills difficulty is based off of the type of food, environment, and what the overall goal is. Unlike other crafts this skills DC are stackable on each other due to the environment and food and tools at ones disposal. The skill is broken up in parts of Brewing, Cooking, and Processing

Check:

To use this skill to in Brewing is to craft liquids most likely alcohol from materials that have been gathered.

Example:	DC:
Brew in pot	+50
Brew in Still	+30
Brew in Brewery	+10
Beer	+20
Sake	+50
Alcohol	+40
Wine	+10

To use this skill to create a meal in cooking it all depends on the quality of the ingredients and environment of what there is as well as the overall goal.

Example:	DC:
Bon fire	+20
Grill	+15
Oven	+10
Poor Quality	+30
Good Quality	+10
Finest Quality	+5
A simple meal	+5
A Banquet	+30
Gourmet Meal	+50
Boil Water	+5
Raw meal	+15

The final way to use the skill of cooking is to process food for later use or to keep it from spoiling.

Example:	DC:
Dehydrate	+50
Smoked	+20
Salted	+20
Canned	+10
Pickled	+30

Action:

Cooking is impossible to be done in combat. It takes time to make a meal. Even more time to brew and process food. Cooking takes 10 minutes per the DC of the final product. While Brewing and Processing takes 1 hour per the final DC of the product. Once started leaving the food to cook will cause it to fail and burn.

Try Again:

Failing a craft cooking results in destruction of the ingredients or causing a meal that asks for a DC vs. sickness based off the cooking. The player cant re-roll they would have to make a new meal.

Special:

For every 10 skill points in Profession Home maker or Profession Bartender grants this skill a +2 bonus. Many items are out there that help grant a bonus to cooking skills such as frying pan. Cooked meals that have the result of a 20 on the roll, grant a healing of 1d8+crafter's level, per meal.

Restriction:

Cooking can't be used in battle unless a class or ability state other wise.

Untrained:

This skill can be used untrained, but only for cooking a meal and rolling a 20 does not result in the healing bonus.

Craft Items / Jewelry

INT

This craft skill allows crafter to make various items as well as wearable jewelry or armaments. This skill is for master artists and craftsman. In game terms it's a handy skill to have as much of the abilities to aid through crafting can be done faster in this skill out side of skills like (craft armor or craft weapons) yet these do offer less of a bonus in the end. The skill is also used to identify value and abilities of an item. The skill is divided in Crafting Items, Jewelry, and Identifying items. Infusing items as they are crafted will create a blessed item that has abilities or other uses. (for a full listing of the items and Jewelry see the items section: Misc. Items or Jewelry section.) Items require certain materials and tools but unlike other skills can be done in any environment at no added DC.

Check:

Using this skill to craft items allows the user to craft simple day to day items to even some with a greater use.

Example:	DC:
Broom	10
Pan	20
Bucket	15
Vase	25
Rope	15
Repair Item	20
Wooden ladder	30
Rope Ladder	50

Using this skill to craft jewelry or other wearable accessories that may by granting bonuses to the user.

Example:	DC:
Necklace	40
Earrings	30
Ring	40
Bracers	50
Belt	30
Shoes	60
Arm band	40
Crown	80
Hat	30
Bracelet	40

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

The task of crafting an item/jewelry takes time and can not be done in battle. It requires a set amount of time based on what is being crafted. Items take 10 minutes per every 5 points in the DC. While Jewelry takes 1 hour for every 5 points in the DC. Identifying takes a Full action or more.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the item if there are multiple 1's see items defects in items section). The item / jewelry is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Items as they are crafted can have chi used in the crafting which at times offers the item a unique ability. Also rolling a 20 also grants a ability to the item bases on the items section.

Restriction:

This can't be used in battle at any time.

Untrained:

This skill can be used untrained to craft basic items, these items can not be infused with chi or gain a ability on the result of a 20. Jewelry can not be crafted from untrained.

Craft Machines

INT

Crafting Machines allows one to create useful tools and devices that help out in both adventures and in other crafts. A truly skilled craftsman in this skill can create constructs to perform actions under programmed orders. The skill is also used to identify the value and abilities of a machine. While it doesn't need a set place allowing the user to build anywhere machines require tools and massive amounts of supplies which aren't likely to be carried along a journey.

Check:

This skill can be used to craft simple or complex Machines

Example:	DC:
Simple Lock	10
Complex Lock	50
Clock	20
Communication Device	70
Programmed Device	60
Puppet	30
Construct	90

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

Crafting a machine takes a lot of time. Doing so in combat is impossible. When rolling on this craft the player is dedicating a set amount of time which is 1 hour for every 5 points in the DC. The player can gather up their supplies and move elsewhere and work on it in their own time, staying with the build is not necessary. Identifying a machine's abilities is a full round action.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the machines if there are multiple 1's (see faults on machines in the items section: machines). The machine is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Rolling a 20 on this skill grants the Machine a special ability (see blessings on machines in the items section: Machines). This skill gains a +2 for every 10 points in Knowledge Machines.

Restriction:

This skill can only be used by those trained in it and requires tools to build with.

Untrained:

This skill can not be used untrained.

Craft Vehicles

INT



A skilled task is being able to craft a vehicle, for long days of travel a vehicle is a better option offering the player a chance to not exhaust themselves and arrive at distances that would take days or even be near impossible to travel through human means. A handy skill to have on hand to travel the world's waters, skies and mountains. The skill allows the player to craft, repair and fuel vehicles on top of value and identify abilities of other vehicles. To make the vehicles one needs a shop to work, tools and materials to build from.

Check:

This skill can be used to craft, repair and fuel vehicles.

Example:	DC:
Make row boat	25
Make Bicycle	30
Make Engine	60
Make Cart	30
Make Fuel	20
Repair Vehicle	10+ (depending on the damage)
Make Sailboat	40
Make Car	80
Make Tank	100
Make Train	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

This skill can not be done in a battle, it takes days to make a vehicle, 8 hours per 5 of the DC of the vehicle. Building a vehicle is one that takes time so leaving it and returning to it doesn't matter.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the vehicles if the are multiple 1's (see faults on vehicles in the items section). The vehicles is not useless it can still be crafted it just takes another result to recover from this mistake. Identifying a vehicles ability is a full round action.

Special:

A roll of a 20 on this skill grants a Bonus to the vehicles movement of $\frac{1}{4}$ the players level x 10 in feet per round. The skill Repair grants a +2 bonus on this skill for every 10 points in it.

Restriction:

This is a skill that both requires materials but also a place to work on it over the long hours it needs to craft.

Untrained:

This skill can not be used untrained.

Craft Weapons / firearms

INT



This skill is used to craft weapons, ammo and firearms, a handy skill for any team with the need of weapons. The skill can be used outside of a shop but is not very useful out side a shop. Users can also infuse chi into the crafting to grant bonuses and new abilities into weapons. The skill requires supplies to craft the weapons. The skill can also be used to identify bonuses and abilities of weapons and ammo. The skill is broken in three parts Weapons, Ammo, and Identifying.

Check:

Using the skill to craft Weapons is based off the type of weapon being made.

Example:	DC:
Sword	40
Staff	15
Bow	25
Dagger	20
Rifle	70
Mace	30
Club	5
Axe	40
Hammer	20
Spear	10

Using this skill to craft ammo creates 10 of the ammo in one process

Example:	DC:
Sling Bullet	5
Arrow	15
Dart	20
Ninja Star	10
Rifle Bullet	50
Pistol Bullet	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

Crafting a weapon can't be done in combat. Crafting takes 1 hour per every 5 for the DC of the weapon or the ammo. While it takes a full round action to identify a weapons properties.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the weapons if the are multiple 1's (see faults on weapons in the items section). The weapons / firearms is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Weapons as they are crafted can have chi used in the crafting which at times offers the weapon a unique ability. Also rolling a 20 also grants a ability to the item bases on the weapons section.

Restriction:

Crafting Weapons can be used untrained but is limited to simple weapons, and can not be infused to with chi.

Untrained:

This skill can be used untrained in crafting simple weapons only.

Demolitions

WIS

This skill is used to plan and set an explosive to gain the best result in destruction from it. This skill can mean the difference in getting a hole in a wall or having a wall collapse down on the explosives expert. This skill lets the player determine where to place explosives to get the best results and not bring harm to others unintentionally. The skill can also be used to identify the type and location where explosive where used in ruins.

Check:

Using this skill lets the user determine the best place to set explosives to destroy something.

Example:	DC:
Shaped Charge	40
Dynamite	10
Homemade Explosive	50
Explosive Burn	40
Cutting Charge	60
Detecting Explosives Used	+40

Action:

This skill can be used in battle but takes a full round action to perform, unless an ability states otherwise.

Try Again:

Failing on this skill does not mean it can be re-rolled the result of failing results in either destroying the set target or worse case causing harm to the user or allies with the skill.

Special:

On a 20 with this skill grants and additional damage on the explosive, or on identifying the explosive grants an +5 on the next time the skill is used that way even if it fails to identify.

Restriction:

This skill requires a form of explosive to be placed with the exception of looking through damage to see what kind of explosive and where it was placed.

Untrained:

This skill can not be used untrained

Decipher Script

INT



This skill is used to understand and send coded messages, research books for information and gain knowledge on info one doesn't have previous knowledge in. This skill is handy when sending coded messages back and forth between commanding units and teams, its also handy for those with few knowledge skills allowing them a way to research through books and papers to find an idea on what they need in info from the knowledge they seek.

Check:

When using this skill decode a message its difficulty is based on the code type

Example:	DC:
Numeric Code	40
Invisible Ink Code	10
Message Code	50
Image code	50
Partial Code	70

When using this skill to research a subject the difficulty is based on the rarity of that knowledge

Example:	DC:
Common knowledge	20
Advance Knowledge	40
Hidden Knowledge	80
Rare Knowledge	100

Action:

This skill is used out of combat only. Both ways of using this skill takes time and even a proper location like a library to get research materials on subjects. Using the skill depending on the DC make end up taking days to research or understand. Doing research can be interrupted and not affect the skill in any way.

Try Again:

Nothing occurs other then failing to receive the info from the use of the skill when failing, so re-rolling the skill is very possible with no difficulty.

Special:

Rolling a 20 on this skill even if the result fails to make the DC grants a +5 for the next time the skill is used to assist in getting the skill to pass.

Restriction:

Do to the time requirements this skill is not useable in combat and may require a location such as a library.

Untrained:

This skill can be used untrained but rolling a 20 does not get the bonus to next roll.

Diplomacy

CHA

This skill is used to talk and influence the way and opinions of individuals, through strong arguments, debate, and speeches. A handy skill to be used to help dealing with situations with more finesse then raw muscle and brute strength. This skill can be used to Influence decisions or to rally a group.

Check:

Using this skill to Influence Decisions the player suffers a DC on the attitude of the target towards them and the decision they need to make.

Example:	DC:
Enemy, something they are against	100
Enemy, something they are for	80
Angry, something they are against	80
Angry, something they are for	60
Neutral, something they are against	60
Neutral, something they are for	40
Happy, something they are against	40
Happy, something they are for	20
Loyal, something they are against	20
Loyal, something they are for	5

Using this skill to Rally a group has its DC based on the attitude of the crowd.

Example:	DC:
Calm an angry crowd	60
Calm a mob out for blood	80
Enrage a mob	20
Enrage a gathering	60
Gather People around	10
Sway the opinion of a group	50

Action:

While the skill can be used in combat it is rarely done as often in battle it is hard to influence people beyond their current state. But in either way the way the player uses the skill it is considered a free action.

Try Again:

Failing to perform diplomacy will often make any future attempts a much harder then to do, In some cases it might even enrage the target towards the user of the skill if failed by a great amount.

Special:

When rolling a 20 even if the end result fails to beat the DC of the skill the player gains a +5 to the next attempt and does not have a negative result of the speech its taken as they haven't yet swayed their influence on their target.

Restriction:

The only restrictions is that the words being used to influence must be heard in the case of spoken or written in the case of reports and letters. It is also suggested to GMs ask that the player say what they are trying to say first before making a roll as their choice of words may effect the DC of the roll.

Untrained:

The skill can be used untrained, but the results of a 20 do not apply to those not trained in this skill.

Disable Device

WIS

The skill Disable Device is a handy one to have in team. The skill could make the difference of a trap going off on the players or safely being destroyed or dismantled. It is also used to find and destroy weak points in machines. The skill is broken up in two parts Disarming, Salvaging.

Check:

When disarming a device the player is out to destroy or deactivate the item so it is not used again.

Example:	DC:
Disarming Tripwire trap	10
Disarming Tripwire explosive	30
Disarm Pressure plate trap	50
Disarm pressure plate explosive	75
Disable Vehicle	40
Disable Construct	80

When Salvaging the player is seeking to ether collect from the disarmed trap or change operation of the device

Example:	DC:
Salvage Explosive trap	60
Salvage Trap	40
Change Orders Constructs	100
Hot Wire vehicle	40

Action:

Trying to disable a device in combat is vastly difficult if not impossible adding an additional +40 to the DC to perform. But often the skill is used outside of combat. In both cases it takes a full round action or longer depending on the task they are trying to perform.

Try Again:

Failing to disable a device is not known to the player till they follow through with the actions that normally would set the device to become active. Because of this its completely up to the player on if the device is disabled or not. If they think they failed they can keep trying till they are satisfied. While Savaging a item using the skill only allows one roll if they fail to succeed then the salvage can't be done again.

Special:

This skill allows the player to both destroy and gather the remains to use themselves on their own or other devices. Rolling a 20 does not guarantee a success on this skill grants a +5 on trying this skill again. Many tools are available to help with this skill. For every 10 points in Knowledge Machines grants a +2 to this skill.

Restriction:

The skill has no restrictions other then the fact that it's a trained skill only.

Untrained:

This skill can not be used untrained. The untrained have to find other ways to disable devices.

Disguise

CHA



This skill is used to hide ones personal look form eyes in a public setting. This skill is used in two ways one in changing the physical look of the character through the use of makeup costumes or even props, the other is to change the look through performance of actions, such as how they walk, talk or even smell.

Check:

Using this skill to disguise the physical look is based off what one is trying to hide.

Example:	DC:
Hide or add Scars	10
Change Hair color	15
Change Age look	40
Change Sex Look	60
Change clothing	5
Change Skin color	15
Change racial look	50
Change look to animal	70
Change look to object	80

Using this skill to disguise the actions of the character has a Dc based on how they have to Act

Example:	DC:
Act different age	25
Act like different sex	20
Act like Animal	50
Act like object	60
Act like completely different person	50
Act like different character class	75

Action:

While this skill is and at times constantly used in combat it's mainly takes prep time out of combat to set up. The harder to perform the longer it takes to prep.

Try Again:

If a disguise roll is failed it results in one of two issues, the first being the failure is discovered and the disguise attempt reveals them to those they are hiding from a second attempt is not possible with the same disguise. The second is they aren't discovered yet and can make a second attempt with the same disguise.

Special:

When the result of a 20 is made even if it fails the DC grants the player a +5 to a second attempt and a +5 to Stealth checks. Ninja's have the technique "Transformation" this grants them a massive bonus to this skill without disguise kits but uses up chi which can go detected. There are many items that give bonuses to disguise attempt like makeup / disguise kits or costumes.

Restriction:

While this skill can be used untrained to act out a role, it can not be used untrained to disguise one self physically, instead it's a good advice to get another person with the skill to apply the physical changes.

Untrained:

The skill is useable untrained in acting out the role of a disguise but does not gain the bonuses from the result of a 20 and can not be used when applying a physical disguise.

Drive

DEX

This skill is used to operate, control and even perform tricks with machine operated vehicles. Unlike operating a horse or other creature it takes a deal of trained skill and knowledge to operate a vehicle. Using this skill is based on two types of difficulty, one being performing a trick, the other being operation a type of vehicle.

Check:

To use this skill to operate a type of vehicle bases the difficulty.

Example:

	DC:
Operate Car	20
Operate Train	30
Operate Tank	60
Operate Construction Equipment	50
Operate Motorcycle	40



To Perform a trick with the vehicle also is a way with the skill based on the difficulty of the trick

Example:	DC:
Quick 360 turn	30
Spin out recovery	20
Ride on two wheels (not motorcycles)	70
Wheelie	40
Jump gap	40 (+10 for every 10ft over 10ft)
Sudden reverse	20
Aggressive Driving	30

Action:

These actions can be performed in combat and often are of the mobile combat as actions used to help operate, this skill is used as a move action for basic operations and standard action for tricks.

Try Again:

Failure to operate the vehicle can be retried so long as the vehicle is in working condition. However failing in tricks may cause the vehicle to crash and no second roll will be made, it is up to the Gm if they can recover from the trick (getting a second roll) or crash the vehicle.

Special:

No the result of a 20 the player can operate any vehicle without crashing it immediately but must continue to make rolls if they still failed the DC of operation, if they pass the DC they get a bonus of +5 on the next trick, getting a 20 on a trick grants +5 on the next trick or on operating the vehicle. For every 10 points Craft Vehicle skill the player gains +2 in this skill.

Restriction:

The only restriction is that the vehicle is in work order to be operated by this skill. DC may be increased if there are some issues such as a flat tire, engine problems or such.

Untrained:

This skill can not be used untrained.

Escape Artist

DEX

Escape Artist is a handy skill for those that often find themselves in tight binds (literally). The skill can be used to get out of bindings and to avoid the domination of a grapple. The skill is broken up in two parts Bindings and Grapples.

Check:

Using the skill to escape bindings is something that can turn your character from a captive to a freeman.

Example:	DC:
Rope Binding	20
Hand Cuffs	40
Manacles	30
Straight Jacket	80
Bound to stretcher	75

Using this skill to avoid a grapple is a strong advantage for those with less physical strength than those that specialize in grappling

Example:

+5
+10
+20

Bonus vs. Grapple result:

10
20
40

Action:

Performing this skill to escape bindings is a standard action, thus you can escape the bindings and move as well. When using it in grapple attempts it's a free action as its used to avoid the actions of a target.

Try Again:

Failing the roll has no side effect other then having failed to escape. A re-roll can be made on the players next turn.

Special:

On a 20 even if it fails to get the player free the next time that they have to use this skill they gain a +5 bonus to break free. A player gains a +2 bonus in this skill using it in grapple for every 10 points they have in Acrobatics. A player gains a +2 bonus in this skill using it in bindings for every 10 points they have in disable device.

Restriction:

To avoid grapples is only available to those that have this as a trained skill. Untrained one can still attempt to get free but are likely at a greater disadvantage in skill.

Untrained:

This skill can be used untrained in attempts to break free of bonds.

Forgery

INT

Using forgery can both create copies of documents, but also can be used to make illegal copies of money and write coded messages to other sources. A handy skill to have in dealing with a lower then lawful world, being able to make fake money when one is short on cash and also handy on making copies of important documents for spying needs.

Check:

The skill is used to copy some kind of document.

Example:

Copy paper work	20
Copy Blueprints	40
Code a message difficult	50
Code a Message Complex	80
Code a message simple	20
Forge money	75
Identifying a Fake Message / money	20

DC:*Action:*

This skill can be performed in combat taking a full round action or longer, but is more often used out of combat to take time and make sure the forgery is similar to the original.

Try Again:

Failing to perform the forgery can ether go notice or unnoticed depending on the time they have, the more time the player has then they have time to make additional rolls to see if something was missed in their skills or not. If they don't have time then the mistakes could go unnoticed causing errors in messages or counterfeit money. Ultimately it is the players call to re-roll the Gm is not to tell them if it passed or not on this skill till it fails to be passed on as information or money.

Special:

On the result of a 20 this skill grants the player a +5 on the next use of the skill whether they passed the DC or not. For every 10 points in Decipher Script grants this skill +2 bonus.

Restriction:

This skill requires an original document to copy from

Untrained:

This skill can not be used untrained.

Gamble

CHA

The Gamble skill allows the player to learn the odds of a situation, or cheat in games of chance. It also informs the player of how the game of chance is played with out having it explained to them. This skill is a handy one to have for characters that like to place money on games of chance or even want to guess the odd of situations.

Check:

Using this skill helps one learn the odds or cheat at a game based on a set DC. DC's can increase with other players of the game of chance also cheating or in a highly watched game.

Example:	DC:
Cheat at Poker	30
Cheat at Black Jack	60
Cheat at Dice Game	50
Cheat at Race betting	80
Cheat at Roulette	75
Count Cards	40
Learn odds of Battle	30
Learn odds of war	60
Learn odds of Game of chance round	70
Size up another players skill	50

Action:

This skill is used in a single action and often is not used in battle, learning the odds however can be done in battle and is a standard action to work out.

Try Again:

Failing only truly fails if it goes unnoticed. Thus just because someone failed to get the result they wanted on a roll doesn't mean the jig is up and they can to roll again the next round without any added suspicion. Meanwhile if it does go noticed until they are called off on it the GM can keep letting the player roll on cheating but each time they are caught the DC for the notice of it will keep going down till they are called on it. Failure on counting odds just means the math is wrong and a different result then calculated, can occur.

Special:

On the result of a 20 the whether the player succeeds or fail the player is granted a +5 for the next time they need to use this skill. For every 10 points in Pick Pocket grants this skill a +2 bonus.

Restriction:

This skill is not needed to play a game of chance, however it is needed to cheat at a game of chance.

Untrained:

This skill can not be used untrained.

Gather Info

INT



This skill is used to talk to and get informed by the public completely based on the public reputation on the character. This is a vital skill to gain info that is in the public know for issues of information. In many ways this is the only way to learn certain information.

Check:

The skill is used to gain information and the difficulty is based on the public opinion and reputation of the characters.

Example:	DC:
Friendly, basic info	10
Friendly, Difficult info	30
Friendly, hidden or rare info	50
Enemy, Basic info	50
Enemy, Difficult info	80
Enemy, Hidden or rare info	100
Neutral, basic info	20
Neutral, Difficult info	50
Neutral, hidden or rare info	70

Action:

The skill is not used in combat at all (as townsfolk most likely will run and hide in a battle or fight along in some way) the skill take little time to occur though out of game and the answers will be based on the characters questions and the NPC's knowledge of the question.

Try Again:

Failing to succeed in gathering info will only cause the target to either shut up or be unable to answer. A re-roll is not possible as the results of the skill are immediate. It is important though the player ask their requests of for info first before rolling as how they ask may raise or lower the DC. It is completely up to the player if they believe on if the NPC actually knows more or not.

Special:

Rolling a 20 grants the player a +5 in the next use of the skill even if they fail to passed the DC needed to succeed at the skill. For every 10 points in the skill Profession Bartender grants a +2 bonus to this skill.

Restriction:

Using this skill requires being able to approach a townsfolk, forcing them makes the skill intimidation and not Gather Info.

Untrained:

This skill can be used untrained but untrained the bonus gained from the result of a 20 does not apply.

Intimidate

CHA



Glaring over or bringing fear into the hearts of your enemies is done through Intimidation. This skills task is mainly to cause fear in those weaker then you. But at times can be used to impress or even amaze an audience. The difficulty of this skill increases with the opposing targets own skill. A higher level target is harder to intimidate then a lower level.

Check:

The skill is used to cause fear or awe to a target its DC is based on the task and target.

Example:	DC:
Fear low level target	20
Awe low level target	10
Fear equal level target	40
Awe equal level target	30
Fear higher level target	70
Awe higher level target	60

Action:

To intimidate someone is a free action, but it can only be acted out once during the players turn.

Try Again:

Failing to Intimidate makes the subject less likely to fear or be in awe to you. Granting the next attempt by the player, a higher DC. The next round a player can try again at the intimidation but will find it's much harder as they already are proving to not be a threat to the target.

Special:

A player gains a +2 in this skill for every 10 points they have in the taunt skill. On the result of a 20 on this skill it grants the player with a bonus towards their next reputation roll. A player gains +2 to this skill with every 10 points in Martial Arts.

Restriction:

A player can't make an intimidate roll unless they have it as trained. They can however activate intimidate through a grand action such as a great act of strength.

Untrained:

This skill can not be used untrained willingly. It can happen though through actions in game.

Jump

STR

Jumping is a skill is set to be used when one needs to ether reach great heights and distances in one action. The skill is used to leap distances such as gaps between buildings, cliff and such; it also is used in jumping up and down heights. This vital skill lets players latterly go to new heights in their actions.

Check:

The check needed for this skill is based on distances and how the player is trying to jump the distance.

Example:	DC:
Leap Forward Distance 10'	20
Leap up Distance 10'	60
Leap down Distance 10'	10
Leap sideways Distance 10'	40
Leap Forward Distance +10'	+20
Leap up Distance +5'	+30
Leap down Distance +10'	+10
Leap sideways Distance +10'	+40

Action:

Using this skill is considered a Partial Action in most cases, except when using it when going down a distance, then the skill can be taken as a free action to lessen the damage from a fall. By an increment of how much they roll past the DC of the Jump.

Try Again:

Failing at making a Jump does not allow a re-roll to recover unless its jumping a gap that failed the player can make another roll to lessen the fall damage. Failing in a jump means in some way the player is going to fall. Anything above a 10' distance takes 1d10 in damage for each 10' increment of falling.

Special:

The result of a 20 if the player still is unable to beat the DC gain both a +5 on a second roll attempt to succeed, if its still unable to succeed from that jump then the +5 applies to the roll to lessen the damage from falling. For every 10 points in Acrobatics grants +2 in this skill.

Restriction:

The only restriction to this skill is based on defects or injuries, as well as carrying a heavy or difficult load. Which all make performing this task a problem.

Untrained:

This skill can be used untrained.

Knowledge Area

INT

This skill lets the person have intimate knowledge of a given area, be it a town, village, country, building or just a chunk of land. This knowledge covers many subjects that fall in this set area such as water supply, food supply, people in the area, hidden places in the area, special dealers and shops.

Check:

A check in this skill lets the player with the selected area make rolls that grant bonuses to several other skills, such as Search, Notice, Gather Info, and Diplomacy so on. The skills difficulty is based on what task they need.

Example:	DC:
Know persons basic location	40
Know stores location	10
Know where to go for Great Deals	30
Know good source of Info	50
Know Hidden Locations	60

Action:

This skill can be used at any time and its action is considered a free action.

Try Again:

Failure on this skill just means they fail to recall or don't have the info, the player can choose to make a re-roll on the skill.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what they may have at a location or have a good relationship with the person they are seeking.

Restriction:

This skill only applies to given locations the player lists on their character. It can not be used to gain other areas of the world not listed.

Untrained:

This skill can not be used untrained

Knowledge Astrology

INT



This skill lets the person have intimate knowledge of the stars and what secrets that they hold. It helps in learning of their power and influence on the world and even help predict someone's future and how the stars affect them.

Check:

A check in this skill lets the player Detect the relation of the stars as they stand at that time, and figure out any secrets that they may hold in peoples lives

Example:	DC:
Know position of the stars at day	40
Know position of the stars at night	10
Determine the Horoscope of person	30
Predict a persons future luck	50
Predict a persons future general	60

Action:

This skill can be used at any time and its action is considered a free action.

Try Again:

Failure on this skill just means they fail to recall or don't have the info, the player can choose to make a re-roll on the skill.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what they may have at a location or have a good relationship with the person they are seeking.

Restriction:

This skill only applies to given locations the player lists on their character. It can not be used to gain other areas of the world not listed.

Untrained:

This skill can not be used untrained

Knowledge Biology

INT

This skill lets the play have knowledge of the physical workings of a creature, human or even the unknown. Using this skill both applies to knowing how to effect some one through injuries and healing, and also helps identify on if living creature is living or not, this skill even at higher skill aids in seeing through illusion's.

Check:

Using this skill informs the player of the inner workings of a living target, higher skill even lets them see through the illusions.

Example:	DC:
Human normal	15
Human acting odd	25
Common Animal normal	30
Common Animal acting odd	40
Rare Animal normal	50
Rare Animal acting odd	60
Unusual Creature normal	70
Unusual Creature acting odd	85
See thru illusions	50+ (+5 to the DC based on illusion users per each of the user level)

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure on this skill may bring about false readings, I.E. you might think a normal person has an injury that they don't or they may appear to be perfectly fine. Its up to the player to believe the result or not. Then make a re-roll through their call.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of if what they see is an illusion or not, give a good idea of health or injuries target may have.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Foreign Culture

INT

This skill lets the player know the actions, culture and places of a set place outside the player's own home town.

Check:

This skill is used to know about foreign events, places, people, basic lifestyles

Example:	DC:
Basic Culture	10
Popular Locations	20
Important People	25
National Holiday	30
Up and Coming Person	50
Shady locations	60
Days of Importance	55
Advance Culture	75
Town Secrets	85
Hidden Locations	90
Historical date of a Location	80

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure results in possible bad information its up to the player to determine if the info they are given is false or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the events, places, people and mannerisms of people from certain foreign cultures.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Geography

INT

This skill lets a player understand the make and lay of lands to better figure out places of hiding, Locations of towns, water and food.

Check:

This skill is used to survey and understand the basic workings of nature to estimate locations of vital necessities

Example:	DC:
Locate Water location Field	20
Locate Water location Dessert	80
Locate Water location Artic	40
Locate Food Field	30
Locate Food Dessert	60
Locate Food Artic	70
Locate Town	40
Find Easy way up Mountain	30
Find Easy way up Cliff	50
Find Easy way through swamp	20

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may cause in having bad information and often won't be known till arriving in a given area, a player can determine at any time to re-roll in double checking their info is right or not

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the lay of the land possible locations of food and water, even chances to find hideouts or hidden locations.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge History

INT

This skill lets players understand and have knowledge of events that have occurred in the past. Be it recent past to distant events.

Check:

This skill is used to reference events, people, and legends and even sometimes towards identifying items, places and lost languages.

Example:	DC:
Historic Event	20
Historic Person	30
Legendary tales	40
Historic Item	70
Historic location	50
Lost Language	90

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the information is false or not and to take that info and re-roll for a different result

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of historical items, legendary people, places and events. They can recite many of the stories at heart and can recall vital info from them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Law

INT

This skill lets the player know and understand the vast array of laws and actions to create masses of paper work involved in contracts and political actions.

Check:

This skill is used to understand, laws, contracts, and how to best use the law and the ways around them.

Example:	DC:
Write New Law	20
Understand Law	30
Write Contract	50
Understand Contract	60
Find Legal Loopholes	80

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failing could result in bad information, thus its up to the player on if they pass or not and whether they re-roll their results

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of laws and how they are written. They can use this knowledge to provide legal assistance, write contracts or even know ways around the law to acquire info or wealth.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Mechanics

INT

This skill lets the player have a strong understanding of the inner workings of machines, mechanical devices, vehicles and figuring out how best to use them.

Check:

This skill grants the player an knowledge of the inner workings of all machines and also what kind of machine could be used to help out in a situation.

Example:	DC:
Identify Machine Basic	20
Identify Machine Advance	45
Identify Machine Complex	80
What works best here	30+

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the inner workings of machines and what parts and supplies would be needed in building, repairing or destroying said machine.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Military Science

INT

This skill lets the player have knowledge on complex weapons, explosives, armor and other devices used by armies and ways to used objects as such.

Check:

This skill is used to identify, understand their use and how to operate complex weapons, explosives, armor and other devices safely.

Example:	DC:
Identify Explosive Type	50
Identify Weapon	30
Identify Armor	40
Identify Military device	70

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what a complex device is needed to solve certain issues and best places to strategically use said devices.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Nature

INT

This skill lets the player identify plants, animals, and their uses.

Check:

Knowledge Nature is used as a vital skill in identifying plants, materials and uses of things found in the wild (for items DC's see Plant guide rules section) Below is a basic setup of DC's as they stand for new plants and Materials.

Example:	DC:
Identify Plant Common	15
Identify Plant Uncommon	40
Identify Plant Rare	60
Identify Uses Common	15
Identify Uses Uncommon	40
Identify Uses Rare	60

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what a plant has in both uses and if its safe to use as a food source, also in identifying animals.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Occult

INT

Knowledge of the dark, and unknown areas of the world. An understanding of dark arts, unknown objects, and/or creatures.

Check:

This skill is used to have knowledge in the dark arts. Letting the player have knowledge, of rituals, demons, mysterious objects, and creatures of the world. At times a player that is skilled in magic can study to learn a new magic type to add to their list.

Example:	DC:
Common Ritual	20
Rare Ritual	50
Demon Types	40
Demon by Name	70
Mysterious Item	45
Mysterious Item Rare	70
Mysterious Creature	40
Mysterious Creature Rare	65
Learn new Magic Type	70

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of dark rituals, skills and demonic paths which may be used or required to perform tasks.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Religion

INT



Knowledge of different religions, their displays, temples and holidays.

Check:

This skill lets players use a collection of knowledge they have on religion, their displays, temples and holidays.

Example:	DC:
Info on a Religion Basic	15
Info on a Religion Uncommon	40
Hidden info on a Religion	70
Knowledge of religious items	30

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the gods, demons, devils and ways to confront them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Poisons

INT

Knowledge of types of poisons, drugs and venoms, as well as ways to deliver them to their victims.

Check:

This skill is used to have a knowledge and skill at identifying poisons and their properties as well as best ways to deliver said poisons.

Example:	DC:
Identify Poison Basic	30
Identify Poison Uncommon	50
Identify Poison Properties	30+
Best way to deliver Poison	40+

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of kind of poisons, best combination of poisons and best ways to deliver them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Martial Arts

STR

This skill is used to perform acts of complex moves and displays of strength. Using this skill in many ways is a performance style action but is done with acts of strength, doing things like splitting boards supporting ones full body on one finger, Breaking chains and such.

Check:

This skill is used to perform great acts of strength and affect the influence of those witnessing them. Upon a success this skill can be used to influence the sway of people through a form of admiration or intimidation this skill can also be used to perform acts of strength. This Skill is also used in performing some Combat Maneuvers such as Grappling and Sundering of weapons or bones.

Example:	DC:
Flex Muscles	10
Test moves solo	30
Test moves with Partner	40
Break Boards	50
Break Bricks	60
Snap Chains	80
Bend Bars	75

This skill lets the player identify techniques, elements, hand symbols, and ultimately the amount of chi needed to perform, a skilled user of this technique can learn a new technique from using this skill.

Example:	DC:
Identify D – class technique	10
Identify C – class technique	30
Identify B – class technique	50
Identify A – class technique	70
Identify S – class technique	90
Identify Elements in Technique	60
Identify hand symbols	40
Identify Chi cost	80
Identify Technique Requirements	75
Learn Technique	(Rank Identify + / - Study Time)

Action:

This skill takes a standard action to use and can be done at any time.

Try Again:

Failure to pull off this skill means that any bonus to intimidation or performing with this skill is not achieved. Failing the skill mean failure, a second attempt can be made but counts as a new roll not as a continuing roll.

Special:

When rolling a natural 20 on a success the player gains a Temp bonus to their reputation score with the witnesses, if they still fail to succeed they gain a bonus +5 to the next use of this skill.

Restriction:

The only restriction to this skill is it has to be trained to use.

Untrained:

This skill can not be used untrained, with the exception of grappling

Medical

WIS



This skill is used to study and determine issues with a target, identify diseases, poisons, injuries, and even take actions into healing the target from these issues. The skill is broken into two categories, one identifying and treatment. The skill does not restore HP but can bring a dying or dead character to stable.

Check:

The first way to use this skill is identifying problems and the best ways to treat them, using the skill this way determines issues that are problems to the target, from the basic injuries caused by weapons to the more complex of poisons and diseases.

Example:	DC:
Cut	5
Bullet wound	15
Broken Limb visible	10
Broken Limb hidden	30
Disease Common	20
Disease Abnormal	50
Disease Rare	75
Poison Common	15
Poison Abnormal	40
Poison Rare	75

The second way to use the skill is to treat the wounds and injury, while identifying some issues like a bullet wound is easy it's vastly harder to treat without causing greater problems when doing tasks like removing the shrapnel.

Example:	DC:
Stabilize dying character	20
Bandage Wound	5
Sterilize Wound	10
Remove Arrow	10
Remove Shrapnel	30
Perform Field Surgery	+30
Remove problem (organ or item)	50
Plastic Surgery	30
Implant	40
Remove Poison Common	10+ Poison level
Remove Poison Abnormal	30+ Poison level
Remove Poison Rare	50+ Poison level
Cure Disease Common	10+ Disease level
Cure Disease Abnormal	30+ Disease level
Cure Disease Rare	60+ Disease level
Cure Common Cold	90
Restore Stat Drain	60
Restore Life (after death)	75+ Target Characters Level (Limit one attempt only, must be performed within 6 hours of death. Upon success the GM rolls 1d4 and the revived target is now less that roll in CON Score permanently)

Action:

The action used to perform this task varies based on the two ways to use this skill. However both can and often are used in combat. Using the skill to identify a problem can be performed as a free action for basic issues, but to see about diseases and poisons a full round of study is needed. Treating normally takes a partial action with most basic tasks, but Surgery takes rounds (DC divided by 10) to perform successfully.

Try Again:

Failure on this skill differs in many ways, failure in identifying may give false or incorrect information, its up to the user on if the info they gained is right or not, letting them re-roll their skill. Treating with the skill if a failure is made then damage may be taken in performing surgery, or in other cases the effect is not resolved. Once again it's up to the player to try again but if they fail at surgery there is a percentage chance that they made the situation worse. Trying to restore life to the dead will prevent any future attempts on a failure.

Special:

The result of a 20 depending on what is being done, No matter if the skill fails to succeed in treating wounds or injuries the user gains a +5 on a second attempt, no ill effect can occur from the failure and the target is healed 1d6 HP. A 20 on identifying if the skill still fails grants a +5 to the next use of the skill. Players with skill in, Knowledge Biology grants an overall bonus of +2 to this skill for every 10 points in the skill. Also players with skill in, Knowledge Poisons, grants a +2 to this skill in identifying a poison for every 10 points in that skill.

Restriction:

While there is no restrictions, outside of trying to do surgery or treatment while both target and player are in active combat. For performing the skill there are several places and items in the world that will grant bonuses to this skill being performed.

Untrained:

The basic uses of this skill in treatment can be used untrained however, identifying issues can not be used untrained.

Navigate

INT

This skill is used to know which direction one is facing and can be used to follow or make maps. This skill is a very vital one, it helps prevent one from getting lost, and helps find locations, treasures and even predict upcoming weather issues.

Check:

The skill is broken into two categories, these categories are, current and prediction. Current allows one determine the direction and make maps.

Example:	DC:
Know Direction with common signs	15
Know Direction with uncommon signs	40
Know Direction with no signs	70
Make simple Map	10
Make Complex Map	40
Make Complex Treasure Map	60
Make World Atlas	100

Prediction is used to determine route with maps or roads, estimate conditions of land or weather so to better prepare for travel.

Example:	DC:
Estimate conditions of a days travel	10
Estimate conditions of a weeks travel	50
Estimate conditions of a months travel	80
Estimate conditions of a Years travel	100

Action:

The skill when being used to predict a days travel or figure a direction takes a full round. While all other forms of tasks with the skill take far longer in time. Maps take 1 hour for every 5 in the DC of it. Estimating greater than a single day takes study and time of 1 hour for every 10 to the DC of it.

Try Again:

Failure can bring about incorrect information that wont be known till ether the direction is followed or the time arrives to which don't match the prediction. A player can second guess their roll and re-roll when they feel fit. In the case of map making however the mistake can be seen as the map is made by destroying the creation and having to start over.

Special:

The result of a 20 grants a small success in some with prediction (even if the skill fails over all). On current based rolls a 20 creates a masterwork with maps and grants a +5 to the skill when next used even if the result did not pass the DC of the skill. Knowledge Foreign Culture and Geography grant a +2 to this skill for every 10 ranks in those skills. Knowledge Area grants this skill a +5 towards a given location for 10 ranks in that skill.

Restriction:

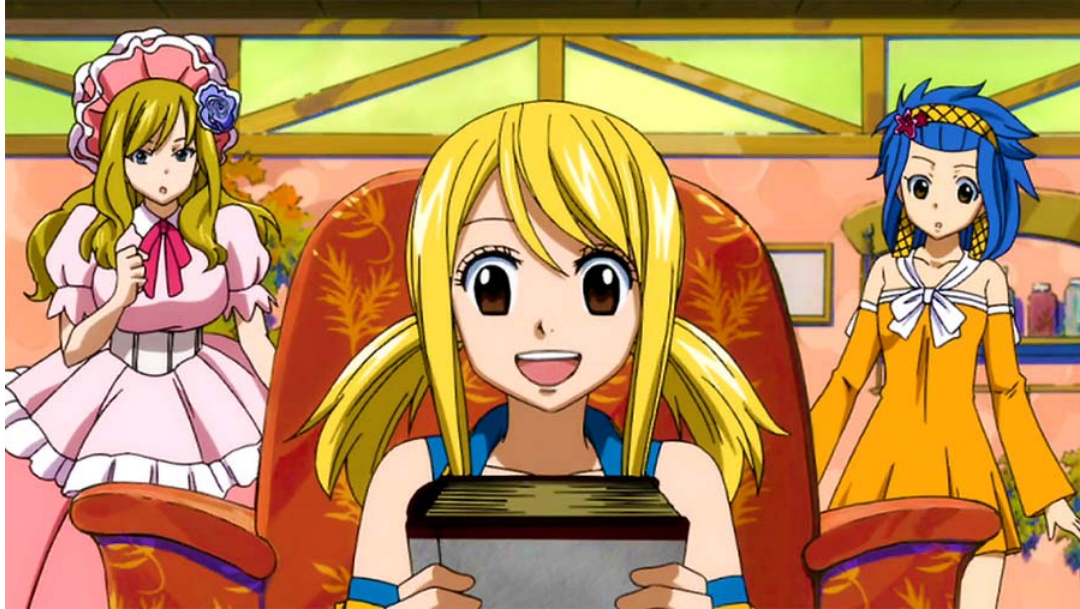
When making maps its easier to do this in a proper environment with the right tools, while it can be done and the more complex a map the higher chance it can't be done without said equipment on the move rooms such as Navigation or map rooms grant bonuses when being worked on here, other then that there is no restrictions on other uses of this skill.

Untrained:

This skill can not be used untrained

Notice

WIS



A very important skill used to detect a target through noise or sight. It also is used to detect the actions of a person on if they are lying, hiding something or even have something they are trying to protect.

Check:

This skill is broken up into three categories, Look, Listen, and read motive. While they stand all as a separate Look and Listen are often taken together with the exception of a few cases such as search out the location of an invisible target, or spying land or a vehicle on the distant horizon. The first the segments is look.

Example:

Spot Near by target
Spot Distant Target
Spot Quiet Moving Target
Spot Hidden target
Spot Silent target

DC:

10
50
10+ Targets Stealth roll
20+ Targets Stealth roll
50+ Targets Stealth roll

The Second segment is listen.

Example:

Hear nearby call
Hear distant call
Hear conversation nearby
Hear thru crowd at conversation
Hear movements of hidden target
Find Invisible Target (Noisy)
Find Invisible Target (Stealthy)

DC:

10
40
25
50
25+ Targets Stealth roll
10+ Targets Stealth roll
30+ Targets Stealth roll

And finally the last segment is read motive.

Example:	DC:
Target is visibly showing emotion to	10
Target is hiding emotion to	15+ Targets Bluff roll
Target is giving false emotion to	20+ Targets Bluff roll
Target has no emotion to	70

Action:

This skill in all uses can be taken as a free action at any given time (provided that the person they are looking at is clearly visible at the time with read motive). This skill can also be used by a player to purposely ignore a fellow party member, like when a bard performs.

Try Again:

If a player fails them then they fail to take notice at all, or get false information. In some situations the GM can allow a re-roll but this is purely up to the GM's call and not the players. If it's a one time event then they missed it and can't re-roll.

Special:

On the result of natural 20 grants an additional +5 to the use of the skill even if the skill even if the skill fails to meet the DC of the given use at that time.

Restriction:

Certain Quirks and Defects effect the use of this skill and in some cases even limits its use in cases like Deaf, Blind or Cold hearted, While Acute hearing, Seeing, or Warm Hearted grant great bonuses to this skill.

Untrained:

This skill is trained in all classes thus is always treated as such.

Open Lock

WIS

This skill is used to disable locks through a careful and skillful way. Without this skill a player must seek less delicate and quite ways to open and unlock doors, storage containers, even treasure chests.

Check:

This skill is used only in one way which is to pick and open locks without drawing attention form finding other ways to get passed them. The difficulty for this skill is raised by the environment and time the player has to pick the lock as well as the complexity of the lock.

Example:	DC:
Simple lock	10+
Standard lock	30+
Difficult Lock	50+
Complex Lock	70+
Master Work Lock	20+ (if the lock is masterwork this bonus is added to the lock type above)
Hasty Time	30+
Plenty of Time	5+

Action:

This skill is performed in and out of combat in rounds. And while the skill takes time to perform its more a matter of skill and luck getting passed locks without busting or blowing them up which draw attention.

Try Again:

Failure in this skill causes the lock to remain locked; the result of a 1 breaks the lock pick being used to pick the lock or if the GM feels as such destroys the lock in the locked position. The player can try again but it counts as a new attempt and can only be done if the lock and lock picks are still useable.

Special:

On the result of a 20 if a skill based success makes it not only easier the next time the skill is used but keeps the opening of the lock in stealth not alerting people even if they stand out side the door. If the skill is not a success in passing the DC then the player gains a +5 to the next use of the skill but the lock remains closed

Restriction:

This skill requires a sort of lock pick, (craft items: DC 10) without this lock pick unless it's a combination based lock it is useless to try this skill on a lock requiring a key.

Untrained:

This skill can not be used untrained

Perform

(See description for types of performances)

CHA

This skill is used to perform a song, Spoken word, dance, or with a musical instrument. This skill is used by Bards and Nobles to perform their abilities (See classes abilities), but also can be used to bring in profit or help entertain a crowd. Performance types are in three types (Instrument – examples: Guitar, lute, Flute, Drums and such) (Vocal – Singing, Speech, Poetry) or (Action – Dance, Cheering, Tricks)

Check:

This skill while it has many ways to use it always comes back to the same issue of how difficult it is to affect the targets the performance is for. Add to that the type of distractions of the environment may drown out the performance results.

Example:	DC:
Willing Ally	10+
Unwilling Ally	20+
"Easy to impress" target	-5
"Hard to impress" target	20+
Hostile Target	40+
Quiet room	-5
Noisy room	30
Large Battle	50
Small Battle	25



Action:

This skill is used both in and out of combat and a single performance is usually 2-5 game minutes long, but can be stopped at any time by the player. When the performance ends is when the count down begins on time based abilities of bards and Nobles. Depending on the performance type it can be used while fighting at the same time or not. Spoken word or Singing can be go on in battle and only be stopped if the words can be stopped from being heard, Dance can in some cases be used in battle, Instrument and other uses of performance requires the player focus a standard action in a performance fully and can't not fight while performing.

Try Again:

In many cases the effects of perform will be known ahead of time, out of combat usually in the actions of the targets, while in combat the target will ignore the effects of the performance. If it's an ability use with the performance then the ability fails to act and that use per day is used up. A player can try again but it would be a new attempt at the performance.

Special:

The result of a 20 on this skill grants a +5 on the next use of the skill if the skill passes or even fails to pass the DC, If it passes it also grants a +5 bonus to the DC (or damage) of a Bardic or Noble ability.

Restriction:

This skills only restrictions is based on the performance type, if the type is instrument based then it requires that instrument to be used, is vocal then it requires free use of one voice, if dance or motion based it requires to be unbound to perform.

Untrained:

While the skill can be used untrained only Bards and Nobles can use the skill to perform abilities of their classes.

Pick Pocket

DEX



This skill is used to gain access to others pockets and other means of carrying stuff with out the knowledge of the holder. It can be used to take or place different items. This is a very handy skill for those set on maintaining a touch of stealth in their actions.

Check:

This skill has on basic use which is to take or place items unnoticed to others. The skills difficulty is based on a Notice roll of the target. And the type of action they are doing.

Example:	DC:
Pick Sleeping Persons pocket	10+
Pick Guards Pocket	40+
Pick Commoners Pocket	20+
Pick Thieves pocket	50+
Pick Distracted Target	-10
Small item	10
Large item	40

Action:

This skill in or out of combat is done in a single action for each item to be taken or placed into the targets holdings.

Try Again:

Failure results in notice of the players action with the target, this results in combat, cries for help, or even an awkward moment that causes the target to be suspicious of the player from that point on raising the DC of any other attempts made by the player.

Special:

The result of a 20 if a player fails to pass the DC they do not gain the notice of the target and gain a +5 to the skill. If they do pass the DC then they gain the choice of a +5 bonus to the skill or can acquire or place 2 items from the roll without being noticed.

Restriction:

The only restriction on this skill is that requires it to be trained to be used.

Untrained:

This skill can not be used untrained.

Pilot

DEX

This skill is used to drive/fly a ship from location to location safely. With not bringing it harm on obstacles or in mobile combat.

Check:

This skill is vital in traveling in Ships. This skill is used to maintain courses, drive the ship past difficult obstacles, and avoiding and dealing damage in combat at sea.

Example:	DC:
Maintain course	20
Avoid Deep reef	20+
Avoid Shallow reef	30+
Avoid Sand bar	40+
Avoid Whirlpool	50+
Avoid Tidal Wave	80+
Combat Bonus +1	20
Combat Bonus +2	30
Combat Bonus +3	40
Combat Bonus +4	50
Combat Bonus +5	60
Combat Bonus +6	70
Combat Bonus +7	80
Combat Bonus +8	90

Action:

Using this skill to avoid obstacles and in combat the skill is used as a standard action. In using it to maintain a course is a single use in a day unless some action such as poor weather conditions at which point the skill will be needed to re-roll to return on course.

Try Again:

Failure when staying on course won't be known till the end of day when its shows they are off course which causes the travel to add an extra day of travel. When avoiding obstacles failure can result in damage or even destruction of the vessel depending of the obstacle one need to avoid. In combat failure results in not granting the ship a bonus that round and is given its basic set results in AC and combat. A player can choose to re-roll the Combat and Course based rolls when they see fit but avoiding obstacles can not be re-rolled to avoid damage.

Special:

On the result of a 20 if it passes the DC the player grants the ship an additional +2 to combat bonus, reduce the travel by a day in charting a course, or gain a +5 bonus on the next use of the skill when avoiding an obstacle. If the DC is not passed the ship still gains a bonus that would be successful in combat, The player gains a +5 bonus on the next use of the skill on traveling a course, or the player gains a second attempt to avoid the obstacle with a +5 to the skill.

Restriction:

This skill only applies to operating sea and air based ships and not land based vehicles thus can only be used at those times.

Untrained:

This skill can be used untrained, but only those trained gain the bonuses of rooms and items and the result of Natural 20's

Profession Bartender

WIS

This skill is a secondary job based one. It allows the player to work at tasks for both money and information while helping people in a bar.

Check:

This skill is used to service customers and acquire profits from serving drinks and loosening lips. While the DC isn't really a indication of monetary success it's more a matter if it grants a bonus result based on type of request made by the set customer of that day. The Bonus result in Bartender grants ether a bonus of information or greater pay for the day.

Example:

Serve Simple Drinks	10
Serve Expensive Drinks	30
Serve Mixed Drinks Basic	40
Serve Mixed Drinks Hard	60



Action:

This skill can not be used in combat and the roll is made 1 per days work (8 hours).

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Seduction skill when used granting a +10 to the next use of that skill.

Restriction:

This task can only be performed in an established bar where the player can ask to work for sometime.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Book Keeper

WIS

This skill is a secondary job based one. It allows the player to work at tasks at research and basic knowledge's learned as one keeps and categories books.

Check:

This skill is used by the player to maintain conditions of books organize and establish a system of lending or selling them to others. No matter the results after a full days work (8 hours) the player will gain a set amount of money depending on how they do with a set customer or task.

Example:	DC
Repair Damage book Minor	30
Repair Damage book Major	70
Find book common	20
Find book rare	50

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Gather Info when used granting a +10 to the next use of that skill.

Restriction:

This skill can only be preformed in an established Book shop or Library that the player has been allow to work in.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill.

Profession Bum

WIS

This skill is a secondary job based one. It allows the player to work at tasks to gain money and gather info among the streets.

Check:

This skill used the player's ability to beg for money but also lets them listen in on info among the others on the street. The difficulty is based on the environment of the area and extra money of the people.

Example:	DC:
Well off, Wealthy	10
Well off, Middle	20
Well off, Poor	50
Troubled, Wealthy	40
Troubled, Middle	45
Troubled, Poor	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in money. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Streetwise skill when used granting a +10 to the next use of that skill.

Restriction:

Unlike other Profession skills Bum can be used in any town or urban location, using it outside urban location increase the DC's by x3

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill



Profession Farmer

WIS

This skill is a secondary job based one. It allows the player to work at tasks to grow and produce food and materials.

Check:

This skill is used to plant, grow and harvest many plants for food and materials, the difficulty is based on the rarity of what is being grown and the environment it is being grown in.

Example:	DC:
Common plant, Temperate	30
Common plant, Harsh	60
Common plant, Controlled	10
Rare plant, Temperate	50
Rare plant, Harsh	80
Rare plant, Controlled	20

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any plants trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in the bonus production of crops in the end, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Survival skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires access to a garden or field that the player has permission to work at and allot of time to grow said plant.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Fisherman

WIS

This skill is a secondary job based one. It allows the player to work at tasks in gaining fish and learning basic ship travel tasks in doing so.

Check:

This skill lets a player gather a strong source of food with fishing. While the pay is set no matter if the DC is passed or not by the player, the type and amount of fish bases the DC.

Example:	DC:
School of fish Small	30
School of fish Large	10
Large fish (Tuna)	35
Large Violent Fish (Shark)	60
Whale	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any gear trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus amount of fish, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Pilot skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires fishing gear, and a boat is a good option.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Herbalist

WIS

This skill is a secondary job based one. It allows the player to work at tasks letting them gather plants and use them to craft medicine and more.

Check:

This skills difficulty is found in the finding and gathering of herbs, while others use search and find random plants an herbalist uses their skill and knowledge to lock in on types of plants and where to find them in vast amounts.

Example:	DC:
Find Common Plant	10
Find Bulk of Common plant	30
Find Rare Plant	50
Find Bulk of Rare plant	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any plants trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus to the collection of plants, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Chemical skill when used granting a +10 to the next use of that skill.

Restriction:

A Herbalist has no restrictions on gathering other then they need time to perform their tasks.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Home maker

WIS

This skill is a secondary job based one. It allows the player to work at tasks such as daily cleaning, cooking and establish a strong relationship in a given area.

Check:

The check in this skill is based on the amount of work and type of mess to clean up. In the end result the actions, improve relations with the homes owner and grants the user bonuses to other skills.

Example:

	DC:
Small, Dusty House	10
Medium, Dusty House	15
Large, Dusty House	25
Mansion, Dusty	30
Small Trashed House	40
Medium Trashed House	50
Large Trashed House	60
Mansion Trashed	70



Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Knowledge Area skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires a home or given location to be worked on.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Lumberjack

WIS

This skill is a secondary job based one. It allows the player to work at tasks of gather wood and crafting vast uses from that wood.

Check:

This skill is used to gather wood and craft items from said wood. The difficulty is based off the rarity of wood, size of wood and difficulty of the task.

Example:	DC:
Gain Wood from Small Tree	20
Gain Wood from Medium Tree	40
Gain Wood from Large Tree	60
Gain Wood from Huge Tree	80
Shape Wood to form	50
Carve Wood Plank	10
Carve Wood Dow	20

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any trees/lumber trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Vehicles skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires tools to gather wood without taking penalties such as a saw or ax, and tools to shape wood.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Miner

WIS

This skill is a secondary job based one. It allows the player to work at tasks gathering minerals form mines and forging the material into metal.

Check:

This skill lets the player find a certain location to find a set mineral, Also grants the player the skill to harvest the mineral safely and lets them know how best to maintain a safe dig. The difficulty for this skill is based on the environment and type of Mineral the player is looking for.

Example:	DC:
Safe Mine	30
Weak Mine	50
Dangerous Mine	70
Common Mineral	20
Un Common Mineral	40
Rare Mineral	60
Gather Mineral	10+

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any tools being used to harvest. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Weapons skill when used granting a +10 to the next use of that skill.

Restriction:

Those not trained in this skill are not award of the hazards the dig has for them or location of a mineral. They just get the result of how much they mine if they succeed. Mining tools such as an miners pick is required to use this skill.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Officer

WIS



This skill is a secondary job based one. It allows the player to work at tasks of keep law and order while bringing in money and strong knowledge of how secure locations are.

Check:

The difficulty of this skill is based off of the challenge of the task provided within that day. Handling things like robbery, fights and even Murder investigations.

Example:	DC:
Trespassing	15
Unarmed robbery	20
Armed Robbery	40
Small Fight	25
Large Fight	50
Riot	75
Murder	60
Drug Deal	30

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Intimidation skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires the approval of the local police, guard or military force to take part in this skill.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Politician

WIS



This skill is a secondary job based one. It allows the player to work at tasks of making laws and giving speeches, granting them a strong diplomatic relationship.

Check:

The difficulty of this skill is based on where you stand on a task and how the public feels towards it. Also ones Reputation among the public also increases the difficulty, the less respected you are the harder a task.

Example:	DC:
Well Liked Task	-10
Liked Task	+0
Mid Ground Task	+10
Disliked Task	+20
Hated Task	+40
No Reputation	+50
High Bad Reputation	+80
Low Bad Reputation	+60
Low Good Reputation	+25
Good Reputation	+10
High Good Reputation	-10

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Diplomacy skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires an established location to work on politics and a high reputation with the area to handle tasks and speeches in the area.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Potter / Artist

WIS



This skill is a secondary job based one. It allows the player to work at tasks crafting fine works and devices for monetary gains.

Check:

Difficulty in this skill is found in the material being used and the size of the object being crafted. The closer to medium craft is easier, yet larger and smaller objects are more difficult along with more challenging materials to make them from.

Example:	DC:
Medium Object	0
Small Object	20
Large Object	10
Huge Object	30
Tiny Object	40
Easy material	10
Difficult Material	30
Complex Material	50
Rare Material	70

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any item materials being created. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Item skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires tools of the trade, Painters need an easel, paints and brushes, crafters need a table and materials to craft the item.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Rancher

WIS

This skill is a secondary job based one. It allows the player to work at tasks of handling and raising many types of animals and harvesting supplies from them.

Check:

The difficulty of this skill is based on the type of animal and the difficulty they provide. While Handle Animal handles the gathering of some food items from animals and basic maintenance this skill is vastly more advance granting the ability to breed, and handle mass groups of animals at one time with one roll.

Examples:	DC:
Small Birds	10
Small Farm animals	30
Large Farm animals	40
Exotic domestic creatures	25
Exotic small creatures	40
Exotic Large creatures	60
Rare Creature	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Handle Animal skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires access to an animal pen, ranch, or zoo to handle and harvest from the animals in.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Shop Keeper

WIS

This skill is a secondary job based one. It allows the player to work at tasks in selling products and making great amounts of money, with a strong understanding of items worth.

Check:

The difficulty in this job is based on how busy the shop is, and how well stocked. The greater the crowds and less stock the harder it is to perform this task.

Example:	DC:
Full Stock, Light Crowd	10
Full Stock, Heavy Crowd	30
Some Stock, Light Crowd	45
Some Stock, Heavy Crowd	55
Little Stock, Light Crowd	60
Little Stock, Heavy Crowd	90

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Appraise skill when used granting a +10 to the next use of that skill.

Restriction:

This skill can only be done in a given location where ether a shop/stand is set up or within an established shop.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Tailor

WIS

This skill is a secondary job based one. It allows the player to work at tasks in crafting clothing and fine designs to armors.

Check:

This skills difficulty is based on the type of Materials being used and the size of the project, the Larger and rarer the materials the higher the difficulty. Plus making a unique designer type item also raises the difficulty.



Example:	DC:
Shirt, Common	10
Shirt, Uncommon	30
Shirt, Rare	50
Jacket, Common	20
Jacket, Uncommon	40
Jacket, Rare	60
Suit, Common	25
Suit, Uncommon	50
Suit, Rare	75
Designer	+40

Action:
This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:
Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any materials being used to create the item. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:
On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Armor skill when used granting a +10 to the next use of that skill.

Restriction:
This skill requires sewing tools such as needle and thread along with cloth of some type to be able to craft from.

Untrained:
All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Writer / Reporter

WIS

This skill is a secondary job based one. It allows the player to work at tasks gathering information and spreading that information in their own words through out the world.

Check:

The Difficulty of this skill is determined by complexity of the story or writing. A book is vastly harder then a news article and such. It also is based on time limit to get the work out. Quicker release dates make the task vastly harder.

Example:	DC:
Small News Article	10
News Article	20
Exclusive Article	40
Daily Column	50
Weekly Column	35
Children's Book	25
Novel	45
Biography	55
Encyclopedia	100
Dictionary	90
Book Series	75

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Gather Information skill when used granting a +10 to the next use of that skill.

Restriction:

The only requirement with this skill is that the info they gather has to be passed on in some public way.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Read Lips

INT

This is a handy spy skill used to read lips when one can't be heard. While the skill still requires the target be in view it's a handy skill to use in crowds, in distance viewing or in viewing the target through glass windows and such.

Check:

This skill's difficulty is a solitary one and is based on both the complexity of the conversation and area in which one is watching the person speaking from. Crowds tend to move back and forth making it hard to see all the words spoken while a good distance view with aid can get you a clear line of sight on the lip movements of your target.

Example:	DC:
Simple, In Crowd	40
Simple, Distant view	30
Simple, through window	10
Complex, In Crowd	80
Complex, Distant view	70
Complex, through window	50

Action:

While this action can be done in combat, it's unwise, as reading lips takes time to concentrate on fully, taking a full round action for as long as the player keeps it up.

Try Again:

Failure results in bad information and since it's a matter of how events play out in time a re-roll is not possible, in the end it's up to the player on if the info they obtain is correct or not and if they choose to act on it as such.

Special:

On the result of a natural 20 the player gains a +5 bonus to the skill for its next use even if the overall result is still not a success. It is up to the GM on if the result of a natural 20 yet failure on the skill grants useful info or not.

Restriction:

The player must have a clear view of the target's mouth so if they can't see the target's mouth then they can't read the target's lips it's that simple.

Untrained:

This skill can not be used untrained

Repair

INT

This skill is used to fix broken items or vehicles, a vital skill with Vehicles as it's the way to restore vehicles and constructs HP much the same way Medicine heals HP for players. It can also be used to assess the damage to see if a ship or vehicle is even usable or on the verge of total destruction with further use.

Check:

The difficulty of this skill is broken in two parts, Repair HP of Vehicle / Construct, and Assess Damage of Vehicle / Construct. The first of these skills allows the player to regenerate the Hit points of a Vehicle / Construct, the Difficulty is figured by How much HP needs to be restored and how quickly, The more time to make repairs the easier it is to fix overall, the less time it's better to focus on minor problems. The following is the DC based on a full round action.

Example:	DC:
Repair 1-10 HP	20
Repair 11-30 HP	40
Repair 31-60 HP	60
Repair 61-100 HP	80
Repair 101+ HP	100

The second use of the skill is to assess the damage of a vehicle / construct to see if it is still even usable after repair or if the damage it sustained that a new vehicle / construct would need to be crafted. The DC is determined by the amount of Damage taken.

Example:	DC:
Minor Damage	10
Slight Damage	20
Damage	40
Moderate Damage	60
Severe Damage	80
Nearly Destroyed	100

Action:

When using the skill to conduct repairs to regain HP it takes a full round action, for in combat use while out of combat can take several minutes to hours to perform repairs for HP regain. Assessing damage takes a Standard action at all times.

Try Again:

Failure in assessing damage will give you false info on the roll result, On restoring Hp it simply means that the Vehicle / Construct fails to regain HP. The player can choose to re-roll in either case with no negatives, outside the possibility of an exploding vehicle or construct if its reached a critical state and the player failed to notice.

Special:

On the roll of a natural 20 the player gains a +5 to the next use of this skill when assessing damage even if the result fails the DC. On the result of a natural 20 on this for restoring HP grants a healing bonus of x2 if succeeding the DC, or a straight +5 Healing if the DC is failed to be met. For every 10 points in the skill Knowledge Mechanics grants a bonus +2 to this skill.

Restriction:

This skill requires to the player have some basic tools and or replacement materials with the player to make repairs, if they don't have the items then repairs are not able to be made.

Untrained:

This skill can be used untrained, but only trained players gain bonuses from both Natural 20's and outside sources

Ride *DEX*



This skill is a handy one in Riding horses or such creatures or single person vehicles like Bikes, Motorcycles, Scooters, Surfboards, Skateboards, Skis and sleds.

Check:

This skill while used differently on each of the types of riding creatures and vehicles the skill is very much the same for rolling results with the only difference being when one performs tricks. The player is basically rolling on this skill to maintain their balance less tame creatures or balance heavy vehicles vary the DC of this skill. All vehicles listed below are considered in the best condition, damaged or bad condition vehicles may affect this roll.

Example:	DC:
Horse, Tame	20
Horse, Wild	40
Horse, Unbroken	60
Mule, Tame	10
Camel, Tame	20
Elephant, Tame	30
Bicycle	15
Motorcycle	45
Skis	20
Sled	15
Scooter	30
Motor Scooter	35
Surfboard	50
Snowboard	55
Skateboard	35

When Performing tricks, while riding the DC of the ride is increased, the harder the trick the higher the DC.

Example:	DC:
Jump > 5 ft object	+30
Jump < 5ft object	+10
Jump 10 ft gap	+20 (this adds, with each addition distance of 5ft)
Wheelie, Stand on two legs	+25
Ride sideways	+30
Ride and grab object on ground	+40
Perform fancy trick (grind, ollie, grab)	+50
Attack with vehicle, Creature*	+10 (Attack is based on creature damage or 1/4 Vehicle weight in d6s no less then 1)
Attack while on Vehicle, Creature*	+25

(* - Ride based feats lower/remove this DC)

Action:

This skill only comes into play at the start of riding or upon a difficult situation or when the player wishes to perform a trick. It does not matter on if the skill is made in combat or not.

Try Again:

Failing in this skill results in falling off, failing to perform a trick, or both in some cases, thus the player would have to try again if they choose only, but it counts as a new attempt.

Special:

On the result of a 20 if the player succeeds to pass the DC then it can grant a bonus to impress people out of combat granting the player a shot at improving their reputation score. In combat can grant a moral bonus to their friends by granting +2 to attacks and saves for ½ their class levels. If they fail the DC even after rolling a 20 then they gain a +5 bonus to the next use of the skill and do not fall off.

Restriction:

This skill requires a vehicle (mainly single user type) or creature for which to ride.

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Search

WIS



This skill is used to find hidden things, be it hidden on purpose or just misallocated from where it normally could be found. The skill is also used to detect signs of other things such as where one can mine for ore, a in finding plant type that can aid in some way and hidden marks or objects that are clues in puzzles or quests.

Check:

An important skill to find items, clues, people or plants for general use. The DC is the same in all cases of using the skill the difficulty is based on how well hidden the object is, the size of the object and the quantity of the object. Thus a large collection of small coins may be easier to find then one single gem stone lost.

Example:	DC:
Single	+35
Small group	+30
Medium group	+20
Large group	+10
Small object	+10
Tiny object	+20
Medium object	+5
Large object	-5
Huge object (doors)	-15
Well Hidden	+40
Hidden	+20
Misplaced	+10
Out in the open	-10

Action:

Search can be done at any time but doing it in battle is dangerous as it takes a full round action or longer depending on how well its hidden from prying eyes. Each roll is considered searching a 5ft area which depending on the condition of the area takes at average a minute (6 rounds) game time. More difficult situations such as searching through a pile of trash, takes much longer.

Try Again:

Failure on the roll results in not finding anything, provided that there is an item there to begin with, the GM other wise will make sure to note that in ether case the player wont know if they fail or not simply cause they failed to find anything. Its up to the player on if they want to recheck the area or not.

Special:

On the result of a 20 if the player passes the DC they acquire the object hidden in the area. While if the player fails the DC the player gains a strong feeling on if the area is completely searched or if something may still be hidden there, they also gain a +5 on their next use of the skill. Some skills such as Profession Herbalist can find some things (plants) without using this skill. There are some tools like (magnifying glass, metal detector, treasure map, or radar) grant bonuses to search an area for a set object.

Restriction:

There is no restriction on this skill, but gaining the bonus of Natural 20's can only be achieved from those that are trained in this skill.

Untrained:

This skill can be used Untrained

Seduction

CHA



The art of charming someone, in the tasks of gaining ether knowledge, items and/or just plain romantic passion. A skilled user of this skill can convince others grant them things that they are seeking from their targets. While some drugs and alcohol can help in some ways to this skill often they can cause issues to the target so the best way to cleanly handle it is to be skilled in this task.

Check:

This skill's DC is determined by the attitude of a target, interest of a target and outside factors such as use of potions, charms, or alcohol.

Example:	DC:
Friendly Target	+10
Flirty Target	+5
Cold Target	+20
Unresponsive target	+15
Upset Target	+30
Enemy Target	+40
Likes player's sex	+10
Dislikes Player's sex	+50
Finds Player attractive	- 20
Finds player repulsive	+30
No attraction	+10
Uncaring	+20
Love Potion	- 10 (greater bonuses based on potency)
Slightly Drunk	- 5
Drunk	- 10
Wasted	- 20
Charm object or technique	(based on object or technique bonus)

Action:

This skill is a free action but can not be used in combat as combat causes distractions from the player's attempts to seduce the target.

Try Again:

In many cases the player will see the results of a failure through the reactions of the target. So long as the target doesn't consider the player hostile or leaves the room. The Player can make a second attempt but at a strong DC for having failed before.

Special:

On the result of a 20 if the player succeeds they get the goal that they are seeking, if the player fails the DC the target doesn't change their attitude for the worse, like they would if the player had failed before. Many items out there help in this skill, but the Skill Profession Bartender helps in this skill by knowing how to mix drinks to loosen the morals of a target.

Restriction:

This skill requires to have the full attention of the target, thus any major distraction will cause the result to fail.

Untrained:

This skill can be used untrained, but only trained users gain bonuses from items, rooms and natural 20's

Stealth DEX



This vital skill lets a character move quietly and hidden from the notice of others. It's used to mask one self in the shadows and objects to remain hidden from the notice of others.

Check:

The DC of this skill is broken in two parts, Silence and Shadow. Silence allows the player to quiet their movements and actions; The DC is increased on the difficulty of the situation. All listed below are actions to maintain silence with these objects.

Example:	DC:
Open Squeaky Door	40
Stone floor	35
Carpet floor	15
Strong wood floor	30
Creaky wood floor	50
Metal floor	25
Crawling through pipe/vent (metal)	50
Crawling through pipe/vent (stone)	20
Crawling through pipe/vent (water)	60
Moving through water	45
Moving through snow	20
Moving through sand	5
Moving through loose rock	55
Moving through loose mud/muck	25
Moving through hard ground/dirt	10
Moving through rough ground	30
Moving through grass	5

The second way of using the skill is Shadow. This is a way to find and hide from the notice of others. The DC is based on the alertness of the targets, and the terrain to hide around.

Example:	DC:
Open area, no shadows	60
Open area, some shadow	50
Open area, Heavy shadow	40
Open area, Darkness	30
Cluttered area, No shadow	40
Cluttered area, some shadow	30
Cluttered area, Heavy shadow	20
Cluttered area, Darkness	10
Dense area, no shadow	30
Dense area, some shadow	15
Dense area, Heavy shadow	5
Dense area, Darkness	0
Alert target	+30
High Alert target	+50
Distracted target	+20
Not Alert target	+10
Sleeping target	-10 (Note light sleeper/ heavy sleeper changes this DC)

Action:

This skill is a free action out of combat and a partial action in combat.

Try Again:

Failing this skill will not alert the player until they are detected. The player can choose if they think that they failed to improve this by re-rolling this skill at any time.

Special:

On the result of a 20 if the player succeeds on the DC they are able to go unnoticed and gains a +5 for the next use of this skill. If the player rolls a 20 yet fails the DC they draw attention but don't get noticed till the result of a second roll with a bonus +5 to the skill is made, they can also choose actions to better take stealth measures to improve this roll. Disguise skill can grant bonuses to this skill, as well as ninja techniques, items and even some basic objects to hide in the environment such as boxes, barrels, leaves and branches, Given that they fit the environment around them.

Restriction:

This skill can be used at any time but once one is noticed, trying to hide again is considered useless in most cases.

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Streetwise

INT

Being able to identify the signs and gangs of the street is what this skill brings to the table. This allows the player to move from town to town and gather info on the area without even asking the people around on this info.

Check:

This skill has only one category but none the less is a handy one to learn information that is in plain view of the public that many people tend to ignore around them. The DC is based on the complexity of the sign or information given by the street and what they mean.

Example:	DC:
Symbol for to upcoming or past crime	50
Location of crime organization	25
Politics of the area	30
Attitude of issues in an area	15
Location of Black Market	40
People that have vast knowledge	75
People in charge crime organization	60
People looking to buy drugs/ stolen goods	45

Action:

While this skill can be used in combat its better to use it out of combat as it takes a full round to read and process the meaning of a symbol or sign in the area to make sense of them.

Try Again:

The result of a failure can give bad information that the player wont know until the information is acted on, at any time the player can decided on if the information is right or not and re-roll on the symbols or signs.

Special:

On the result of a 20 if the player passes the DC they gain the info and even have a good idea of the attitude of the public on that issue when asking around for more info or approaching people on this issue. If they fail the DC the player gains a +5 on their next attempt and gets a feeling on the attitude of the public towards what this symbol may mean.

Restriction:

This skill requires a symbol to use this skill, Symbols such as graffiti are available all around but some times need to be searched for to find first.

Untrained:

This skill can only be used trained.

Survival

WIS



A handy skill used to forage for food and water, skin hides, set traps. This skill is grants the player ways to handle the wilderness in a way that they can survive on the bounty that nature provides for them.

Check:

Survival is a vital skill that has a few different uses, the first is seeking, this covers looking for and staying on tracks of a creature or person, it also helps in finding locations for water and possible food sources. The DC is based on the difficulty of the terrain.

Example:	DC:
Tracks, in Mud	15
Tracks, in Dirt	30
Tracks, Dirt road Rural	40
Tracks, Dirt road Urban	70
Tracks, Dry Sand	50
Tracks, Snow	10
Tracks, Rock	80
Tracks, Overgrowth	35
Tracks, Grass	45
Estimate Water source, Grassland	30
Estimate Water source, Dessert	80
Estimate Water source, Mountain	45
Find Edible Plants, Grassland	5
Find Edible Plants, Dessert	40
Find Edible Plants, Mountain	25
Find Edible Plants, Tundra	35

The next use of this skill is to harvest skins or trying taxidermy from the bodies of creatures. The DC is based on the size of the creature.

Example:	DC:
Skin Tiny	15
Skin Small	20
Skin Medium	30
Skin Large	40
Skin Huge	50
Stuff Small	25
Stuff Tiny	35
Stuff Medium	50
Stuff Large	60
Stuff Huge	70
Stuff made up creature	90

The final use of this skill is to build, set and place traps.

Example:	DC:
Build simple Snare	15
Build Pit trap	25
Build Spike Trap	40
Build Rock Drop trap	50
Build Log Slam trap	35
Poison Spike Trap	45
Tripwire	10
Pressure Plate	60
Set Machine trap simple	10
Set Machine trap Complex	50
Set Chemical trap Simple	20
Set Chemical Trap Complex	70

Action:

This skill can not be used in combat as it takes time often several game minutes to figure things out in all cases, the only exception to this is placing traps with abilities or feats that make this happen quicker.

Try Again:

A failure to surpass the DC of this skill in tracks or being able to find food or water sources means just that they don't find those things, On skinning or stuffing creatures they destroy the supplies and cant gain hide or a taxidermy of the creature from that one, on traps the traps fail to activate when they need to (on a result of a 1 the trap goes off on the one placing it) On all these the player can make a new attempt but it counts as a new try for the skill and not one to recover from a failure.

Special:

On the result of a natural 20 on this skill as long as it passes the DC gets the following results, Finding tracks tells you the time the target moved through and how fast, Find food and water finds plentiful sources for gathering, Skinning / taxidermy raises the value of the hide / creature, Setting traps raises the DC of the trap by adding the Players Levels in the DC. If the DC of the skill is not met then the player does not face the negatives they would otherwise get in failing to pass the DC, and they gain a +5 to their next use of the skill. Profession Farmer grants bonuses to this skill when finding food sources.

Restriction:

This skill takes too much time to be used in combat effective with out feats or abilities that state otherwise.

Untrained:

This skill can not be used untrained

Swim

STR



This skill used to swim, a very handy skill to have when it comes to needing to cross bodies of water or even moving through other liquids without suffering from drowning.

Check:

The DC of the skill is based on the water/ substance conditions of flow and tide as well as the weight of supplies trying to swim with another person. While there are several factors there are only two categories for all to fall under in this skills use. The first is basic surface swimming.

Example:	DC:
Still Water	5
Choppy Water	20
Rough Water	40
Heavy Tide	60
Stormy Water	80
Rip Tide	70
Strong Tide	50
Light Tide	10
Carrying < Medium weight limit	+20
Carrying > Medium weight limit	+40 (for every category above medium)
Carrying other person calm	+30
Carrying other person excited	+60

The Second category is Diving (no not how one jumps in) the DC is based on Con bonus of the player and the depth of the dive. (Note: undead or those that breath water do not need to breath thus dive is a simple swim roll as in the section above)

Example:	DC:
Dive 10 ft	20
Dive 20 ft	40
Dive 30 ft	60
Dive 40 ft	80
Dive 50 ft	100
Con Bonus +1	-10
Con Bonus +2	-15
Con Bonus +3	-20
Con Bonus +4	-25
Con Bonus +5	-30
Con Bonus -1	+20
Con Bonus -2	+40
Con Bonus -3	+60
Con Bonus -4	+80

Action:

This skill is considered a movement action at all times including in underwater combat. Those that can not, breath water or are not undead then they have the DC increase each round and their Con Mod is considered one lower per each round underwater.

Try Again:

A failure on the DC has immediate danger for the player. On surface rolls it has the player losing control at first at which a second roll is called for to regain control, failure on that roll results in drowning, while diving failure on their first roll has them drowning and a swim check is needed to attempt to make for the surface.

Special:

On the result of a natural 20 if the player passes the DC on the surface swimming they gain a bonus 30ft to their movement, if they fail the DC they don't take risk and lose control like they would if they got a lower result. In the case of diving, a success on the DC grants a player a longer time to survive by granting them a limit one higher then their set Con Mod, if they fail to meet the DC they don't begin to drown but they don't gain the bonus. Several devices and items can be gained to aid in this skill such as breathers, scuba tanks, water wings and life vests.

Restriction:

This skill has no restrictions (with one exception [One Piece RPG only: Fruit users are weaken being under water and can not, swim or breath under it no matter what race they are])

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Taunt

CHA



This skill is used to insult others, in a way to change a targets influence on you to one of hate or to cause a target to focus on you in stead of a different person or object. It also can be skillfully used to cause distractions when acting in stealth to send guards the wrong way or get them in the line of sniper fire.

Check:

This skill when used by the player is set to irritate or distract a target and draw their attention towards them. The DC of this skill is based on the attitude of the target and possible interactions the target has with others.

Example:	DC:
Insult friendly target	50
Insult Neutral target	30
Insult Enemy target	10
Distract alone target	20
Distract target engaged in combat	60
Distract target engaged in conversation	40

Action:

This action is a free action that can be used at anytime provided one can be seen or heard to create the taunt.

Try Again:

Failure to taunt results in the players taunt going ignored, the player can make a second attempt in the next round (when in combat) or after they learn of the first failure out of combat.

Special:

On the result of a 20 a player that meets or passes the DC makes them the target of the one that they taunted and depending on how the one they taunted takes insults reacts towards it. If they fail to meet the DC yet roll a 20 then they gain a +5 on the next attempt. Knowing things that upset the target grants bonuses to this roll. Some feats grant this ability to do Sub-dual damage to a set target.

Restriction:

Some targets have Defects or Advantages that may make it hard or useless to taunt them while others might be weak to them.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Use Rope

DEX

This skill used in making knots or binding people or things. A handy skill to have in keep things in bindings, its also useful in making sure that rope is safe to use in climbing, or best for securing things down from moving in a vehicle.

Check:

The DC of this skill is determined by the skills two uses, first is to tie one down/up while the other is to secure for climbing or use to pull/lift items. The first use of this skill is vital it determines how strong and secure one has made an item/person from getting away. The DC is determined by the type of object and "rope" used to bind.

Example:	DC:
Vine	40
Silk	10
Hemp	15
Cord	25
Cable	50
Chain	60
Rubber Cord	30
Cloth	45
Leather	20
Barrel/Medium box	+20
Crate/ Animal Pen/Cage	+10
Small box/ Sacks	+40
Person Unconscious	+15
Person Conscious	+30

The second use being securing for safe use to climb or lift/ pull objects / creatures/ people, the DC of the skill in this one is determined by the weight the rope needs to support. All of the following is for normal bought rope, the weight limits of chain, cable, leather and cloth is different. Rubber cord weight limit is the same as normal rope but stretches in length when used.

Example:	DC:
< 200 lbs	10
< 400 lbs	20
< 800 lbs	40
< 1000 lbs	60
< 1300 lbs	80
< 1 ton	100

Action:
This skill is considered a standard action for uses in combat.

Try Again:
Failure on this roll is not known to the player until the object / person breaks free, escapes or, falls down. It is up to the player to re-roll before such a thing happens. This can be done at any time.

Special:
On the result of a 20 is the player passes the DC when binding it raises the DC of Escaping from the bindings by +20. On securing it grants a bonus +10 to climbing. If the player gets a 20 but still fails to get past the DC then they suffer no ill effects from the attempt to bind but gain no bonuses to keep the object from escaping, while securing it allows the weight of one size category lower and the player knows the weight limit it will hold.

Restriction:
This skill requires one has access to some type or kind of rope like object or material.

Untrained:
This skill can be used untrained but bonuses only can be gained by those trained in the skill

Use Magic Device

CHA



This skill is used to use the power of the tools such as staffs and wands and the like.

Check:

This skill is used to cast and control magic thru magic items. On top of the ability to have items that have spells linked to them a player can drain an item for its mana to add to their own or infuse some of their mana in the item to improve the power of the spell.

Example:	DC:
Magic Wand	15
Staff	25
Wondrous Item	50
Artifact	60
Sword	30
Ring	20
Magic Book	30+ Rank of Spell
Drain Item for Mana	70
Infuse Item with Mana	40

Action:

Using a magic item takes a full round of action as does draining. Infusing however takes 2 rounds to perform.

Try Again:

Failing to use the item results in no magical effects or casting of the spell. Failing to drain causes the player to loose 1d6 mana. Failing to infuse causes the mana they spend to be released and lost.

Special:

On the result of a 1 on this skill will cause the item to explode in magical energy. On a 20 it doubles the effect of the spell it is casting. Rolling a 1 while draining or infusing causes the player to be drained completely of their mana. On a 20 they double the mana received or double the mana given (yet at the cost as if it was normal)

Restriction:

This skill requires one has access to some magical item.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Synergy Bonuses

Synergy Bonuses is where skill in using one skill grants you a better chance with another skill, the way this is done is for every 10 ranks the player spends in this skill grants a +2 bonus to the skill listed. Profession skills also grant an additional +10 bonus to a skill on the result of a 20 on their skill roll.

*- skills bonus is based on conditions

Escape artist Bonus from Acrobatics is only usable in escaping grapples

Appraise Bonus in Craft skills is only toward items crafted in that skill

Navigate Bonus in Knowledge Area is only in the known area

Craft Alchemy Bonus in Knowledge Poisons is on identifying chemicals/ poisons

Craft cooking Bonus in Profession Bartending is towards Brewing not cooking food

Survival Bonus in Profession Farmer is towards finding plants to eat only

Survival Bonus in Profession Fisherman is towards surviving on the sea not land

Survival Bonus in Profession Herbalist is towards finding plants to eat only

Appraise bonus in Profession Miner is towards Value of materials / gems only

Use Magic Device bonus in Knowledge Astrology.

Appraise bonus in Profession Artist is towards Value of Art / collector items only

Medical bonus in Profession Rancher is towards Animals / monsters only

Skill	Bonus Skill +2 for every 10 ranks	Critical Bonus Skill +10 on result of a 20
Acrobatics	Jump /Perf. Dance/ Escape Artist*	
Concentration	Control Shape	
Craft Armor / Clothing	Appraise*	
“ “ Chemistry / alchemy	Craft Cooking/ Brewing	
“ “ Cooking / Brewing	Craft Chemistry/ Alchemy	
“ “ Items / Jewelry	Appraise*	
“ “ Machines	Craft Vehicle	
“ “ Vehicles	Drive	
“ “ Weapons / Firearms	Appraise*	
Decipher Script	Forgery	
Disable Device	Open Lock/ Escape Artist	
Disguise	Stealth	
Drive	Pilot	
Escape Artist	Use Rope	
Knowledge Area	Navigate*	
“ “ Astrology	Use Magic Device/ Navigate	
“ “ Biology	Medicine	
“ “ Foreign Culture	Navigate	
“ “ Geography	Survival	
“ “ History	Appraise	
“ “ Mechanics	Craft Machines, Disable Device	
“ “ Military Science	Demolitions, Craft Weapons	
“ “ Nature	Survival	
“ “ Poisons	Craft Alchemy*/ Medical	
Martial Arts	Intimidate	
Pick Pocket	Gamble	
Pilot	Drive	
Profession Bartender	Seduction/ Gather Info/ Craft Cook*	Seduction
“ “ Book Keeper	All Knowledge's/ Decipher Script	Gather Info
“ “ Bum	Gather Info/ Diplomacy/ Streetwise	Streetwise
“ “ Farmer	Survival*/ Craft Cook/ Know Nature	Survival
“ “ Fisherman	Pilot, Survival*/ Use Rope	Pilot
“ “ Herbalist	Craft Alchemy/ Medical/ Survival*	Craft Alchemy
“ “ Home maker	Craft Cooking/ Gather Info/ Search	Know Area (location skill is use)
“ “ Lumberjack	Craft Vehicle/ “ “ Machines/ Repair	Craft Vehicle
“ “ Miner	Craft Weapon/ Appraise*/ “ “ Machines	Craft Weapon
“ “ Officer	Know. Law/ Intimidation/ Streetwise	Intimidation
“ “ Politician	Diplomacy/ Seduction/ Foreign Culture	Diplomacy
“ “ Potter / Artist	Crafts All/ Appraise*	Craft Item
“ “ Rancher	Medical*/ Know Biology/ Handle Animal	Handle Animal
“ “ Shop keeper	Appraise/ Foreign Culture/ Forgery	Appraise
“ “ Tailor	Craft Armor/ Appraise/ Craft Item	Craft Armor
“ “ Writer / Reporter	Gather Info/ Decipher Script/ Diplomacy	Gather Info
Repair	Craft Vehicle / “ “ Machine	
Seduction	Diplomacy/ Bluff	
Taunt	Intimidate	
Use Rope	Climb	

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow characters to empower items of all sorts. A meta feat lets a technique/power users cast powers or techniques with greater effect.

Attack Based Feats

These feats boost a character's skill in weapons, defense and skill in attacking in many unique ways. Many classes offer the choices in of skills listed here towards bonus feat choices for the class.

Other Feats

Feats in this category collect feats that hold a variety of abilities that are unique to the feat, also included are meta feats that let the player use techniques and powers in a new and more powerful way at a greater cost of chi or other cost.

Skill Based Feat

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item each involves, the various item creation feats all have certain features in common. Including Item Empowering Feats, which allow the player to use techniques and link them with items, armor or, weapons.

Save Feats

Save Feats grant bonuses to saves and other bonuses that may affect the character in some other way.

FEAT DESCRIPTIONS

Feats are summarized as following.

Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feats

- 1 - Warriors can take this feat as a bonus feat choice
- 2 - Monks can take this feat as a bonus feat choice
- 3 - Pirates can take this feat as a bonus feat choice
- 4 - Bounty Hunters can take this feat as a bonus feat choice
- * - Feats effects stack when taken multiple times
- # - Feat can be taken multiple times effects don't stack

Attack Based Feats

Able Sniper (1, 3, 4)

Benefit: +2 bonus on ranged attacks against flat footed targets and a +4 to Stealth checks after attack is made

Prerequisite: DEX 13 and 5 ranks in Hide

Arterial Strike

Pull off a skill strike on a target to get the target to bleed from the wound.

Benefit: Trade 1d6 sneak attack damage for 1 point of bleed damage per

Bleeding Critical (1)

Your critical hits cause opponents to bleed profusely.

Whenever you score a critical hit, the target takes 2d6 bleed

Benefit: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Prerequisite: Critical Focus, base attack bonus +11

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Blinding Critical (1)

Your critical hits blind your opponents.

Benefit: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regeneration, remove blindness, or similar abilities.

Prerequisite: Critical Focus, base attack bonus +15

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Brutal Throw (1,3)

Add STR damage to ranged Attack

Benefit: Damage done by thrown weapons now add the Strength used to throw it.

Normal: Strength does not the damage of thrown weapons

Prerequisite: Power throw and STR 15

Catch off Guard (1,2,3,4)

Foes are surprised by your skilled use of unorthodox and improvised weapons.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flatfooted against any attacks you make with an improvised melee weapon.

Cleave (1,3,4)

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Prerequisite: Power attack

Close Quarters Fighting (1,2,3)

Can make a Counter attack to avoid grappling

Benefit: Lets the player make attacks in grapples

Normal: Players can only make escape attempts and not fight back in grapples

Prerequisite: Base attack

Close Shot (1,3,4)

Attacking a target up close with ranged combat does greater damage

Benefits: Adds +1 extra die of damage for attacks within 30 ft

Prerequisite: Point Blank Shot and Precise Shot feats

Combat Expertise (1,3)

You can increase your defense at the expense of your accuracy.

Benefit: You can choose to take a –1 penalty on melee attack rolls and gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Prerequisite: INT 13

Combat Reflexes (1,4)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Critical Focus (1)

You are trained in the art of causing pain.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Prerequisite: Base attack bonus +9

Critical Mastery (1)

Your critical hits cause two additional effects.

Benefit: When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.

Normal: You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

Prerequisites: Critical Focus, any two critical feats.

Dazzling Display (1,2,3,4)

Your skill with your favored weapon can frighten enemies.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Prerequisite: Weapon Focus, proficiency with the selected weapon.

Deadly Aim (1,3,4)

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Prerequisites: Dex 13, base attack bonus +1.

Deadly Stroke (1,3)

With a well-placed strike, you can bring a swift and painful end to most foes.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed (see Appendix 2). The additional damage and bleed is not multiplied on a critical hit.

Prerequisites: Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

Deafening Critical (1,3)

Your critical hits cause enemies to lose their hearing.

Benefit: Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This deafness can be cured by heal, regeneration, remove deafness, or a similar ability.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, base attack bonus +13.

Deflect Arrows (2)

You can knock arrows and other projectiles off course, preventing them from hitting you.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Prerequisites: Dex 13, Improved Unarmed Strike.

Disemboweling Strike

A deep strike while sneaking doing massive damage to the target's overall Health

Benefit: Trade 4d6 sneak attack to deal 1d4 CON damage

Prerequisite: sneak attack 5d6

Double Slice (1,3)

Your off-hand weapon while dual-wielding strikes with greater power.

Benefit: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Prerequisite: Dex 15, Two-Weapon Fighting.

Drive By

Lets players attack targets as they move past them on vehicles/ boats

Benefit: Take a negative to your to hit in making a ride by attack equal your speed divided by 10 (round up) and then take that same number of your speed divided by 10 and double it for extra damage from the attack

Exhausting Critical (1,3,4)

Your critical hits cause opponents to become exhausted.

Benefit: When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

Prerequisites: Critical Focus, Tiring Critical, base attack bonus +15.

Far Shot (3,4)

You are more accurate at longer ranges.

Benefit: You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a -2 penalty per full range increment between you and your target.

Prerequisites: Point-Blank Shot.

Fire in the Hole (3)

Player is more skilled at making a greater impact with explosives in combat

Benefit: +2 on explosives rolls to attack and damage

Fist of Iron (2)

Play has trained their hands/feet to do greater damage in battle.

Benefit: +1d6 Unarmed damage

Prerequisite: Improved Unarmed Attack, Base Attack +2

Flying Kick (2)

Can do a body strike by launching one self into a target

Benefit: +1d12 damage on unarmed attacks when charging

Prerequisite: STR

Gorgon's Fist (2)

With one well-placed blow, you leave your target reeling.

Benefit: As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Great Cleave (1)

You can strike many adjacent foes with a single blow.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Greater Shield Focus (1)

You are skilled at deflecting blows with your shield.

Benefit: Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Prerequisites: Shield Focus, Shield Proficiency, base attack bonus +1.

Greater Two Weapon Fighting (1,3,4)

You are incredibly skilled at fighting with two weapons at the same time.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Greater Vital Strike (1,3)

You can make a single attack that deals incredible damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack four times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

Prerequisites: Improved Vital Strike, Vital Strike, base attack bonus +16.

Greater Weapon Focus (1)

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

Benefit: You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1.

Greater Weapon Specialization (1)

Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

Grenadier (3)

Players that use chemical weapons are better at the success of their attacks
Benefit: +2 on attack rolls with chemical weapons

Hamstring

Make a stealth attack to slow down a target in their movement
Benefit: Trade 2d6 sneak attack damage to cut opponent's speed in half
Prerequisite: sneak attack, Base attack +4

Improved Bull Rush (1,3,4)

You are skilled at pushing your foes around.
Benefit: You do not provoke an attack of opportunity when performing a bull rush. In addition, you receive a +2 bonus on attacks made to bull rush a foe. You also receive a +2 bonus to your Reflex whenever an opponent tries to bull rush you.
Normal: You provoke an attack of opportunity when performing a bull rush.
Prerequisite: Str 13, Power Attack, base attack bonus +1.

Improved Critical (1,3,4)

Attacks made with your chosen weapon are quite deadly.
Benefit: When using the weapon you selected, your threat range is doubled.
Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon.
Prerequisite: Proficient with weapon, base attack bonus +8.

Improved Disarm (1,4)

You are skilled at knocking weapons from a foe's grasp.
Benefit: You do not provoke an attack of opportunity when performing a disarm. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to whenever an opponent tries to disarm you.
Normal: You provoke an attack of opportunity when performing a disarm.
Prerequisite: Int 13, Combat Expertise.

Improved Grapple (2,4)

+ You are skilled at grappling opponents.
Benefit: You do not provoke an attack of opportunity when performing a grapple. In addition, you receive a +20 bonus on checks made to grapple a foe. You also receive a +20 bonus to your Martial Artist or Escape Artist skill whenever an opponent tries to grapple you.
Normal: You provoke an attack of opportunity when performing a grapple.
Prerequisite: Dex 13, Improved Unarmed Strike.

Improved Precise Shot (1,3,4)

Your ranged attacks ignore anything but total concealment and cover.
Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.
Prerequisites: Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Improved Shield Bash (1)

You can protect yourself with your shield, even if you use it to attack.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his next turn.

Prerequisite: Shield Proficiency.

Improved Sunder (1,4)

You are skilled at damaging your foes' weapons and armor.

Benefit: You do not provoke an attack of opportunity when performing a sunder. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your items Fort Save whenever an opponent tries to sunder your gear.

Normal: You provoke an attack of opportunity when performing a sunder.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Improved Trip (1,2,4)

You are skilled at sending your opponents to the ground.

Benefit: You do not provoke an attack of opportunity when performing a trip. In addition, you receive a +20 bonus on checks made to trip a foe. You also receive a +10 bonus to your Acrobatic or Martial Arts Skill whenever an opponent tries to trip you.

Prerequisite: Int 13, Combat Expertise.

Improved Two Weapon Fighting (1,3,4)

You are skilled at fighting with two weapons.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Improved Unarmed Strike (1,3,4, monks and Marital Artists get this for free at 1st)

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or non-lethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only non-lethal damage with such an attack.

Improved Vital Strike (1,3)

You can make a single attack that deals a large amount of damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack three times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

Prerequisites: Vital Strike, base attack bonus +11.

Improvised Weapon Mastery (1,2,3,4)

You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.

Benefit: You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of x2.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +8.

Karmic Strike (2)

Lets the player get an extra attack in a act of revenge.

Benefit: Take -4 penalty to AC to make attack of opportunity against melee opponent that hit you

Prerequisite: DEX 13 and Combat Expertise,

Last Resort

Unless the last of your power to seek your best chances at winning

Benefit: Expend the last of your HP to gain a One time Boost to your Attack and Damage equal to your Level in Hit Dice. Afterwards Drop to 0.

Leap Attack (1,3)

Jump into battle and bring with it the full force of the body.

Benefit: Doubles damage by Power attack on successful charge

Prerequisite: Power attack feat and 8 ranks of Jump

Lucky Bullet (3,4)

Luck stands with you as a shot that missed bounces back at the target for a second chance

Benefit: 1/day re-roll one missed shot

Lunge (1,4)

You can strike foes that would normally be out of reach.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Prerequisites: Base attack bonus +6.

Many shot (1,3,4)

You can fire multiple arrows at a single target.

Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Prerequisites: Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

Special: This skill does not pertain to firearms at any time thus can not be used as such.

Martial Weapon Proficiency (1,2,3,4)

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Medusa's Wrath (2)

You can take advantage of your opponent's confusion, delivering multiple blows.

Benefit: Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Monkey Grip (1,3,4)

Lets player to wield weapons of larger size or one hand two handed weapons

Benefit: Use larger melee weapons at -2 penalty treating a Two handed weapon as one handed or allowing them to wield a weapon one size category larger then they could for their size

Prerequisite: base attack +1

Mounted Archery (1,4)

You are skilled at making ranged attacks while mounted.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

Prerequisites: Ride 10 rank, Mounted Combat.

Mounted Combat (1,4)

You are adept at guiding your mount through combat.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Prerequisite: Ride 10 rank.

Pinpoint Targeting (1,3,4)

You can target the weak points in your opponent's armor.

Benefit: As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Prerequisites: Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

Point Blank (1,3,4)

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.



Power Attack (1,3,4)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Prerequisites: Str 13, base attack bonus +1.

Power Throw (1,3,4)

A forceful throw that grants a great shot at hitting the target

Benefit: Uses STR instead of DEX to hit with thrown weapon

Normal: Normally thrown weapons are based on DEX to hit not STR

Prerequisite: STR 13

Power Critical (1,3,4)

Player is more skilled at scoring a critical strike with the weapon

Benefit: +4 bonus to confirm critical with one weapon

Prerequisite: Weapon Focus

Precise Shot (1,3,4)

You are adept at firing ranged attacks into melee.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Prerequisite: Point-Blank Shot.

Prone Attack (1,2,3)

Player can attack while prone

Benefit: Attack while Prone at no penalty and stand up

Normal: Player can't make attacks prone they must stand to attack.

Prerequisite: DEX 15,

Psychological Warfare

Benefit: Allows player to use Taunt, Intimidate Bluff, or Diplomacy as an attack

Prerequisite: Bards and Nobles only, see below for rules, Barbarians can take this Feat but it only applies to intimidation

Psychological Warfare attacks

*Taunt - * Will save (DC is the result of the roll) verses enraged. Enraged is similar to a rage action only it does not grant the HP boost and it prevents the attacker to do any thing then a basic attack at the player using the taunt. It lasts for ½ the players level in rounds.*

** - Yo Mama feat allows the player to choose instead to do subdual damage*

Bluff - Will save (DC is the result of the roll) verses confusion. Lasts for ½ the players level in rounds. If the target fails Roll 1d 100

01 - 10 attacks player using confusion

11 - 20 acts normally

21 - 50 does nothing but babbles incoherently

51 - 60 attacks self with melee attack

61 - 70 flees from player using confusion

71 - 100 attacks nearest target others then player using confusion

Diplomacy - Will save (DC is the result of the roll) verses Depression.

Depression

causes the target to lose the will to fight. They can take only non offensive attacks at the player using diplomacy. Lasts for ½ the players level in rounds.

Intimidate - Will save (DC is the result of the roll) Verses Fear.

Lasts for ½ the players level in rounds. On failure they are shaken verses all but the player whom they must ether run or if not possible cower before.

Quick Draw (1,2,3,4)

You can draw weapons faster than most.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Prerequisite: Base attack bonus +1.



Ranged Disarm (3,4)

Strike at a distance to get a target to drop their weapon

Benefit: Use ranged weapon to disarm foe within 30 ft

Prerequisite: DEX 15, Base attack +5 and Point Blank Shot and Precise Shot Feats

Ranged Sunder (3,4)

Shatter a weapon at a range

Benefit: Use ranged weapon to sunder foes weapon at reduced damage penalty

Prerequisite: STR 13, Point Blank Shot and Precise Shot and base attack bonus +5

Rapid Reload (1,3,4)

You can reload Crossbows, dart guns, Guns and other such weapons quickly.

Benefit: Reload weapon quicker (cross bows free action, guns move action) Reloading still provokes an attack of Opportunity.

Rapid Shot

You can make an additional ranged attack.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Prerequisite: Dex 13, Point Blank Shot

Resounding Blow (1,3)

Attack is so powerful people fear you

Benefit: Causes fear check DC damage dealt 30 ft area

Prerequisite: STR 13

Ride-by-Attack (1,4)

While mounted and charging, you can move, strike at a foe, and then continue moving.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Prerequisite: Mounted Combat, 10 ranks Ride

Scorpion Style (2)

Reduce target's speed to 5 ft.

Benefit: To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

Prerequisite: Improved Unarmed Strike

Sharp-Shooting (1,3,4)

Players are skilled at hitting difficult targets at range

Benefit: Halve Opponent's cover bonus

Prerequisite: Point Blank Shot and Precise Shot feats, and base attack +3

Sharp Shooter (1,3,4)

Players are more skilled at using guns and rifles in combat

Benefit: +2 to hit with Firearms

Shatter Defenses (1,2,4)

Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.

Benefit: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

Prerequisite: Dazzling Display, base attack bonus +6



Shield Focus (1)

You are skilled at deflecting blows with your shield.

Benefit: Gain a +1 bonus to your AC when using a shield

Prerequisite: Shield Proficiency, base attack bonus +1

Shield Master (1)

Your mastery of the shield allows you to fight with it without hindrance.

Benefit: You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

Prerequisites: Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Shield Slam (1)

In the right position, your shield can be used to send opponents flying.

Benefit: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the Attack. This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.

Prerequisite: Improved Shield Bash, Two-Weapon Fighting, base attack bonus +6

Shot on the Run (1,3,4)

You can move, fire a ranged weapon, and move again before your foes can react.

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Prerequisite: DEX 13, Base attack +4 and Dodge, Mobility, and Point Blank Shot feats

Sickening Critical (1,3,4)

Your critical hits cause opponents to become sickened.

Benefit: Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, base attack bonus +11.

Snatch Arrows (2)

Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.

Benefit: When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Spirited Charge (1,4)

Your mounted charge attacks deal a tremendous amount of damage.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Staggering Critical (1,3,4)

Whenever you score a critical hit, the target is staggered

Prerequisite: Critical Focus, base attack bonus +13

Stand Still (1)

You can stop foes that try to move past you.

Benefit: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Prerequisites: Combat Reflexes.

Strike Back (1,3)

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

Benefit: You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Prerequisite: Base attack bonus +11.

Stunning Critical (1,3,4)

Your critical hits cause opponents to become stunned.

Benefit: Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, Staggering Critical, base attack bonus +17.

Stunning Fist (2)

You know just where to strike to temporarily stun a foe.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Subduing Strike

The Sneaky attack can be made to subdue a target.

Benefit: No penalty when doing non lethal damage, rouges sneak attack can do non lethal damage

Normal: Normally doing this grants a -4 Penalty to the attack

Throw Anything (1,2,3,4)

Throw random with no penalty

Benefit: This feat lets the player throw any object counting it a weapon based on its size category.

Prerequisite: DEX 15, STR (varies on size of object) and base attack +2 see chart below for damage results

Throw Anything Damage Chart

<i>Size</i>	<i>Damage</i>	<i>STR Needed</i>	<i>Example of item</i>
<i>Diminutive</i>	<i>+1d2</i>	<i>5 or better</i>	<i>Needle, pen, stone</i>
<i>Tiny</i>	<i>+1d3</i>	<i>8 or better</i>	<i>bottle, mug</i>
<i>Small</i>	<i>+1d6</i>	<i>10 or better</i>	<i>plate, Kitchen Utensil</i>
<i>Medium</i>	<i>+1d8</i>	<i>13 or better</i>	<i>Chair, Box</i>
<i>Large</i>	<i>+2d6</i>	<i>15 or better</i>	<i>Small table, Barrel, small people</i>
<i>Huge</i>	<i>+2d10</i>	<i>18 or better</i>	<i>large table, Furniture, medium People</i>
<i>Colossal</i>	<i>+3d10</i>	<i>20 or better</i>	<i>Door, Cart, Large people</i>

+ damage can be stacked based on it being a weapon or has some other type of damage to it

Tiring Critical (1,3,4)

Your critical hits cause opponents to become fatigued.

Benefit: Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Prerequisites: Critical Focus, base attack bonus +13.

Trample (1,4)

While mounted, you can ride down opponents and trample them under your mount.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Prerequisites: Ride 10 rank, Mounted Combat.

Trick Shot (1,3,4)

The Player is skilled at bouncing ranged attacks to hit around cover.

Benefit: Allows shooting target behind cover

Prerequisite: Point Blank shot and Precise Shot feats, a DEX 17, and Base attack +8

Two Weapon Defense (1,4)

You are skilled at defending yourself while dual-wielding.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Prerequisites: Dex 15, Two-Weapon Fighting.

Two Weapon Fighting (1,4)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your offhand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Prerequisite: Dex 15.

Two-Weapon Rend (1,4)

Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.

Benefit: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.

Prerequisites: Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Unseat (1,4)

You are skilled at unseating your mounted opponents.

Benefits: When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.

Prerequisites: Str 13, Ride 10 rank, Mounted Combat, Power Attack, Improved Bull Rush, base attack bonus +1.

Vital Strike (1,3,4)

You make a single attack that deals significantly more damage than normal.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).

Prerequisites: Base attack bonus +6.

Water Splitting Stone (2)

Ones unarmed attacks have greater impact in their strikes

Benefit: +4 bonus on damage when striking foe that has DR

Prerequisite: DEX and WIS 13, Improved Unarmed Strike feat and base attack of +9

Weapon Finesse (1,2,3,4)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (1,3,4)

Choose one type of weapon. You can also choose unarmed strike or grapple (or techniques that require a to hit roll) as your weapon for the purposes of this feat.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Weapon Specialization (1)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon.

Whirl Wind (1,3,4)

You can strike out at every foe within reach.

Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach.

You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, base attack bonus +4.

“Yo Momma”

Your words are so strong the actually hurt.

Benefit: Allows a taunt attack do 1d6 subdual damage, taking this feat stacks the damage done to the target

Other Feats

Armor Proficiency (1,#)

You are skilled at wearing armor of that type.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All armor prevents the player from having their defense bonus they gain from their class unless they have an ability that states otherwise. Taking this skill applies to the different kind of armors Light, Medium, Heavy.)

Battle Dancer (*)

Skilled at performing while attacking targets

Benefit: +2 on attacks while moving and using bardic music

Prerequisite: base attack of +2 and Bardic music ability

Blind Fight (1)

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no bonus against a Replacement or under the influence of a Genjustu.



Burn Rubber (*)

Grant extra movement with vehicle or construct

Benefit: Push a vehicle or construct to do an additional Move

Chi Boost

Lets a player sacrifice Hp for more chi to use.

Benefit: Player with this feat can trade 5 HP to heal 30 Chi points.

Cloak Dance (4)

Dance about with cloth that lets one avoid damage easier

Benefit: Spend an action to gain concealment

Prerequisite: Hide 50 ranks

Code

The player follows a strict code of laws and is rewarded.

Benefit: +1 to all rolls made within the code (ex: Code Of Honor, Code of Justice)

Special: If a code is broken the player does not gain the bonus again until they make a proper apology or amend the violation to the law in some way

Combat Reflexes (1,4)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Dash (*)

You are faster than most.

Benefit: While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

Deadly Precision

The Player is skilled in making the damage of stealth attacks count

Benefit: Re-roll 1's on sneak attack dice

Prerequisite: DEX 15 and base attack +5

Dramatic Zeal

The player has a strong force of will that actually lets them shrug off damage at times.

Benefit: Allows player to make a will save or Con check (which ever is higher) to avoid a negative effect for 3 rounds +1 round per every point above the DC of the negative effect, failing has the effect act as normal, this is a once per day ability

Element Penetration

Your attacks break through elemental resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a targets elemental resistance.

Empower Spell/ Technique

You can increase the power of your attacks, causing them to deal more damage.

Benefit: All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up double the chi or mana for the technique or spell.

Empowered Soul (#)

Greater power letting the user perform a power use more frequently

Benefit: Grants an additional 3 times per day use of one attack, effects do not stack each time taken it's for a new attack or power

Encore

Force a target to make a second roll to avoid the defect of a performance attack if they passed the first

Benefit: Bards musical attacks get a second chance to hit subject that passed the save

Prerequisite: Bards Only



Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist non-lethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid non-lethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid non-lethal damage from starvation or thirst; Fortitude saves made to avoid non-lethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Enlarge Spell / Technique

You can increase the range of your attacks.

Benefit: You can alter a attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double chi or mana.

Eschew Materials

You can cast many techniques without needing to utilize minor material components.

Benefit: You can cast any technique with a material component of common use or access. The casting of the technique still provokes attacks of opportunity as normal. If the technique requires a rare material component or weapon, you must have the material component on hand to cast the technique, as normal.

Extend Spell / Technique

You can make your attacks last twice as long.

Benefit: An extended attack lasts twice as long as normal. A attack with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the chi or mana.

Extend Rage

You can use your rage ability more than normal.

Benefit: You can rage for 6 additional rounds per day.

Special: You can gain Extra Rage multiple times. Its effects stack.

Prerequisite: Rage class feature.

Extra Music (*)

You can use your bardic performance ability more often than normal.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Prerequisite: Bardic performance class feature.

Extra Rage (*)

Gain an extra amount of times to use Rage

Benefit: Number of rages per day is increased by two

Prerequisite: rage ability

Faster Healing

The Player heals at a rate greater than normal

Benefit: Heal hit points and ability damage at double normal rate

Fast Learner

Lets a player learn techniques in shorter time.

Benefit: Lets the player cut the study time for a new technique by one category less.

Normal: Without this feat the player has a long time to learn a technique before practice.

Flick of the Wrist

The user slips in an attack quickly unnoticed catching them unaware

Benefit: Cause opponent to be flat-footed for one attack

Prerequisite: DEX 17, 5 ranks Pick Pocket, and Quick Draw Feat

Fork Spell/ Technique (*)

The user can take any power or technique and have it attack a second target

Benefit: The player can each time when taking this feat attack one additional target with the attack at the cost of twice chi or mana.

Gain Chi (*)

Grants character Chi like Martial Artist class

Benefit: Players taking this Feat gain 30 chi, this feat is stackable and grants an additional 30 chi each time gotten

Greater Element Penetration

Your Attacks break through Elemental resistance much more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a target's elemental resistance. This bonus stacks with the one from Element Penetration.

Prerequisite: Element Penetration.

Greater Spell Focus

Spells used of the have a greater difficulty.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells used. This bonus stacks with the bonus from Spell Focus.

Prerequisite: Spell Focus.

Greater Technique Focus (#)

Choose a technique type to which you have already applied the Technique Focus feat. Any techniques you cast of this group are very hard to resist.

Benefit: Add +2 to the Difficulty Class for all saving throws against techniques from the group you select. This bonus stacks with the bonus from Technique Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group to which you already have applied the Technique Focus feat.

Prerequisite: Technique Focus.

Heighten Technique / Spell

You can cast techniques or spells as if they were a higher level.

Benefit: A heightened technique or spell has a higher user level than normal (up to a maximum of the technique). Unlike others Heighten Technique or spell actually increases the effective level of the technique or spell that it modifies. All effects dependent on users level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened technique or spell is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times its normal cost to use.



Homing Technique / Spell

Player can have an attack hit a target automatically with out having to roll.

[counts as a hit not a critical hit]

Benefit: targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the chi or mana.

Heroic Surge (*)

The player has luck on their side and gets a second chance at things

Benefit: Grants the Player the chance to re-roll one die result per day

Improved Feint

You are skilled at fooling your opponents in combat.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

Prerequisites: Int 13, Combat Expertise.

Improved Initiative (1,2,3,4,*)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Overrun (1,3,4)

You are skilled at running down your foes.

Benefit: You do not provoke an attack of opportunity when performing an overrun. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Improved Toughness

Great amount of HP for the character

Benefit: Gain HP equal to your current Hit Die total as the character gains a level their HP goes up by 1 more

Prerequisite: Toughness, Base Fort +2

Intimidating Prowess

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Cook

Grants food a improvement

Benefit: Improves Bad food to normal food, and grants a bonus +2d8 healing on all food.



Iron Stomach

Allows a player eat dangerous or deadly poisons with out effect

Benefit: Grants the player the ability to eat bad or even poisoned food, Also grants a save to being poisoned in any other way. +5 vs. Poisons / Bad food

Leadership

You attract followers to your cause and a companion to join you on your adventures.

Benefit: Attract Followers and cohort, requires Level 6, The way to determine the level of the Cohort or number of followers is based off the Characters Reputation + CHA Mod + Level = Leadership Score. Cohorts come in at their set level and never gain exp until their leader passes them then they level with their leader staying one level weaker then their leader. Followers won't fight face to face but can be used to act as crew for simple tasks such as run shops or gather supplies or info. Highest level a follower can achieve is 5 they never gain EXP. Both groups can take orders from any player but will only follow through on those actions if approved by their boss (the player with leadership that got them). If the Cohort or follower dies then they can be replaced at the next town and come in at the level based off the player's current Leadership score. (Note Players cannot lose one follower and then gain a Cohort to replace the follower if they still have another follower but if they only have one follower left they can choose to make that follower a cohort and level them up as such.) The GM may allow for a division of Levels to let the player have multiple Cohorts but if they do the total level must match the leadership scores result for having one cohort.

Prerequisite: Character level 7th. (Nobles gain this feat for free)

Special: The rules do not apply to Partners/ Companions of Trainers, A cohort can not be brought in to replace a partner yet a follower can. Both followers have ½ build points and Cohorts have normal build points a creation. Bad Reputation does not lower the reputation score of a character, on determining leader ship score.

L. score	Cohort Level	Number of Followers	Level Of Followers
01	0	0	0
02	1	0	0
03	2	0	0
04	3	1	1
05	3	1	1
06	4	1	1
07	5	1	2
08	5	1	2
09	6	1	2
10	7	2	1
11	7	2	1
12	8	2	1
13	9	2	2
14	10	2	2
15	10	2	2
16	11	3	2
17	12	3	2
18	12	3	3
19	13	3	3
20	14	4	3
21	15	4	3
22	15	4	4
23	16	4	4
24	17	5	4
25	17	5	5
26	18	6	5
27	19	7	5
28	19	8	5
29	20	9	5
30+	20	10	5

Light Sleeper

Players with this feat are more aware of their surroundings even when asleep

Benefit: Can't be caught prone while sleeping, any attacks made on a character with this skill, has no penalty to wake up.

Normal: A character needs to pass a DC 10 Will save to wake.

Magic Boost

Gain more mana per level

Benefit: The player gains +4 Mana per level

Martial Artist Technique (#)

Gain an extra Martial Artist Technique

Benefit: The Player gains a new Martial Artist Technique of their choice

Prerequisite: Chi Pool

Maximize spell / Technique

Your attacks have the maximum possible effect.

Benefit: All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in chi or uses per day. An empowered, maximized technique gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Monster Hunter (3,4)

You're skilled at hunting down beasts of the wild

Benefit: Gain a Bonus +2 to Animals, Monstrous, Possessed Soul

Mountain Training

Character can expend double chi total cost to combine the effects of two techniques as one.

Benefit: A Player can take two different techniques they know and combine them into one powerful technique, at the cost of double cost of casting both separately.

One Handed

Skill in using hand signs with one hand.

Benefit: Can perform a Technique that requires gestures without having to make them, Allows player to hold a weapon in hand with out suffering penalties for the technique

Normal: Without this feat techniques that require hand symbols need both hands to form and use the technique.

Power Focus (#)

A Power you cast are is difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against your powers.

Special: You can take this feat multiple times the effects do not stack they instead count towards a new power.

Quicken Power / Technique

You can cast attacks in a fraction of the normal time.

Benefit: Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the chi or uses per day. Casting a quickened attack doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Rally Behind the Jolly Roger (3)

Pirates grant a Moral Bonus

Benefit: +2 Moral Bonus and a extra hit die when defending their ship or flag

Prerequisite: Pirate Only

Reckless Offense (1,3,4)

The player acts reckless in their actions but doing so shocks the defense of their target

Benefit: Take a -4 to AC to gain +2 to attack,

Prerequisite: base attack +1

Requiem

Music effects the non-living creatures

Benefit: Bardic Music works on Undead and non living creatures

Normal: Without this feat music attacks and abilities don't effect Undead or constructs

Run

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you gain a +4 bonus on your Acrobatics, and Jump checks. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Sea Legs (3)

Skilled at moving in unstable land and on vehicles

Benefit: ignore movement penalties when on board a ship in bad weather or moving through sand

Normal: Normal trying to move on a ship in a storm is considered half movement and similar on sandy terrain

Signature Move

Player can use selected amount of techniques at a cheaper chi cost.

Benefit: A player gets to choose three techniques on their list and lower their chi cost in half

Special: When boosting these techniques with other feats this feat only applies to the original cost not the extra cost. Thus if a technique cost 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the technique yet full for the boost)

Signature Spell

Player can use selected amount of spells at a cheaper mana cost.

Benefit: A player gets to choose three spells on their list and lower their mana cost in half

Special: When boosting these spells with other feats this feat only applies to the original cost not the extra cost. Thus if a spell costs 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the spell yet full for the boost)

Sharper Sword (#)

Gain an extra Sword Technique

Benefit: Player gains a new sword technique (not a stance)

Prerequisite: Samurai class only

Shield Proficiency (1)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Skilled Training

You get the concept of training a new technique easier.

Benefit: Cuts the time it takes to train in a new technique by the next level. Meaning if one is training in a C ranked technique with this feat they need the time it takes to learn a D class one.

Normal: Without this feat the training time matches the rank of the technique.

Spring Attack (1,3,4)

You can deftly move up to a foe, strike, and withdraw before he can react.

Benefit: You can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Steadfast

The user is so strong of body they can physically force their will to be stronger

Benefit: add CON mod to will saves

Prerequisite: Endurance feat

Technique Focus (#)

Choose a type of technique. Any techniques you cast of that group are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against techniques from the group you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group.

Toughness

You have enhanced physical stamina.

Benefit: You gain +10 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Special: defect Alcoholism

Track

You are a trained survivalist and can track the movements of others

Benefit: Use survival skill to Track a target. The greater the result the greater info tracks can provide

Special: without this feat one can not follow tracks properly

We Need some Protection

Normally without this skill wearing armor will cause the player Defense Bonus to be lost.

Benefit: Allows player to wear armor without losing their Defense Bonus

Prerequisite: BAB: +6

Weapon Proficiency

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Widen Power / Technique

You can cast your attacks so that they occupy a larger space.

Benefit: You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times chi or uses per day. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Unquenchable Flame of Life (1,4)

Your more skilled at fighting beings that have no life or have since become undead

Benefit: +2 bonus on attacks and saves versus Undead or Constructs

Save Based Feats

Cumbrous Dodge (1,2,4)

A player puts their all in avoiding an attack or trap.

Benefit: Before the encounter player can choose to activate granting a +2 to AC for the encounter

Special: afterwards you suffer Fatigue

Prerequisite: Dodge feat and Acrobatics 4 ranks



Cumbrous Fortitude (1,2,3)

A player is strong of body to be able to force it to avoid fort based attacks

Benefit: Before rolling check player can choose to activate granting a +6 to check

Special: afterward you suffer exhaustion effect

Prerequisite: Greater Fortitude

Cumbrous Reflexes (1,2,4)

The player is skill to move and escape attacks and other reflex based attacks.

Benefit: Before rolling check player can choose to activate granting a +6 to check

Special: afterward you are dazed

Prerequisite: Lightning Reflexes feat

Cumbrous Will (1,2,4)

The player is skilled of mind to avoid the attacks of will on them.

Benefit: Before rolling check player can choose to activate granting a +6 to check

Special: afterwards you are shaken

Prerequisite: Iron Will feat

Diehard (1,3,4)

The player is skilled at staying up after one is close to death.

Benefit: Automatically stabilize and remain conscious below 0 hp

Prerequisite: Endurance

Dodge (1,2,3,4)

Benefit: +1 Dodge bonus to AC against selected target

Prerequisite: 13 DEX

Dodger

Benefit: Coordinated Strike +1 bonus on attacks when companion is also attacking same target

Prerequisite: Ranger and Trainer Only

Expeditious Dodge (2,4)

Benefit: +2 dodge bonus when you move at least 40 ft in a round

Prerequisite: DEX 13

Greater Fortitude (1,2,3,4)

Benefit: +4 bonus on Fort saves

Special: defect eat x3 normal rate

Iron Will (1,2,3,4)

Benefit: +4 to Will saves

Special: defect player has one thing that causes them Fear without saves

Lighting Reflexes (1,2,3,4)

+4 to Reflex Saves

Special: defect Clumsy -2 Penalty to Balance and Jump checks

Lightning Stance (2,4)

Benefit: Gain 50% concealment if you move,

Prerequisite: Dex 17, Wind Stance, base attack bonus +11

Loyal

Benefit: +2 to all saves

Special: must declare and maintain loyal to another character

Mobility (1,2,3,4)

Benefit: +4 dodge bonus to AC against attacks of Opportunity

Prerequisite: Requires Dodge

Wind Stance (1,2,4)

Benefit: Gain 20% concealment if you move,

Prerequisite: Dex 15, Dodge, base attack bonus +6

Skill Based Feats

Acrobatic

You are skilled at leaping, Tumbling and jumping.
Benefit: You get a +5 bonus on Acrobatics and Jumping.

Alertness

You often notice things that others might miss.
Benefit: You get a +5 bonus on Notice and Search skill checks.

Athletic

You possess inherent physical prowess.
Benefit: You get a +5 bonus on Climb and Swim skill checks.

Beautiful

Your Beauty is the stuff of legends and aids you in getting what you want.
Benefit: +3 to Bluff, Diplomacy, Gather Info, +2 to Reputation Score, -5 to Stealth

Call of the Sea (3)

Pirates are skilled sea travelers letting them be skilled in tasks they have to perform regularly on the ship.
Benefit: gain a +2 Bonus to Navigate, Pilot, Repair, Climb and Use rope (Pirate Only)

Cosmopolitan (#)

Make one cross class skill a class skill
Benefit: Gain a skill your class doesn't grant you

Cute

Your cuteness weakens the hearts of those you come across striking at their emotions, but cuteness will keep people from taking you serious.
Benefit: +3 to Bluff, Diplomacy, Stealth, Taunt, -5 to intimidate and Reputation

Dominating Demeanor

You carry a strong personality and your personality is so strong your very presence offers an aura of fear about you.
Benefit: +5 to Intimidate checks
Prerequisite: Iron Will

Hunted Man (2)

This skill grants the player with a reputation of being sought by some outside sources.
Benefit: Grants a bonus +2 to reputation for purchases when in town, also +3 to Search rolls. Prerequisite: (Ranger, Wander, Trainer, Monk, Lore Master only)

Known Killer (1,4)

This skill grants the player with a reputation of being a deadly force around gossip circles.
Benefit: Grants a bonus +2 to reputation for purchases when in town, also +3 to Intimidate.
Prerequisite: (Samurai, Martial Artist, Warrior, Bounty Hunter, Barbarian only)



Lair

Benefit: +2 bonus on Taunt and Bluff Checks

Medical Expert

Benefit: +2 to Medical and Handle Animal

Navigator (3)

Benefit: +2 to Pilot and Navigation Rolls

Nimble Fingers

Benefit: +2 Disable Device

Persuasive

Benefit: +2 bonus on Diplomacy

Poison Expert (3)

Benefit: Your Poisons' save is 1 DC higher, requires 8 ranks craft poison

Poison Master (3)

Benefit: Your poison deals +1 damage die, requires 8 ranks craft poison

Resist Change

Benefit: Grants a +5 bonus to Controlled Shape

Seductive

Benefit: +2 to all CHA skill checks based on one type of gender

Self-Sufficient

You know how to get along in the wild and how to effectively treat wounds.

Benefit: +5 bonus on Medicine and Survival checks

Ship Shape (3)

Benefit: Grants a +5 Bonus to Repair checks

Skill Focus

Benefit: +3 bonus on checks with selected skills

Skill Specialty

Benefit: +5 Skill points



Stealthy

Benefit: +2 to Stealth

Wanted Dead or Alive (3)

Benefit: Grants a bonus +2 to reputation for purchases when in town, also +2 diplomacy

Prerequisite: (Pirate, Rouge, Noble, Bard only)

Quirks / Defects

Quirks and defects add a flavor to your character granting them a set personality some benefit while others harm. So why not just take advantages and not defects you ask. It's simple like other such games you have a limit of quirks you can take, and equally defects. A player can start the game with 2 Quirks and can take up to 6 defects. For every 2 defects a player takes they can take a new quirk. But since the limit is 6 total defects at the start of game (defects could be added later but they do not count to more quirks then the max at start) granting the players the chance to have 5 quirks if they take all 6 defects.

Quirks

The Mental

Easily Amused - You get Impressed Easily, Performances act better with you (+10 perform)

Eidetic Memory - Your memory is better then others, you can recall many things important, Character rolls a 1d6 on a 1 thru 3 they recall most the info, 4 or 5 recall pieces of the info, 6 normal memory

Great Wisdom – Character has live a life full of lessons and learned from them (-1 CON, +2 WIS)

Nerd – Characters a book worm that spent many days studying (-1 STR +2 INT)

Random Knowledge – Character knows random bits of knowledge, on all knowledge skills they roll a 1d6 on a 5-6 they gain that knowledge as a class skill if their class doesn't offer it

Emotional

Hard Worker - Character finds enjoyment in doing work, +2 on all attack/ save rolls involved in doing the job and +5 on all skill rolls

Play'a – Skilled master of seduction to the point it can land you in trouble at times (+10 Seduction)

Psychical

Black Hole Stomach - You can go on eating with out getting full, eat x5 the amount of normal people



Cardio Workout - Player starts the game with an additional point in their DEX stat; they however are addicted to working out each day much the same way as a drug addict level 1

Double Jointed - Character's body can dislodge joints at will, +10 to Escape Artist

Eagle Eye - Character has a keen sense of sight, +5 to Notice (Visual) and Search checks

Fast Healer - You heal wounds a little better than others, all hospital stay are ½ the time

Girl / Guy Magnet - You have the ability to gather crowds of one or both sexes to you because of your looks, -15 to Stealth (Hide), +5 Diplomacy

Good looker – Player starts the game with an additional point in their CHA stat. They however are obsessed with their looks and must make a will save or pause to check themselves in mirrors

Hit the Weights - Player starts the game with an additional point in their STR stat; they however are addicted to working out each day much the same way as a drug addict level 1

Personal Style - Character has a personal way of movement that can be odd, +5 to Perform

Pleasant Smell – Your body gives off a pleasant and pleasing scent attracting others to you +5 Seduction.

Powerful Immune System – Your character is resistant to weak Diseases, Player ignores DC 15 or below diseases

Strong Stomach – Your character is resistant to weak poisons, Player ignores DC 15 or below poisons

Super Hearing - Character has a keen sense of hearing, +10 to Notice (Audio) Checks

Work Out Fanatic – Player starts the game with an additional point in their CON stat; they however are addicted to working out each day much the same way as a drug addict level 1

The Weird

Big Brother/ Sister – The character has a strong bond with a powerfully skilled fighter in the world

Contacts - You tend to know people that know things, +10 Gather Info rolls

Family Heirloom - Character gains a item or money past down through the ages, Character get a magic item or significant amount of money at the start of the game, losing the item is very bad issue with characters family

Good Family Name - You come from a well Known / liked Family, +5 to Social rolls

Lucky - Character seems to be a lucky person things always seem to go his way, Character can re-roll a non combat roll 1/day

Past Adventure – The character starts the game with a higher good reputation for a past adventure

Significant Other - You have someone close to you that your willing to protect, gain Loyal Feat and give it to NPC (if you have Leadership NPC has levels if not they count as a commoner)

Defects

The Mental

Absent-Minded - Characters have difficulty in remembering the specific details of things. Their mind tends to wander or they become hyper-focused on some projects to the exclusion of nearly everything else. Following verbal directions and remembering names is fairly difficult. (Will Save DC 20 to remember simple things like names or verbal directions)

A.D.D. – Your mind is hard to ever set in one place (DC 20 Will save vs. Distraction)

Conic Lair - You are known for lying all the time, (-10 to Bluff) people are less likely to trust your lies

Day mares - Character is prone to have nightmares while awake, Will Save DC 15 versus Fear at random times

Depressed - Character is prone to fits of depression; random roll (Will save DC 15 vs. Depression)

Easily Distracted - Your mind wanders easily, (DC 10 Will save vs. Distraction)

Exhibitionist – Player feels the urge to expose themselves to others at times random (Will DC 20 vs. Strip) when the GM calls for the roll to be made

Gender Identity Disorder - Character thinks they should be other gender, DC 20 Will vs. Depression at any point, can be cured with DC 30 Medical surgery, or getting Meds

Hard to Impress - You don't get impressed easily, difficulty of Performances to affect them is a DC 15

Honest Abe - Character always says the truth, (-10 to bluff) but if you succeed the lie is accepted by all as the truth

Homicidal - Character is prone to seek to kill others, random roll (Will save DC 15 vs. Urge to kill)

Kleptomaniac (stage 1) - Character randomly steals stuff without knowing it, (+10 Pick Pocket), if caught bad reputation goes up for being labeled a thief stage 1 this happens rarely

Kleptomaniac (stage 2) - Character randomly steals stuff without knowing it, (+10 Pick Pocket), if caught bad reputation goes up for being labeled a thief stage 2 this happens often

Narcoleptic - character easily falls asleep at any time, (DC 10+ Fort vs. sleep at random times)

Nightmares - Character is prone to have nightmares, Will Save DC 15 Every night failure causes Fatigue for the next day

No Sense of Direction (Stage 1) – character is bad at directions and maps (-10 Know Geography and Navigation)

No Sense of Direction (Stage 2) - character has no sense of direction often will go one way when there are clear signs the path is the other way, roll a 1d4 only on a result of 4 do they properly go the right direction on their own or trailing /leading the group



Nudist – Player resist the need for clothing and tries to go about nude at all times, -20 Social Rolls

OCD (Stage 1) - there is some task you must perform before doing some basic tasks, player choose what they do and Gm decides what tasks it effects Will Save DC 15+ (most the time it comes up)

OCD (Stage 2) – you character can't let a task chosen go undone or in their mind bad things will happen perhaps even the end of the world. Will Save DC 20+ (all the time it comes up)

Phobia (Stage 1)- Character has Fear of something, in stage 1 the fear cause a fear check vs. fleeing from the target of their fear. Will save DC 15+ (increased by rarity of fear)

Phobia (Stage 2)- Character has Fear of something, in stage 2 the fear cause a fear check vs. Enraging causing them to attack in a berserk fury till the target of their fear is removed from around them by 1d6 rounds Will save DC15+ (increased by rarity of fear)

Phobia (Stage 3)- Character has Fear of something, in stage 3 the fear cause a fear check vs. paralyzation of fear till the target of their fear is removed from around them by 1d6 rounds. DC 15+ (increased by rarity of fear)

Pyromaniac - The Player gains the urge randomly to start fires, (Will Save DC 20 vs. start Fires) when called for the roll by the GM

Split Personality - Character has more then one type of personality in their head sometimes even goes by different names when they activate, (random will save Dc 15 vs. switch)

Suicidal - Character is prone to make attempts to kill themselves, random roll (Will save DC 15 vs. Suicide attempt)

Tourette's Syndrome (stage 1) - character does something completely uncontrolled makes a random movement of the body, (-5 to Social rolls)

Tourette's Syndrome (stage 2) - character does something completely uncontrolled such as shouting words, vulgarities or Noises or severe ticks of the body (-10 to Social rolls)

Volatile - Character is known for going overkill on things, Will save DC 20 vs. to add more or do more to things (aka kicking a man when he's down)

The Emotional

Ageist - You are unwilling to deal with people of a certain age, +2 to rolls vs. hated age

Bondage Freak - Character gets pleasure to be tied up and treated poorly, Will save Dc 15 vs. pleasure when tied up, Character may seek friends to tie them up for pleasure.

Class Envoy - you are unwilling to deal with a certain class (rich, poor, regular, or classes of the game), +2 to roll vs. hated class

Cowardice - unwilling to face dangerous or potentially dangerous situations, Fear check DC 20 Will verses combat or hazardous situations

Easily Fall in Love - Character is Prone to fall in love easily with someone new, Will save DC 20 vs. Charm

Egoist - Character thinks they are more important then they are -5 to social rolls but player plays out as if they have a +10 in the skills

Greedy - character is known to take more then their share of loot, +5 to Appraise, -10 to bluff checks when treasure or loot is involved

Gullible - Character falls for most lies or help asked for, Will save DC 15 no mater their result on the sense motive they do what was asked or believe the lie

Hot Head - Character is likely to jump at attacking person that insults them or attacks them, -5 vs. Taunt rolls, +2 to initiative

Masochist - Character gets pleasure when given pain, Will Save Dc 15 vs. pleasure when taking damage, Player may seek out friends to hurt them for pleasure

Molester - Character seeks to grope and grab people, random Will Save DC 20 vs. grope subject

Otaku - Character is obsessed with something or some one, Will save DC 20 vs. charm within the presence of the item or person

Pedophile - Character seeks to have relationships with children, Will save DC 20 vs. charm

Pervert - you are labeled a pervert and people hate you for it, - 5 to social checks

Power Hungry - Character seeks power, Character must make Will save DC 20 when given the chance at obtaining power on a fail of the roll they demand to obtain it no matter what even willing to fight their friends for it

Praise Hungry - you live to accept praise, Character stops and do not act after receiving praise to soak it in for one round

Racist - You are unwilling to deal with people of a certain race, +2 to rolls vs. hated race

Reckless - willing to ignore the problems and push onwards, -10 to Notice

Sadist - Character gets pleasure in giving people pain, Will save DC 15 vs. pleasure when causing damage on a target, will sometimes seek to hurt friends to gain pleasure, pleasure has no real game value other than the character like to do it

Simple Minded - Character is not likely to understand most complex things, Will save DC 20 vs. confused (not confusion they simply just don't understand)

Shot Nerves - Character is jumpy in combat, Will save DC15 in combat when someone moves close, failure they attack that person it doesn't matter if their friend or foe

Snob - Stuck up and unwilling to help others, -5 to Gather Info and Diplomacy

Stage Hog – Character is under the delusion that they are the star of the show and are sure to let the world know it by thrusting their actions and importance into conversations (- 10 Diplomacy, +5 Bluff, -5 Seduction)

Super Pervert - you are a pervert and act the part publicly, - 10 to social checks

Tone Deaf – Character is under the delusion that they are great at singing or playing an instrument and will be more than willing to perform (-20 Performance)

The Physical

Hearing

Bad Hearing - Character Hears thing just misinterpret what they heard, character makes Notice (Audio) checks as normal but the Gm will randomly tell them what they thought they heard instead of what they heard

Deaf - Character can't hear things, Character can't make Notice (Audio) checks, -6 to reflex rolls, immune to audio attacks and Saves

Hard of Hearing - Character has a hearing problem, -20 to Notice (Audio) checks

Seeing

Blind - Character is blind, Character can't make Notice (Visual) checks and suffers -6 to hit and reflex saves, Immune to Illusions and Visual Will saves

Color Blind - Character cant see colors, The Gm describes things to them as grey giving them a -10 to identify the objects at times

Far Sighted - Character has trouble reading things up close, -5 to Forgery, Navigate and Decipher Script

Missing One Eye - Character is missing an eye, -10 to Notice (Visual) and search checks

Near Sighted - Character has trouble seeing things at a distance, -20 to Notice (visual) checks

Visions - Character is prone to see things that don't exists at times, random Will save DC 20 vs. seeing things

Speaking

Lisp - A Person with a lisp suffers little in the way of damage because of this flaw. This does however cause a -2 to social rolls.

Loud Boor - Similar to the Jerk Quirk the Loud Boor is very much in line with getting what he wants. This time though the Boor wishes for attention. Someone with this quirk will do what they can in order to get attention even if it means screaming or yelling being obnoxious or trying to one up anyone around. This trait lands a 5% penalty roll as well on social skills and a -1 penalty on first impressions.

Loud Talker - Character is very loud when they talk making it easy to hear them, +5 to Notice checks to hear character speak, -5 to Stealth (Quite)

Mute - Character can't speak, +20 to Stealth (Quite)

Odd way of speaking - Character adds a weird saying or word at the end of their speeches, No in game element other then the player should play this out

Quite Talker - Character is very quiet when they talk making it hard to hear them -5 to Notice Checks to hear character speak +5 to Stealth (Quite)

Slang Slinger – The way you speak is odd and difficult to understand at times (-5 Social rolls)

Stutter - Character stutters / slurs their speech, -5 to social rolls

Looks

Ageism - You are much older or much younger than your peers, -5 to Bluff Checks

Albino - People with this flaw have very light skin and white hair due to lack of pigmentation in their skin in hair. This also results in pink or blue eyes. Albinos burn easily in the sun as well as have difficulty seeing in bright lights. This gives them a -1 to rolls if they are not shaded during the day.

Big man - Character's body is larger then normal, Character is one size category larger then their race

Disgusting - Character is visually ugly, -10 to social rolls, More severe cases face can cause Fear checks DC 15+



Freak Body - Character has a weird appendage or look to them (I.e. scaly skin, a tail or such), - 5 to social checks, -5 to disguise checks

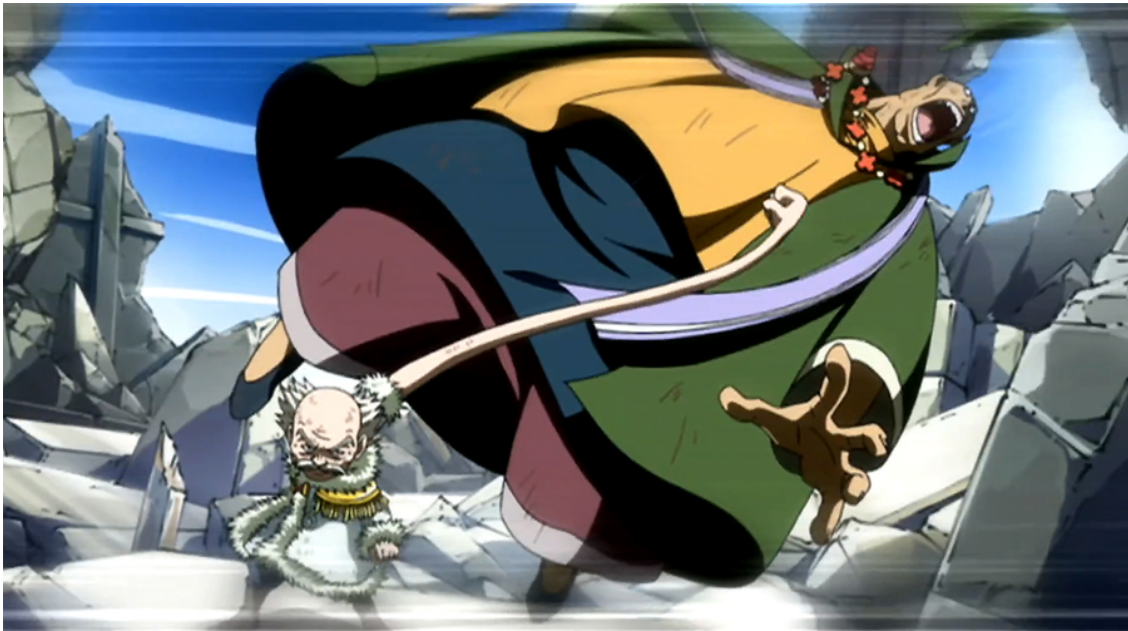
Funny Hair do - Character has a weird or odd hair do, -5 to social rolls

Going Bald - Your character is going bald. Because of this there is a 2 point penalty to social rolls

Hairy - The character has an unusual amount of body hair. Males with this flaw have a very hairy back and have the ability to grow a beard regardless of race. Females have a noticeable moustache -2 to social rolls if not treated.

Marked - You have a mark that makes you easily spotted, -5 to disguise rolls

Petite Body - Character's body is smaller than normal, Character is one size category smaller than their race



Prematurely Gray- Character has gone gray early in life -1 to social rolls.

Scared Face - Character has a badly scared face, -5 to social rolls, -5 to disguise rolls

Ugly - Character is visually ugly, -5 to social rolls, More severe cases face can cause Fear checks DC 10

Wanted Poster - You have the misfortune of having the same face as a person that is a known criminal, +2 To Reputation (Bad) -5 to Stealth checks

Movement

Awkward - your clumsy and have a hard time doing things, -2 to Reflex Saves and random reflex saves DC 15 vs. Trip

Limp - Character walks with a limp, -10 ft in Movement

Missing Leg / foot - Character is missing a leg or foot, -10 ft in Movement

Trick Knee - The character has a bad knee and can have it go out at any time leaving them with a DC 18 Reflex save to stay on their feet as well as the loss of a combat round if this is to happen in battle. The GM determines when the knee gives way so be weary.

Arms

Butter Fingers - Character is clumsy when handling things, Randomly character must make reflex save DC 20 vs. dropping items in hands

Missing Thumb - Character is missing one of their thumbs, -2 to hit with weapon attacks

One Arm - Character has lost their arm or hand at some point, can't take the two weapon fighting feats

Medical

Addiction (Stage 1) - Character is addicted to a Drug, Character must make a Will save DC 15 + (increases each time the drug is used) to use it if they need it or not

Addiction (Stage 2) – Character is addicted to a drug so severely that they will suffer pain of withdrawal the longer they go without it they must make a Fort save DC 15+ (amount used) vs. Temp CON damage of 2

Addiction (Stage 3) – Character is so addicted to a drug its long term effects have started to damage the body with long term effects (see drugs chart)

Alcoholic (Stage 1) – Character is hooked on Alcohol they must make a Will save vs. taking a new drink this urge is above all other tasks if failed when in the presence of Alcohol.

Alcoholic (Stage 2) – Character is so hooked on Alcohol they have harmed their CON Score, -2 CON

Allergies (Stage 1) - suffer sneezing fits DC 20 Fort which cause character to lose one action a round

Allergies (Stage 2) - You are weak to a certain thing, it cause ether a poison effect 1d6 damage a round till treated on a Medical Check Dc 20

Anemia - Character is prone to fainting and bleeds easily, Character randomly has to make a Fort roll DC 15 vs. fainting also when hit for bleed damage character bleeds out at double the rate

Anosmia - People with anosmia have no sense of taste or smell This is mistakenly believed to be an advantage by some as it permits them to enter areas with extremely strong odors that would repel others. The main problem is that the individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. -40 Craft Cooking, - 40 Survival, +5 Fort vs. Sickness

Asthma - Character has difficulty doing stressful things at a prolonged time, can't take Endurance feat, +5 Fort DC when doing stressful things for long times

Body Odor – Your body gives off a horrible stench repulsing others from around you – 2 to all social rolls, people around you need to make a Fort save DC 15 vs. sickness

Chronic Nose Bleeds - Anyone with chronic nosebleeds gets them often and should keep items handy just in case. A Simple Healing check is all that is needed to stop them due to the problems people suffer 1hp lost every other round for an active nose bleed. Nose Bleeds occur at random times according to the GM.

Cursed Body - You have been given some power at a great price, Gm creates a unique advantage you gain along with the cost you pay for it

Hyperactive – Character is quick to jump into action and charge into battle but is easily bored and often in dull times will sleep if interesting things can't be found. +2 To Initiative Will DC 15 vs. Boredom

Incurable Disease - Character has a disease that they have no know cure, GM creates and decides if disease could ever be cured and what effect it has on the player

Irritable Bowel Syndrome - Character must make regular long trips to the bathroom, -5 to social rolls

Jumpy – Character is Jumpy at things and is easy to scare (DC 15 Will save vs. Fear)

Migraines - An individual with this quirk has Migraines at the rate of around one per week. The Character is unable to function well during these periods and must rest a day to relieve the Symptoms or they will continue until this happens. If trying to function with a Migraine a character takes a -20 penalty on skill checks as well as a -1 on all d20 rolls.

Paranoia - Character fears actions of others or events they will take measures to avoid contact of people and events

Sterile - While this might be considered a boon to lecherous types fearful of long term consequences of their debauchery they will never be able to produce heirs without magical aid.

Weak Constitution - Character is prone to easily get sick, +10 to the DC rolls vs. Poisons or disease

Weak Stomach - You have a hard time eating without getting sick, Fort save DC 15 vs. Vomit -10 to social rolls at eating in a group

The Weird

Accident Prone – Character has to make random Reflex Rolls DC 15 vs. causing Chaos events, these events can bring harm or damage to the player or others around them.

Animal Antipathy - Certain animals do not like the character and will attack any character with this on sight. The animal type is determined by the GM.

Bad Family Name - You come from a well known / hated family, -5 to social rolls

Bad Luck - Character seems to have bad luck happen to them often, When a GM must choose who gets attacked or such they must consider the characters bad luck and giving them double the chance then the others at it effecting them

Bad Name - character's parents weren't thinking when they gave them that name, -5 Diplomacy checks

Bad Sense of Humor - Character tells really bad jokes that no one likes, jokes require a DC 15 Will vs. enrage to those that hear it

Close Talker - This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation he tries to be within one or two feet of his audience. This gives a 2 point penalty to interaction rolls.

Cold Heart – Characters with this defect are unaffected by Barbic Music (unless the bards can effect Constructs)

Dark Past - Character has had issues in the past that shaped them to act the way they do now, Its up to the GM what the issues where and how they shaped the character it could be a mental issue, physical issue or even a development of theirs

Debt - Character owes a large amount of money, GM chooses how this effects them when buying stuff or dealing with merchants

Dependant Family - Family is dependant on you to give them aid ether money or actual help, GM chooses if they have family follow or just keep mailing them for help

Elemental Chaos - Your character is unstable when it comes to elemental attacks / environmental conditions (I.E. its hot or cold) and takes a -2 to all attack rolls and -20 to all skill rolls.

Elemental Weakness - Your character is particularly weak to an element taking 2x normal damage normally taken.

Enemy - Character has made a powerful enemy that is seeking revenge, GM creates a character that is out to defeat and/or kill the character

Gay - Character is fond of people of the same gender as themselves, No in game effect

Haunted - Character sees ghosts and/ or is constantly bothered by them, No in game effect other than the GM can pester the player with something only they

Hunted - You are being hunted by someone for some reason, Gm creates random bounty Hunters and sends them after you

Involuntary change - characters body changes randomly for some odd reason, GM choice on what causes that action and what reverses it



Miserly - A miser finds it nigh impossible to justify spending even a mere copper piece on anything that isn't absolutely essential. This goes far beyond the ridiculous notion of spending money for someone else's benefit. The miser doesn't spend money on personal items unless they contribute directly to his obtaining more wealth.

No Sense of Humor - jokes don't effect you at all, no in game effect other than they are just a kill joy of jokes

Owned - Character was a former / current slave, GM chooses how this effects them, Social rolls in high social areas is -5

Skeleton in the closet - Character has a deep dark secret that they want to keep that way, Character must do things to protect this secret from coming out the GM has to decided what kind of penalty is made if they fail to do so

Superstitious - Characters who are superstitious feel they can control what happens to them by avoiding certain action or performing certain rituals. These people put a lot of faith in luck.

Rival - Character has a person from their past that seeks to be better then them at what they do, GM creates a NPC that will randomly challenge them to battles or contests

Red Tape - Character has a massive amount of paperwork involved in doing basic things, GM chooses what happens if they don't do the paperwork involved with the basic tasks they have to do

Wears Drag - Character goes around in cloths of the opposite gender, -5 to social rolls

Magic System Types of Magic

<u>Caster Magic</u>		
Absorption Magic	Fairy Magic	Reflector
Aera	Figure Eyes	Sand Magic
Air Magic	Fire Magic	Seith Magic
Air Space	Purple Flames	Shadow Magic
Wind Magic	Rainbow Fire	Shikigami Magic
Amaterasu Magic Seals	Gravity Magic	Sleep Magic
Animal Possession	Gravity Change	Slot Machine Magic
Archive	Hair Magic	Slowing Magic
Black Arts	Heavenly Body Magic	Snow Magic
Death Magic	Heavens Eye Magic	Solid Script
Dispelling Magic	High Speed	Sound Magic
Living Magic	Ice Magic	Stone Eyes
Body Restriction Magic	Illusion Magic	Telekinesis
Bullet Magic	Jutsu Shiki	Tear Magic
Chain Magic	Legend of City	Telepathy
Concealment Magic	Light Magic	Teleportation Magic
Crash	Lighting Magic	Thought Projection
Curse Magic	Magic Drain	Transformation Magic
Dancer	Maximum Defense Seal	Flattening Magic
Dark Ecriture	Memory Control	Iron Dog
Darkness Magic	Mimic	Take Over
Demon's Eye	Mirror Magic	Titan
Disassembly Magic	Muscle Speak	Copy Magic
Doll Play Magic	Needle Magic	Water Magic
Earth Magic	Nekousoku Tube	Wave
Egg Magic	Organic Link Magic	Web Magic
Molding Magic	Palm Magic	Wool Magic
Ice-Make Magic	Polygon Magic	Writing Magic
Wood-Make Magic	Possession Magic	Vehicle Magic
Memory-Make Magic		

<u>Holder Magic</u>		
Angel Magic	Guns Magic	The Knight
Athletic Magic	Human Possession	The Gunner
Card Magic	Nullification Magic	Ring Magic
Celestial Magic	Orient Solid Script	Smoke Magic
Charm	Perfume Magic	Sword Magic
Command Magic	Pict Magic	Urumi
Dog Whistle Magic	Plant Magic	Ushi no Kaku Mairi
Edolas Magic	Regulus	
Fortune Telling	Requip	
Guitar Magic		

Lost Magic		
Arc of Time Arc of Embodiment Dragon Slayer Fire Dragon Slayer Iron Dragon Slayer Sky Dragon Slayer	Lighting Dragon Slayer Poison Dragon Slayer God Slayer Flame God Slayer Sky God Slayer	Great Tree Arc Human Subordination Maguilty

Other Spells		
Abyss Break Bind Snake Changeling Fairy Glitter Fairy Law	Fairy Sphere Grimoire Law Ground Shattering Wave Magic Sword Moon Drip *	Self Destruction Spell Unison Raid * Urano Metria Cosmic Beam

* Rituals require many users to cast over time, Unison is a combining of magic power.

Each Player Starts with one Magic Type (above lists that are approved by the GM). With points the player creates a spell to use in the game from that magic type.

It costs points to buy a spell at the start of a new character 1 point per the power of the spell. At the start of a game players can't get beyond a Moderate spell and are limited in spending a total 10 points in spells if the character is level one, or 1/3 the points if the starting level is less.

Magic Force or Mana will determine the amount of spells that can be cast in a day Mana is based on WIS MOD +INT MOD + CHA MOD x level

All spells go into one of the following groups

- Defensive Spell – Spells that raise barriers or grant armor protection
- Offensive Spell – Spells that attack and do damage
- Ability Spell – Skills that perform new tasks such as flying or telepathy
- Assistant Spell - Skills that grant help to others
- Effect Spell – Spells that cause Status effects on a target
- Summon Spells – Spells that summon allies, other magics or items

On top of that each category has the following categories under it

- Simple - a weak spell that does little effectively
- Minor – a weak spell that has some bite to it
- Basic – a spell that can make a target take note
- Moderate – a spell with some kick to it
- Skilled – a very talented spell
- Major – a strong spell
- Sever – One of the strongest spells around
- Master – Legendary spells of great power

On top players can perform rituals or Combo their spells through Unison if they can match.

All spells improve as the characters level. These are indicated on the charts below with the items in brackets

Simple and Minor – every 4 levels

Basic and Moderate – every 3 levels

Skilled and Major – every other level

Sever and Master – every level

Amount of magic it takes to cast spell levels	
Simple	1
Minor	2
Basic	4
Moderate	6
Skilled	12
Major	24
Sever	48
Master	60
Ritual	20 over time with many others
Unison	same as normal spell choice

Example of Spell Catagories

Lucy's Celestial Keys	
Simple	Plue / Crux / Pyxis
Minor	Horologium
Basic	Lyra
Moderate	Cancer
Skilled	Taurus / Sagittarius
Major	Virgo / Aries
Sever	Gemi and Mini / Scorpio
Master	Loke / Capricorn / Aquarius

Defensive – level up increase time of spell, power of spell determines protection amount

Offensive – level up increase # of Dice, power determines DC's / how it hits

Effect – level up increase the DC of spell, power increase damage / time of spell

Summon – level up increases time of spell, power determines strength of ally

Assist – level up time, Power increases increase # of dice / bonus number

Ability – level up increase time of spell, power determines how powerful ability

(notes in brackets below are what the increase is for that power as the character levels. Some spell like Effects or Offensive can have lower levels bought at a higher price to do greater damage per level, increase the DC or the attack type. One can only increase the spell not decrease.)

Level power applies to all

Defensive	Power	Rounds
Simple	+1 / AC Bonus/ Self	1d4 every 4 lvl
Minor	+2 / AC Bonus/ Target Touch	1d4 every 4 lvl
Basic	+3 / AC Bonus, DR Bonus/ Group 30'	1d6 every 3 lvl
Moderate	+4 /AC Bonus, DR Bonus/ Wall 30'	1d6 every 3 lvl
Skilled	+5/ AC Bonus, DR Bonus, Resistance / Group 60'	1d8 every 2 lvl
Major	+6/ AC Bonus, DR Bonus, Resistance / Wall 80'	1d8 every 2 lvl
Sever	+7/ AC Bonus, DR Bonus, Resistance / Group	1d8 every level
Master	+8/ AC Bonus, DR Bonus, Resistance / Wall 120'	1d8 every level

Offensive	Power	Damage
Simple	DC 13 / Auto hit target	1d4 / 4 lvl
Minor	DC 16 / Ray 30'	1d6 / 4 lvl
Basic	DC 19 / Ranged 60'	1d6 / 3 lvl
Moderate	DC 21 / Cone 30' Ray 90'	1d4/ 1d6/ 3 lvl
Skilled	DC 24 / Area 30'	1d6/ 1d8/ 2 lvl
Major	DC 27 / Cone 60' Ray 120'	1d8/ 1d10/ 2 lvl
Sever	DC 30 / Area 60' Melee Touch	1d8/ 1d12/ 1 lvl
Master	DC 33/ Area 60' Ray 200' Cone 90'	1d10/ 1d12/ 1 lvl

(### is based on if the spell requires a to hit roll if a to hit roll is needed the higher number is the damage die if no to hit roll is needed then the lower is the damage die)

Effect	Power	DC of Spell
Simple	Last 1 round/ Touch or Melee/ Poison, Daze	DC 10 + ¼ lvl
Minor	Lasts 1d4+1 round/ Ray 30'/ Sleep, Enrage	DC 10 + ¼ lvl
Basic	Lasts 1d8+1 round/ Ranged 60' or Melee/ Stun, Blind	DC 10 + 1/3 lvl
Moderate	Lasts 1d12+1 round/ Cone 30' Ray 90'/ Confusion, Charm	DC 10 + 1/3 lvl
Skilled	Lasts 1d4+1 Minute/ Area 30'/ Burn, Freeze	DC 10 + ½ lvl
Major	Lasts 1d8+1 Minutes/ Cone 60' Ray 120'/ Drain, Sap	DC 10 + ½ lvl
Sever	Lasts 1d12+1 Minutes/ Area 60 or Touch/ Paralysis, Slow	DC 10 + level
Master	Lasts till dismissed/Area 60' Ray 200' Cone 90'/ Level Drain, Stat Drain	DC 10 + level

Summon	Power	Rounds
Simple	ECL Ally Level 3/ +1 W/ +1 Arm	1d4 + ¼ lvl
Minor	ECL Ally Level 6/ +2 W/ +2 Arm	1d4 + ¼ lvl
Basic	ECL Ally Level 9/ +1 W +A/ +1 Arm +A	1d6 + 1/3 lvl
Moderate	ECL Ally Level 12/ +3 W/ +3 Arm	1d6 + 1/3 lvl
Skilled	ECL Ally Level 15/ +2 W +A/ +2 Arm +A	1d12 + ½ lvl
Major	ECL Ally Level 18/ +4 W/ +4 Arm	1d12 + ½ lvl
Sever	ECL Ally Level 21/ +3 W +A/ +3 Arm +A	1d20 + level
Master	ECL Ally Level 24/ +5 W/+4 W +A/+5 Arm/+4 Arm +A	1d20 + level

(Plus +A = Weapon or Armor Ability, Arm = Armor, W = Weapon)

Assist	Power (All Assist Spells are Touch based)	Rounds
Simple	Skill AC or attack +1/ 1d4/ +10/ Large / Small	1d4 + ¼ lvl
Minor	skill AC or attack +2/ 1d8/ +20	1d4 + ¼ lvl
Basic	Stat +1/ 2d6/ +30 / Huge / Tiny	1d6 + 1/3 lvl
Moderate	Skill Ac or Attack +3/ 2d10/ +40	1d6 + 1/3 lvl
Skilled	Stat + 2/ 3d10/ +50 / Gargantuan/ Diminutive	1d12 + ½ lvl
Major	Skill AC or Attack +4/ 4d10/ +60	1d12 + ½ lvl
Sever	Stat +3/ 5d10/ +70/ Colossal/ Fine	1d20 + level
Master	Skill AC or Attack +5 / Stat +4/ 6d10/ +80	1d20 + level

Ability	Power	Round or Dist.
Simple	Leaping, Wall Walking	1d4 + ¼ lvl
Minor	Water Breathing, Regeneration	1d4 + ¼ lvl
Basic	Burrowing, Water Walking	1d6 + 1/3 lvl
Moderate	Phasing, Levitation	1d6 + 1/3 lvl
Skilled	Replacement, Reflection	1d12 + ½ lvl
Major	Telepathy, Displacement	1d12 + ½ lvl
Sever	Mind Sharing, Incorporeal	1d20 + level
Master	Flight, Teleport	1d20 + level

Over Channeling

Casting Lower spells at higher power the player can choose to alter a spell they have in their list and cast it as a higher spell at double the cost of the spell in mana for each power level increased this is called over channeling

Cutting costs

Spells Name It may seem like a silly thing but actually shouting a spells name makes the spell easier to cast and lowers the Mana cost down one stage. This is only allowed in the game so long as the player SHOUTS the name in game. If they don't they don't get the lower mana cost. On some like summoning (aka gate keys) a chant may be called for like Lucy shouting "Open Gate of the [Insert key name]... [Insert contracts Name]"

Once a spell is active it doesn't need to be reactivated just carried on. (Note Offensive spells don't last they have to be recast) Basically once the time of that power is up the caster can choose to continue it by expelling the mana again and the spell remains active. Till either the player drops it or their mana is used up.

Caster Magic

Absorption Magic - Absorption Magic is a type of Caster Magic that enables the user to absorb his opponent's Magic by eating said opponent. Once the opponent is digested, the Magic of the opponent is made the user's own magic; however, it is not as powerful as the original.



Aera - A Magic that allows its users to sprout large angelic wings that give them the ability to fly. While flying, the user can carry objects or people, but it is limited to only one passenger. Furthermore, there is also a time limit to how long the user can fly, as the wings disappear after the user's Magic power is depleted. The users can also change the speed in which they fly, but the faster they go, the more Magic power it consumes.

Air Magic - A Magic which gives its user the ability to manipulate the air around him/her and use it as a weapon, such as making it explode or lowering the oxygen level on a certain location. The air can also be manipulated in simple ways as using it to levitate or maintaining a giant airship, such as the Magic Bomber - Christina, in the air after being heavily damaged, however, this seemingly consumes a lot of Magic power. Like other elemental types of Magic, some users can also transform their bodies into this element. The only characters seen to be able to do this are Aria and Mystogan by turning their bodies into air to negate both physical and magical attacks or to teleport to another location.

Air Space - This magic a variation of Air Magic. Airspace is a Magic that revolves around the manipulation and control of the airspace in the environment. This Magic is invisible, making the opponent unable to see its spells and vulnerable to be attacked by surprise. This Magic can be used for offensive purposes, such as making the airspace explode, as well as defensive purposes, such as teleporting through it.

Wind Magic - This variation of Air Magic enables its users to generate wind, as well as to manipulate the wind around them at their will. Wind Magic grants them high offensive power, allowing them to assault enemies in different ways: the most prominent aspect of such Magic lies in the ability to give the wind cutting properties, manifesting it in the form of fast-moving air blades which are employed at mid-to-long range; they can also generate powerful gusts of wind to inflict blunt damage upon enemies and send them flying away, and even form hurricanes of various scales, which, in addition to their rotational power, seem to retain his wind's signature sharpness. Many of this Magic's spells seem to require special gestures which are performed with one or both hands, depending on the attack's power and magnitude. However, users also seem capable of producing minor, yet accurate, blasts without the need of moving their hands. Users can also employ the wind on themselves, using it to levitate and traverse over long distances, as well as to cover themselves in an armor of wind, boosting both their offense and defense.



Amaterasu Magic Seals - Amaterasu is a Magic in which its users perform different hand patterns to create different effects. After performing these mudras, Amaterasu's Magic seals appear, each having a different look for each formula and may also have different colors. Casting Amaterasu formulas seem to normally take a considerable amount of time to cast, but more experienced users are able to cast it more rapidly, even without the use of mudras.

Animal Possession - Animal Possession is one of the many types of Seith Magic. It allows the user of this Magic to confine the souls of animals into his/her body, or parts of his/her body, and then use them in battle. When the user summons the soul of a confined animal into one of his/her body parts, said animal's soul covers the certain body part in an aura in the shape of that animal.

Archive - Archive is a Magic that allows the user to convert information into Magical data that can be stored, enabling the user to gain access to previously stored information such as Magic and possibly even historical records and people's profiles that the user may or may not be aware of themselves. The concept behind Archive Magic came about just recently, contributing to its rarity.

Black Arts - The Black Arts are forms of Magic that have the capacity to manipulate life. Not much is known about them, but it is said that a wizard using the Black Arts can bring forth calamity. Zeref has been said to have used the Black Arts in order to make the world a darker place for years.

Death Magic - Death Magic is a Black Art Magic which gives its users the ability to cause any living thing around them to die. Sometimes this magic is uncontrollable, causing it to burst out randomly, killing anything within a certain radius around the caster. However, when the weight of life is forgotten and the user fails to care about people's lives, it allows him to fully control the Magic at his will. Certain things can protect people from this spell such as Natsu Dragneel's scarf.

Dispelling Magic - This Magic allows its users erase the effect of Magic spells.

Living Magic - It is a type of Creating Magic that allows the user to bring life to their creations. They can create different creatures from inanimate objects. Occasionally, the user has to perform different techniques or preparations in order to cast a Living Magic spell. The caster can give his/her creations distinct appearances, personalities, and abilities. Some given abilities can include Magic. In most cases, the caster is able to control their creations, though sometimes, if the Magic is used too long, the situation reverses. Multiple creatures can be created simultaneously. In the "Book of Zeref", there are spells written inside on how to use Living Magic.

Body Restriction Magic - A form of Magic which allows the user to prevent the affected target's body from moving, effectively paralyzing them. While the mechanics behind such Magic are unknown, its known users were shown nearing Lucy Heartfilia and making physical contact with her before she had her movements restrained, hinting at the requirement of direct physical contact with the target for the paralyzing effect to work.

Bullet Magic - The user mimics the shape of a gun with his/her hands and creates Magic spheres in the air around his/her hands from where the user fires Magic bullets in rapid movement. These Magic bullets are powerful enough to pierce through flesh. Hades is capable of performing the attack with both hands simultaneously, as if he is "dual-wielding".

Chain Magic - This Magic allows the user to shoot long chains from their hands, complete with grappling hooks at the ends. They can be used in combat by launching the grappling hooks through enemies. After they have been caught, enemies can also be slammed into objects (such as trees, the ground, boulders, etc). However, these chains are breakable as seen when Erza broke them using her sword to free Natsu. Hades can use this Magic in conjunction with Amaterasu Seals and his Bullet Magic.

Concealment Magic - Concealment Magic is a type of Magic which allows the user to hide peoples and things, and prevent them from being sensed. It also allows the user to trap people inside the hidden thing or place using runes, preventing them from escaping it in any ways. People in it can see people outside, however, they cannot be heard or seen.

Crash - It is a very advanced Magic that smashes everything that the caster comes into contact with; if the person is unfocused, he/she may unintentionally destroy objects such as houses unintentionally. When used against an opponent to effect, this Magic can send the person flying several meters with incredible force. Naturally an offensive Magic, Crash does have other capabilities too. It can be used as a sort of deflective barrier, sending an attacker flying back, or simply breaking apart the actual earth, then manipulating it by flipping it upwards in the air. Bluenote claims that Crash is also capable of nullifying others' Magic.

Curse Magic - This Magic allows the user to break the bones of his opponent. It is apparently difficult to use as it took one Mage 10 years to master it, but before he could cast it, he was defeated by the younger Vanish Brother in one hit.

Dancer - This Magic allows the user, through the power of dance, to increase the fighting capacity of allies within a 10-meter radius around himself. The user can also decrease the power of enemies.



Dark Écriture - It is a Magic that allows the caster to write runes, sometimes without a writing tool such as a pen or a quill, for various types of effects. Essentially, the spells used for this Magic work only on what the caster writes with it; in other words, what they write goes as follows, making it a sort of "rule" in using Dark Écriture.

The properties of the magic is centered on the writing of the runes; however, if rewritten correctly, the effects will change. The runes can be written on an object, person, or even in midair for the effects to take place. The runes can be written for different purposes, such as traps, and offensively can be cast upon an opponent to inflict either physical or mental injury. The caster can also conjure an element for usage of this Magic, like poison. Death is also a possible effect. However, simple usage of this Magic that is convenient for the user, such as teleportation or flight, can also be used. Another type of spell is actual transformation, in which the caster is able to transform themselves and be granted a different appearance, even strength.

Darkness Magic - This Magic allows users to manipulate and control destructive dark Magic. This Magic has a physical form used for destroying objects, blocking enemies' attacks and picking up things. The color of the Magic varies between different users (red, purple, black, green, etc). Users typically shape their attacks into the form of ghostly apparitions, which they can use in various attacks such as tornadoes and pillars. Ghosts can even be used to strangle enemies. Because of the very malicious nature of this Magic (which tends to complement the sinister nature of its users), it is known to make people physically ill and cold. Like other elemental Magic, this Magic includes body transformation. This is only witnessed with Simon, who controls the darkness and shadows in the area to engulf his entire vicinity into pitch-black darkness, including himself. In nature, Darkness Magic is weak against Light Magic. Makarov used his light-based spells against Jose's darkness spells and defeated him without difficulty. It is unknown if there are any Magics weak to darkness.

Demon's Eye - This Magic is based on the use of the caster's right eye, which is usually covered by an eye patch. This magic has to be "awakened" in order to activate its yet unknown effects. It's use prompts the caster's hair, beard, mustache and eyebrows to jut out, and releases a vast amount of Magical power around. Through the use of it, it is claimed to show his opponents the depths of magic which is a realm that even surpasses their imagination. It is also stated to be a way for the caster to reach The One Magic world with Zeref's awakening. According to Rustyrose, all of Hades' Magic Power source, including this magic comes from the Devil's Heart in the Grimoire Heart's battleship. The caster can stop using this magic by just closing his right eye again.





Disassembly Magic - A Magic which allows users to disassemble and separate their targets. The effect of the Magic seems to be different if it is used on a living target than on a non-living target.

Abiotic Target

Used on a non-living target

The user makes a net-like pattern which runs straight through whatever it touches. The target is then separated into cubes. The object, however, does not lose its properties, as when fire is disassembled it will eventually burn out.

Biotic Target

Used on a living target

The user makes a net-like pattern which runs straight through whatever it touches, tangible or intangible. However, instead of being destroyed, the living target split apart and reduced into small, doll-like versions of themselves. This spell doesn't cause permanent damage since the victim will return back to normal after a while. Gildarts has also shown the ability to reconstruct the victim by motioning at the disassembled person.

Doll Play Magic - This Magic allows the user to take control of any object, including Celestial Spirits, except for humans. The user can even cancel out the Celestial Spirit Mage's recall of the spirit since both the spirit and the user need to be in agreement for it to happen. However, a spirit's gate can still be force closed. When the user takes control of Celestial Spirits, it seems that the user can only take control of their bodies, not their minds.

Earth Magic - Casters use the earth around them to attack or defend, giving Earth Magic users a great deal of flexibility when using their Magic. Skilled users can manipulate the physical properties of earth, such as making sand as hard as metal, creating iron-hard rock pillars from the ground, or even bending the ground at will and turning it into a liquid form. Earth Magic also enables a user to literally dive into the ground (be it rock, concrete, or metal), using their hands or feet, and tunnel through it. Earth Magic is a strong magic and is immune to Water Magic.

Like other elemental Magics, some users can also transform their bodies to earth to traveling through solid obstacles and underground. In the manga, Jura's arms appear to turn into rocks, although it is unknown if this transformation is caused by Earth Magic or advanced Transformation Magic.



Egg Magic - It is a Magic that allows the caster to summon eggs, primarily from their mouths, for various effects. However, primarily it is used for offensive attacks that are generally blunt. The shape of the eggs can be transformed into something similar to fists. As with normal eggs, they can be cracked open and eaten. The number of eggs that can be summoned appears to be limitless, as the caster can summon dozens without problem. The actual strength of an egg is not always consistent; it can be strong enough to moderately, or seriously injure an opponent, but also weak enough to be easily destroyed with a hot fire.



Molding Magic - Molding Magic allows the users to mold or create something through concentrating their magical powers on their hands, like an element, into different shapes or form. If the user uses both of his hands in molding an element, he/she can create an accurate form of his/her element. Casting one-handed is easier but is less a less stable form of molding and results in less powerful creations. Currently, there are only three known types of Molding Magic: Ice-Make, Wood-Make, and Memory-Make. Molding Magic has different elemental form, it depends on the creation, creator or the mastery of one's spell. Ice and Wood are being use in sculpture, molding is one of the basic form of art, even though they're both different they are one of the way in creating something from basic to extraordinary.

Ice-Make Magic - This is a type of Molding Magic which utilizes the element of ice. The user can create a variety of objects out of ice to be used for offensive, defensive or miscellaneous purposes. Outside of combat, the user can also change their surroundings using ice, such as covering the ground with ice. The ice also can be used as wound dressing, stanching bleeding and preventing the swell of an injury.



There are currently two known types of Ice-Make Magic. The first one is called Static Ice-Make. This type of Ice-Make is characterized by the creation of inanimate objects, such as weapons, or by affecting the environment around them. The second type is called Dynamic Ice-Make. This type of Ice-Make focuses on creating animated ice sculptures, usually in the form of animals. Dynamic Ice-Make is said to be cast quicker than Static Ice-Make.

Wood-Make Magic - Wood-Make is a type of Molding Magic, which involves the utilization of wood. The user can create a variety of wooden objects to be used for combat. The user can also create sculptures as well as other non-combative objects. Users of this Magic can create more than one wooden object at a time allowing the user to defeat more than one opponent with one Spell.

Memory-Make Magic - A Magic which grants the caster the ability to manipulate memories. It also gives the user amazing memory capacity, being able to memorize opponent's heart beats, footsteps and Magic. The caster can also create "memories" of themselves which are similar to holograms. However unlike Ice-Make or Wood-Make, the caster does not need to place their hands into complex positions but merely places their fingers on the temples of their heads as a focus point. According to Mavis Vermilion, this Magic is ancient.

Fairy Magic - A form of Magic which allows its user to produce a peculiar substance from his/her body, this being thin, light and shiny dust. Such matter is placed under the user's control, with him/her being able to manipulate it as he/she wishes, making it float in the air in wide arcs. Through its use, the user is capable of carrying out a variety of Magic attacks. The dust is shown to possess explosive properties, with a relatively small amount of it being capable of producing fierce explosions at the user's will; in addition, larger amounts of it can be shaped into objects of various size, again usable for offense.

Figure Eyes - Like his teammates, Bickslow possesses a special Eye Magic which allows him to turn anyone who looks into his eyes into dolls, allowing him to control their souls. The Magic imbued in his eyes appear to be constantly active, which may be why he needs to conceal them with his visor to prevent turning even his allies into dolls. When he releases his powers, a green aura appears around him. Bickslow states that his Seith Magic and Figure Eyes are the ultimate combo. The only known people to have defeated him using these two powers are Lucy Heartfilia with Loke.



Fire Magic - A form of Magic that revolves around the use of fire, allowing the caster to conjure, manipulate, and control the element for various purposes. The caster can change the properties of this magic such as its "form", allowing it to take shape as a gas or solid element. The color of this Magic can also change, ranging from purple, red, and yellow. Fire Magic can also work in a similar fashion to explosives. The caster is able to conjure this element from various parts of their body or from the nearby surroundings, though it is possible for weapons to use fire as well.

Purple Flames - This Caster Magic is a variation of Fire Magic that allows the caster to create a specific purple fire, one that cannot be extinguished by wind or water. This Magic can have the affects of a solid attack, rather than gas like normal fire. The caster can conjure this type of fire through various parts of their body, such as their arms. This fire can be used in many ways such as binding, being able to trap dozens of Phantom Lord guild members; offensively, Purple Flare can be used in a similar manner as bullets or beams.

Rainbow Fire - A variation of Fire Magic in which the user creates flames with a variety of colors, with each color having a particular effect or property. For example, the user can create a blue flame which is cold, an orange flame which is smelly, a purple flame which can stick to objects, and more flames. This Magic also allows the user to control other flames, giving the user an advantage over other Fire Magic users. However, if the opponent has complete mastery over their fire, then the user's pyrokinesis would not work against the opponent's flame.

Gravity Magic - The user can control gravity by increasing or decreasing the gravity of anything around them. This Magic is strong enough to crush the ground, people, and even other Magics. The users can also use this Magic to suspend other people and objects in midair, or fire the Magical energy as a concentrated beam at the target.

Gravity Change - A Magic that allows its users to change the gravity of a person, either themselves or someone else. Users can lower the target's gravity, enabling them to walk on walls, or raise the target's gravity, rendering them incapable of moving.

Side Effects

It is unclear at this point, but it seems that when the effect of this Magic wears off, it causes the user to look thinner.

Hair Magic - It is a type of offensive and defensive Magic that involves the manipulation of the caster's hair, allowing them to lengthen and transform it for attacking their opponent. The caster is able to control their hair freely and use it for various purposes; apparently, the strength of the hair can also be manipulated to something much stronger, for usage such as binding a fully-grown person. Simple techniques include using one's hair to absorb liquids, though apparently not oil as it "damages" the texture, and even as a simple weapon for blunt attacks. More advanced Mages, even by tunneling it through the ground, can grow their hair or even reduce it in length, within a matter of seconds without difficulty and even raise the temperature to make it hot enough to burn one's skin, supposedly permanently. Another use of Hair Magic is actually transforming the shape of it; the caster's hair can be transformed into something simple as a Guild mark or as complex as a live animal, namely a beast.

Heavenly Body Magic - It is a powerful form of Magic that allows the caster to use the properties of many astronomical objects and other life-forms for battle, preferably in offense. The properties of Heavenly Body Magic rely primarily on astronomical objects like meteors or the generation and manipulation of the stars' energy of stars from their own body. The caster can create powerful light blasts or beams of high destructive power at their opponents. Light is not the only substance used, however. The caster is also capable of using the power of gravity against the opponent for destructive usage; the strength can be comparable to the effects caused by a crushing meteor.

The use of such Magic can be used to enhance the caster's own skills drastically for various purposes, such as shrouding them in Magic that can increase their speed significantly. However, it appears that the caster requires a special outfit to wear in order to manipulate the Magic for such a purpose.

Heavens Eye Magic - Heavens Eye, as the name suggests is a form of Eye Magic which helps the user locate an enemy no matter the distance and can even give the user the ability to see through solid objects. Hoteye combines this with his Earth Magic to first locate his enemy with Heavens eye then attacks them with his Earth Magic to defeat his enemies.



High Speed - It is a type of Caster Magic that allows the caster to move at extremely fast speeds. However, despite the Magic's properties which is to increase the caster's speed, the Magic apparently cannot defend against any Magic used to intentionally slow the caster down. When used in combat, High Speed can be very efficient as it increases the caster's moving pace to one high enough where simple melee attacks can have great power.

Ice Magic - Ice Magic allows the user to manipulate or create the element of ice. Little is known about Ice Magic, as there have only been a few spells used thus far, such as Iced Shell, which requires the user to give up their body and transform into ice.

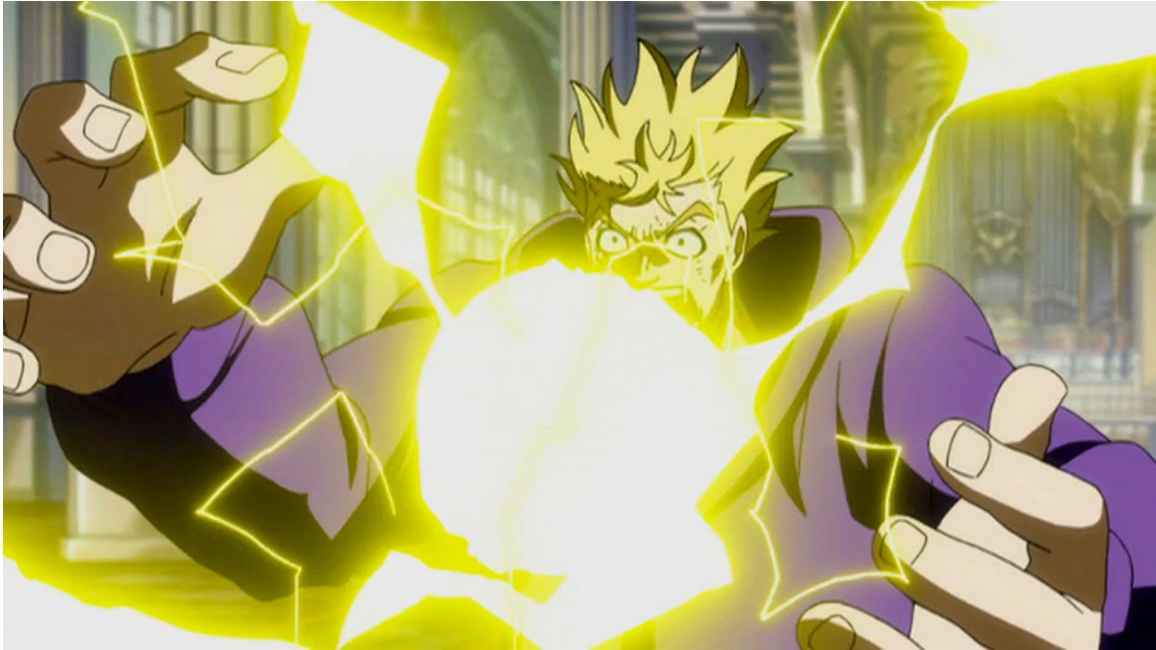


Illusion Magic - A form of Magic that revolves around the use of illusions, allowing the caster to create illusions that deceive even respectable Mages such as Wizard Saints and Magic Council Captains. The user can also determine who sees and hears the illusions and who doesn't. The Magic has a large extent of targets, as seen when Iwan Dreyar was able to trick the whole audience of the Grand Magic Games into seeing a false fight between him and Laxus, as well as hide him and other Raven Tail Mages.

Jutsu Shiki - A magic in which the user is able to create barriers in certain areas by surrounding it with Magic Runes. Those who steps inside these runes will be trapped and will be forced to obey the rules that the user set up beforehand. Due to the nature of this power, it is more suited as traps rather than actual combat spells, in addition, it also takes a lot of time to cast. The spells Freed uses can be erased by rewriting them.

Legend of City - A Magic that allows the user to collect wandering souls within Magnolia Town, and use them for combat. However, if the user steps out of Magnolia even for one step, they must recollect all the souls again.

Light Magic - It is a Magic in which the caster is able to manipulate and utilize light in various ways. Occasionally, a certain technique, usually involving the hands, is used to cast a Light spell. When used for offense, the Magic can take the form of a sphere-like object that can be ejected at the opponent or as a beam that can be blasted. Light can also be emitted from the caster's body; depending on the brightness or heat that the light emits, it can be capable enough to blind an enemy or cause the surroundings to explode. Light Magic can also be manifested for multiple usage in defense.



Lighting Magic - An Elemental type of Magic that relies on the use of lightning and electricity. Users of such Magic can create these elements from their bodies and manipulate them. However, unlike other types of Elemental Magic, users of Lightning Magic seem capable of also generating their elements from locations away from them, be it from the ground or the sky. Lightning attacks work by electrocuting the opponents to various degrees, and there are spells said to be capable of completely pulverizing enemies, due to the extremely high voltage of the electricity employed in their use. Because of the high amounts of light produced when it's used, lightning can also serve the purpose of momentarily blinding opponents.

Much like other types of Elemental Magic, Lightning Magic allows the user to turn their body into the element they control: by transforming into a lightning bolt, the user are able to avoid physical attacks, and have the added vantage of traveling around at very high speed and attacking everyone or everything they come in contact with, much like real lightning.

This is a very powerful Elemental Magic, having many avenues for usage. It can also be inserted into Magical Lacrima crystals, as seen with Laxus Dreyar's Thunder Palace spell.

Magic Drain - Magical Drain is a Magic that allows the user to copy the Magic of the person(s) he or she touches. It is unknown if there is a limit to how many types of Magic the user can copy but Velveno has been shown to be able to use three at once.

Maximum Defense Seal - Maximum Defense Seal, as the name suggests, is a defensive Magic. It involves the user creating multiple seals around them that are used for blocking an enemy's attack. However, it takes a while to complete the seals.

Memory Control - This Magic allows its users to add his existence to other people's memories. However, it works the same as Charm Magic, if the targets find out about the truth, the Magic will wear off. It is shown to be powerful as it can even fool S-Class Mages of Erza Scarlet and Mirajane Strauss's caliber.

Mimic - A Magic which allows its user to mimic another Mage's Magic and use it as if it was his or her own. This form of Magic appears to be quite peculiar, with even Fairy Tail's founder Mavis Vermilion, a spirit with tens of years of experience on her back, remarking on its rarity. The specific mechanics behind Mimic are as of yet unknown; it's unconfirmed what the user has to do in order to copy other's Magic or how many types of Magic he or she can have at his disposal at a given time.

Mirror Magic - It is a Caster Magic that allows the caster to summon and control the properties of mirrors. The number of mirrors does not appear to have a limit and multiple can be joined together, thus creating a three-dimensional object. The caster is capable of creating multiple, also separate mirrors to virtually absorb and then reflect any opponent's attacks. However, it apparently can only do so with living objects. Another use of this Magic is traps. The caster can create multiple mirrors joined together around an opponent, rendering them unable to move.

Muscle Speak - A type of supporting Magic. By chanting some incantations, the user can increase the muscle mass of their surrounding allies. However, to increase the efficiency, the Caster's body must also be well-toned. Thus, the user usually needs to exercise constantly, every day.

Needle Magic - A Magic that allows the user to manipulate his/her body structure by prompting spikes of different sizes to protrude outwards from various parts of his/her body, among which are face, arms and even hair, and similarly possessing the power to more or less drastically enlarge selected parts of his/her body, such as arms or torso, making it look like the user can bloat himself/herself up.

Nekousoku Tube - The user of this Magic conjures a Magical rope which he/she flings at the target and binds them, effectively restraining them. Also, the Magical rope constricts or stretches on the user's command. The rope can also cancel the Magic of the one it wraps around.



Organic Link Magic - This type of Magic revolves around creating link between people and Magic in various ways. The first way shown was an attack reversal of sorts, meaning if a person were to damage or destroy a specific target then the person who did the damaging would be damaged as well. Laxus used this variation for his Thunder Palace spell filling Lacrima with enormous amounts of Lightning Magic, the moment the Lacrima was destroyed the destroyer would be shocked by large amounts of electricity. The second way this Magic is used is linking your own Magic Power to an object in order to supply it with Magic Power. Oración Seis used this variation of the Magic in order to supply Nirvana with Magic Power so they could control and power it. The last known usage of this Magic is for it to serve as a bind or a seal linking a group of Mages in order to seal away someone or something. This variation was use by Brain and the other Oración Seis members serving as the seals, sealed away Brain's other personality Zero. The only way to break the seal is by defeating the Mages serving as the locks.

Palm Magic - A form of Magic that allows its user to focus his/her Magic Power in the palm of his/her hands. This significantly boosts the strength of the attacks he/she performs with the hands, allowing him/her to strike targets with great force through simple palm strikes. While noted to be a relatively orthodox Magic, it is shown to be extremely powerful and effective when employed by a martial artist focusing on palm strikes, such as Quatro Cerberus' S-Class Mage Bacchus

Polygon Magic - It is a form of Magic allows the user to separate his body into blocks, manipulating the blocks for different users. As a result, the caster is given a very squared appearance and a monotone-like voice. The convenience of this Magic is that it allows the caster to do whatever they please with their bodies when turned into blocks; for example, they can use the blocks to form together and allow the caster to appear, as if out of nowhere. The caster can shape themselves into different three-dimensional objects that they can manipulate to attack their opponents. In fact, depending on how that particular part of their body is shaped, it may even gain properties similar to the real-life object that its based on.

Possession Magic - The user creates a ghost-like apparition that approaches and then seemingly engulfs the victim, in reality entering and forcefully possessing the mind. The victim retains all memories and knowledge, and may benefit from even more knowledge, like how to use magic. However, their mind and personality becomes warped and corrupted, and can make a kind and strong-willed person into one of extraordinary evil.

Reflector - A form of Magic which allows its user to twist and distort almost anything, Reflector can affect both material things, such as metal, and airy entities, such as air and light. Such Magic possesses both great offensive and defensive capabilities: by refracting air, the user is capable of generating highly-destructive flying slashes of various size, which possess great cutting power. By twisting anything entering the immediate area surrounding him/her, the user becomes virtually immune to attacks, be them physical or Magical in nature, with every incoming spell or melee assault having its trajectory moved in order to avoid striking the user, who can even send them back at his/her foes. By refracting light, the user is even capable of generating illusions, going as far as to twist reality itself in the eyes of his/her opponents.

Reflector appears to be a very powerful form of Magic, with even Jellal Fernandes, a former member of the Ten Wizard Saints, praising it. In spite of its undeniable advantages, however, this Magic also suffers from several drawbacks:

The user is capable of twisting anything aside from human bodies.

The user can only use his/her refracting powers on a single area at a time, either around him/her or elsewhere.

The user can momentarily twist objects with elastic properties, but these will be ineffective in both restraining and harming opponents, and will eventually return to their normal state.

The illusions generated by the user refracting light won't affect individuals looking at them with artificial eyes.

Reflector being combined with Darkness Magic.

Reflector can also be used in conjunction with other forms of Magic: by employing it alongside Darkness Magic, Midnight was able to surpass the repelling power of Dan Straight's shield Ricochet by reflecting back the spell he had casted from all of his opponent's sides; he used a similar combination when pitted against Byro Cracy, drastically reducing by refraction the range of the man's Magic, notable in its ability to nullify any other form of Magic, and then assaulting him with Darkness Magic



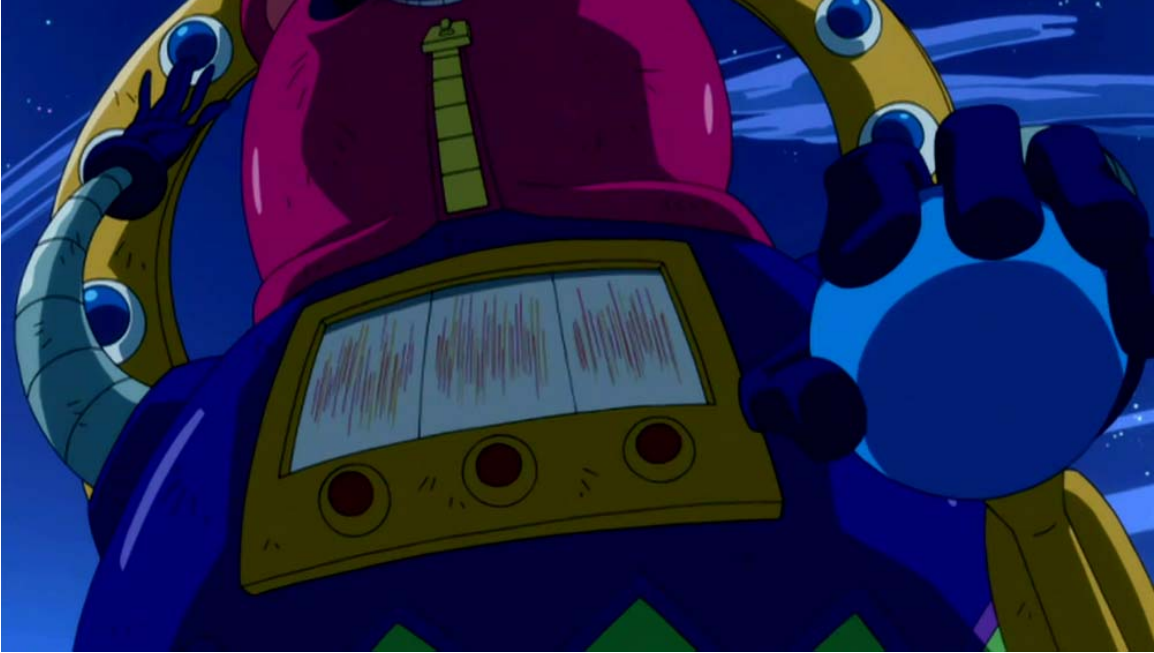
Sand Magic - The user manipulates sand, either released from his or her body or gathered from the surrounding environment, shaping it into a variety of forms for different purposes, with the most prominent so far being combat, with sand-made bullets or waves being the most common attacks. The sand seems to inflict damage due to the sheer blunt power granted it by the amount of material used each time. The exact potential of such Magic hasn't been seen yet, due to Sand Magic's users appearing employing it only sporadically.

Seith Magic - This Magic gives the user the ability to seal wandering souls into objects or bodies and manipulate them. So far, there's only been two type of Seith Magic shown in the series, both of which are used by members of Fairy Tail: Human Possession and Animal Possession.

Shadow Magic - The user can use this Magic to bend his/her own shadow to suit his/her own needs, giving Shadow Magic a great deal of flexibility. A skilled user can also merge with his/her shadow and the shadow of others, which provides a stealthy method of transportation.

Shikigami Magic - The exact effects, as well as the extent, of this Magic is currently unknown, but it allows the user to transform living objects into paper dolls. These shikigami can be used for communication over great distances. and for offense by creating thousands of dolls and sending them towards the oppoent in the form of a powerful wind torrent. On impact the torrent multiplies into smaller torrents which surround the target.

Sleep Magic - A Magic that gives the caster the ability to induce sleep on a single or multiple targets. It may be accomplished through the flick of the casters bare hand. or an item.



Slot Machine Magic - A type of Magic where the user can generate several kinds of attacks based on the results of an inserted slot machine in its body.

Slowing Magic - It allows its users to slow down their opponent. The user achieves this by employing a time-affecting Magic; with their opponent's delayed reactions, the user can move in and attack freely before the opponent has a chance to counter. However, the range of the user's Magic is limited, meaning that only people and objects within a certain range from him/her are affected by this Magic. Anything outside their range moves at its normal pace, but looks like it is moving much faster. Likewise, anything that originated from outside of the user's area-of-effect will retain its normal speed even if it enters their area-of-effect afterwards.

Snow Magic - This Magic utilizes the element of Snow. The user of this Magic can release snow from his/her body and manipulate it. The form of the snow is depends on the user, it can take the form of snowballs, blizzards or snowstorms.

Solid Script - The user makes words solid in the form of what the word was (i.e. writing "fire" would create fire) and then throws them at the opponent. In the Miss Fairy Tail contest, the only known user, Levy, has been shown to be able to turn the words into the actual substance but still maintain the actual word form. The words that she produces actually mimic the properties of the aspect they were based from. For example, Gajeel was seen being able to consume the word 'iron' that Levy supplied him to replenish his energy. Solid Script can also be used to counter similar types of Magic, as Levy has seen to be able to disrupt Freed's runes and Yomazu's Orient Solid Script skill. Levy's analytical nature and aptitude for interpreting languages have allowed her to adapt her Magic to a variety of situations. The letters written with Solid Script are written in English.

Sound Magic - This Magic utilizes sounds. The user of this Magic attacks with sounds of various intensity, which can stun his opponent or even destroy objects such as buildings.

Stone Eyes - It is a special eye Magic which allows the user to turn anyone who looks directly into her eyes into stone. Over time, those who have been turned to stone will turn to dust. She also has the power to remotely destroy the statues. This Magic only works on humans. However, if the victim has a prosthetic eye such as Erza Scarlet, then the effect of the Magic is halved, allowing the target to break free from the stone. The Magic also doesn't work on people who wear glasses.

Telekinesis - It is a type of Magic that allows the user to move things with their mind.

Tear Magic - A Magic that utilizes the user's tears. The full capability of this Magic, however, wasn't shown but War Cry stated that one can become stronger with tears.[

Telepathy - With this Magic, the user is able to talk to other people through their thoughts and converse over long distances. A strong Mage like Brain can use this Magic with a mass amount of people at once.

Teleportation Magic - This Magic allows the user to cover very large distances in the blink of an eye. It makes for an extremely fast and effective mean of transportation, and can also be used in combat, when the situation requires for fast actions.

Thought Projection - An illusion type of Magic in which the user creates fake bodies of humans by separating his maximum supply of Magic.

Transformation Magic - Transformation allows its Caster to change his or her appearance, while Transformation Magic is a deep and complex art. Basic Transformation Magic is relatively easy for Mages to learn. High-level Mages, such as Mirajane, are capable of performing this Magic easily in all of its levels. People from Edolas can also use Complete Transformation Box that contains Transformation Magic.

Flattening Magic - User can change the shape of his body and make it flat, which can be used for things such as spying. He also becomes slightly transparent which grants him more camouflage

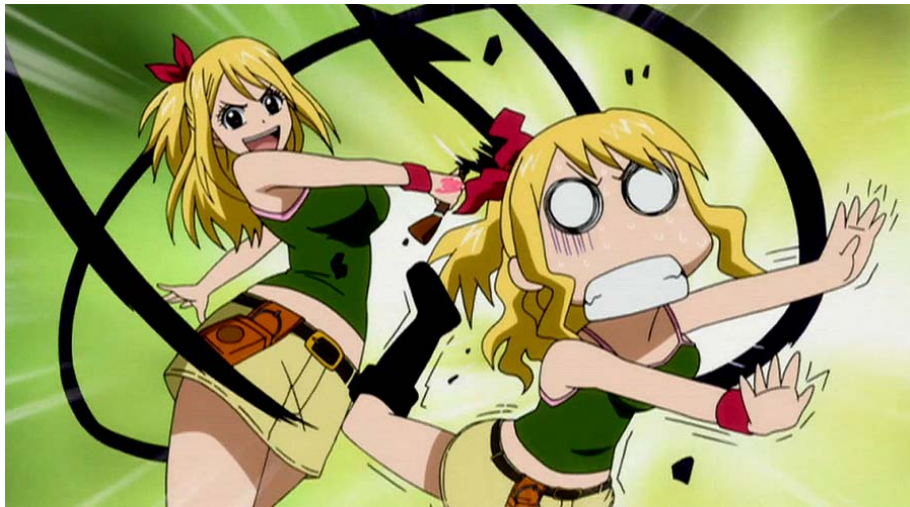
Iron Dog - A type of transformation Magic that makes the user's arm transform into an Iron Dog. However, the dog transformed can smell, bite, and eat things. For some reason, it's also quite cute to some people's perspective.

Take Over - Allows the user to take over the power (or the body, in the case of Vulcan) of a creature or person and use it to fight. It can increase the power, strength, and speed of the Caster, sometimes adding a new skill such as flying or swimming. It can only take over the power of beings that the user truly 'knows'.

Titan - When activated this Magic allows the user to enlarge his/her body to gigantic proportions, even to the size of the gargantuan Tenrou Island itself. In addition, it can also be employed on selective parts of the user's body, elongating them and making it look like the user possesses elastic properties of sort, coming in as a very versatile Magic. Titan's effects can also be transferred to other people aside from the user, as shown when Makarov could use it to grow Reedus Jonah's chest to the latter's request, in order for his Pict Magic to work better. When the user employs their complete Titan form, their muscles bulge in size, with prominent veins becoming visible (though, when Makarov first employed it, he instead gained a slender figure).

Immense Strength: As evident of their gargantuan size and increase in muscle mass, the physical prowess of Titan users is enhanced exponentially while in this state. Makarov, while using this Magic, was able to partially destroy a large airship with a single punch, subsequently damaging it further by lifting a gigantic wave with a kick.

Immense Durability: The users' physical endurance is immensely increased while in this gigantic form. Makarov was able to take the blast from Grimoire Heart's Jupiter cannon head on with only a moderate burn on his large arm.



Copy Magic - The user can transform into anyone flawlessly. Unlike normal Transformation Magic, this Magic allows the user to gain the transformed person's knowledge, Magic and their recent thoughts (if not while they are thinking about them in real time). The amount of information that the user can access is, of course, limited to the knowledge that the genuine counterpart is actually aware of, and nothing more beyond that. The transformation will hold for only five minutes, and contact must be made in order to transform. The user can only retain the capability to transform up to two people, and any more additional transformation requires them to erase the older one of the transformed forms. The user can also transform itself into a near target without touching, but this restrains the appearance of the clone to the appearance that it had last time they have contact. Other variations of this Magic just makes the user similar to the target in the terms of appearance, but powerful as it normally is.

Water Magic - A form of Magic revolving around the use of water, which is placed under the user's command, allowing him/her to control it as he/she wishes, employing such element for various purposes. Depending on its use, the physical properties of water can be manipulated to the user's advantage: large masses of such liquid are shown to possess remarkable force, being usable to inflict blunt damage upon targets by sweeping them away with water; a similar effect can be achieved using high-pressure currents, which due to their reduced size, focus the damage on smaller areas; pressure is also manipulable to a great extent, enough for when it is focused on the outer sides of the water surfaces being controlled, for the liquid to become an effective cutting weapon, acting like a real blade. Whirlpools generated on the ground by this Magic, combining rotatory force and slicing power, can easily reduce solid rock to pieces. The user is also able to erect domes of water around foes, in order to knock them out by depriving them of air.



Mages specializing in Water Magic can achieve an extra, extremely versatile avenue of usage for such Magic: turning their own bodies into water at will. Such a peculiar employment allows them to literally become impervious to both physical and Magical attacks, which merely pass through them without leaving any harm; in addition, the water from the users' body itself can be used as a medium to cast other spells related to this Magic (whereas casters unable to transform their bodies are apparently limited to using the water from the surrounding area), as well as have its properties altered, with the user being capable of making it boiling without causing himself/herself

any damage. While unaffected by most types of offense, however, Mages with a body solely composed of water are still susceptible to freezing, which can immobilize them in place and inflict damage upon them.

Possibly as a result of the liquid form granted them, the most experienced users of Water Magic can seemingly breathe underwater, at the same time being able to encase oxygen into spheres of waters for others to do the same.

Wave - A form of Magic that nullifies any other incoming Magic attacks. The user creates waves out of vibrations and can cause explosions when the vibrations hits somebody else's Magic. These waves can be thrown as projectiles, and the user also seems to be able to change the length and width of these waves. The user can also surround themselves with Wave to make a shield. While inside it, the opponent's body will be continuously zapped. While Magic cannot be used inside the Wave, it will not protect the user from physical attacks, if the opponent manages to make contact.

Web Magic - A Magic that allows the user to manipulate and create spider webs. This Magic can be used to create gigantic webs to damage the opponents. The full capability of this Magic, however, is unknown.



Wool Magic - Wool Magic enables the user to manipulate and release wool and use it against his or her enemies. The wool seems to have a relaxing effect on the ones attacked by it.

Writing Magic - This Magic allows the user to change the meaning of the text inside a book. This Magic can last for years.

Vehicle Magic - A Magic that allows its users to summon vehicles and objects related to them seemingly out of nowhere, subsequently controlling them remotely and employing their specific characteristics at his/her advantage.

Holder Magic

Angel Magic - Though the effects of Angel Magic are not completely known, it seems to, through the usage of Magical golden coins, allow the user to summon angelic beings.



Athletic Magic - By the use of Magical sandals, this Magic allows its users to increase their movements' speed and employing it not only to dodge opponents attacks with grace and ease, but also to quickly attack with a series of kicks and/or punches similar to Jet's High Speed. The Magic has been seen to grant its users many abilities that they would otherwise not have; such as the ability to spring very high into the air, and the ability to run up the side of vertical structures -and even stop on them whilst being parallel to the ground

Card Magic - An all-purpose Magic that can be used at all ranges and in many different variations. The user can summon pictures from cards, get enemies captured inside them and combine them to create many different effects. Magic cards can also be used as projectiles. It is speculated that this form of Magic can also be used for communication, tracking and making fortune predictions.



Celestial Magic - Celestial Spirit Magic is a Magic in which the user summons Celestial Spirits by opening their gates through the use of Celestial Spirit Gate Keys. These Keys are separated into two classes: the more common Silver Keys and the rarer Gold Keys. Keys for Celestial Spirits are counted in Units (collectively without regard of Gold or Silver), and a Celestial Spirit Mage is noted by how many Units they have obtained.

Charm - It makes the target of this Magic attracted to the Caster due to a hypnotic effect. For this, Bora mainly used it to capture young unsuspecting ladies to be sold as slaves in other countries. The spell can be broken if the target is aware of the Magic. The Magic was labeled forbidden by the Magic Council in the year X780

Command Magic - By using a hand-shaped wand, this Magic allows its users to take over the body of only one target. Once under the user's command, the user can manipulate the target into doing whatever they want, from attacking a person or themselves with their own Magic, to walking to a certain place the user specifies. It is the opposite of Doll Play Magic, as it only controls humans. However, the spell only affect humans thus other sentient beings, like Celestial Spirits are unaffected. However, by activating a new "movement", the Command Magic increases in complexity. The second movement can remove one's magical essence, such as Mirajane's Satan Soul, which is classified as a forbidden spell, and use that essence against them. The third movement, which is a taboo to the user, allows the user of Command Magic to insert themselves into the essence taken by the second movement and control it from within.

Dog Whistle Magic - By the use of the Microphone Staff, the user's body lets free a large amount of green sticky slime, which oozes from his clothes and quickly expands to form a large mass. The globules are described as having a mind of their own, and Earth Land Sugarboy refers to the ooze as his "Hunting Dogs". When touched, the phlegm surrounds and engulfs the person, trapping them and stopping them from being able to perform Magic. The gloop has also been shown to consume Magic, "eating" up the attacks of many Mages. The ooze has been shown to take on many shapes, such a forming a hand to pick up and throw around enemies. When the user finishes their use of this Magic, the slime has an almost reverse retreat, being sucked back into the user's clothing. After being touched by the ooze, the victim appears to become fatigued and drained of Magic power, falling to the ground in a sleep-like manner

Edolas Magic - In Edolas, Magic is not found within a person, but rather within objects such as Lacrima, which can be installed into items or weapons that can exhibit phenomenal Magic-based effects when in the hands of a proficient wielder. The effects that Magic-items from Edolas can induce are similar to those invoked by Holder-type Magic from Earth Land, if not more diverse, and can range from being able to alter their current forms or triggering an Magical effect in the environment close within their proximity.

Though some Holder-type Earth Land Magic is similar to Edolas items, the main difference between the two is that, while the user of an Edolas item relies on the stored Magic in the item in question, most of Earth Lands Holder-type Magic relies on the Magical power of the Mage. This gives Earth Land Holder Magic two advantages over Edolas items, the first being that once an Edolas Item runs out of Magic, a new power source needs to be added (much like batteries), and the second being that, the power of an Earth Land Holder item can grow as the user grows, allowing the items power to evolve.

Fortune Telling - An unusual kind of Magic that allows the user to see into the future with a certain degree of accuracy as seen when the Eisenwald member warned Gray Fullbuster about trouble with water and women.

Guitar Magic - Its abilities mostly lie in his guitar as he has shown to be able to distract his opponents with his loud blaring music as well as taking control of his opponent.

Guns Magic - As the Magic's name implies, the user loads their guns and fire Magic bullets that never miss. The bullets can vary from normal bullets to any other type of bullets, such as wind bullets, mud bullets, sunlight bullets, Magic bullets, etc.

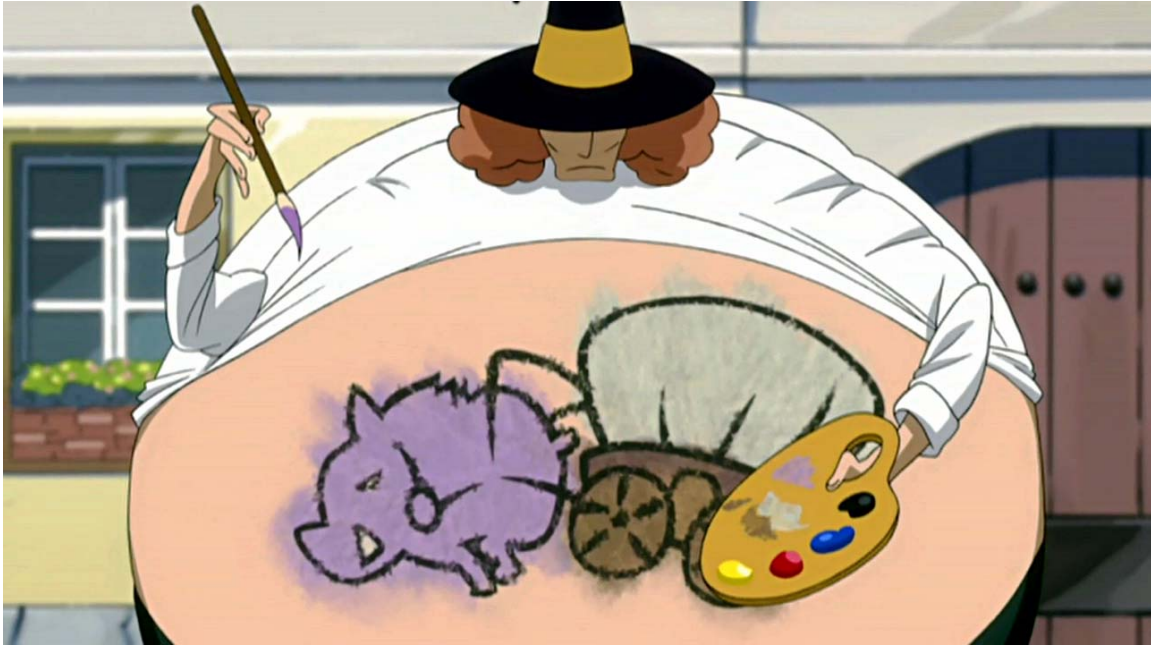
Human Possession - A type of Seith Magic that allows the caster to seal wandering souls inside objects and manipulate them as they wish. The so-called "dolls" which are produced by this union can serve a variety of purposes, such as offense, defense and even transportation. Dolls being manipulated and sending blasts at targets They are capable of freely floating and maneuvering in the air, and their main offensive ability consists of firing barrages of powerful blasts, which possess enough force to generate explosions of various sizes, particularly destructive if all dolls focuses their assaults on a single point. They can threaten and confuse foes by flying around them, as well as physically assault them by throwing themselves against targets using the momentum gained from their flight, being capable of triggering melee barrages of attacks from every direction;[5] in addition, the user is able to deprive foes of objects through their use, as shown when one doll stole Celestial Spirit Gate Keys from Lucy Heartfilia, and can combine them in different "formations" to perform particular actions, such as more powerful attacks. The souls used aren't bound to the specific dolls he chooses to insert them into, meaning that the user is capable of changing their containers at his whim: this comes in handy if, for example, the opponent does manage to incapacitate their usual container. So far, the user has always been shown controlling five dolls at a time; his standard dolls are quite small in size, appear to be made of wood, and are reminiscent of tribal totems, each possessing a colored face and little wooden wings at their sides. Aside from such dolls, the use, implanting and controlling of full size mannequins and toys has also been seen. Human Possession also grants its users the ability to see human souls, something which, according to Bickslow, allowed him to determine Loke wasn't a human long before Lucy discovered his identity of Celestial Spirit.

Nullification Magic – A Magic that allows the user to nullify the effects of other Magics.



Orient Solid Script - A Magic similar to Solid Script which allows its users to create words in the air which are transformed into various effects. Unlike Solid Script, the words that are written are in kanji. This Magic is usually preformed with a katana, however, the user can use hand motions to use the magic, as well.

Perfume Magic - User seems to use Magical perfume as his spells, carrying a belt to be used with perfume vials. This seem to be pretty useful but so far most of his spells are supportive, just like boosting his speed or healing his friends. All of his perfumes thus far are passive and somewhat cowardly. Erza has said he is a powerful Mage, however, he has yet to show his "power", but is strong enough to be the ace of Blue Pegasus.



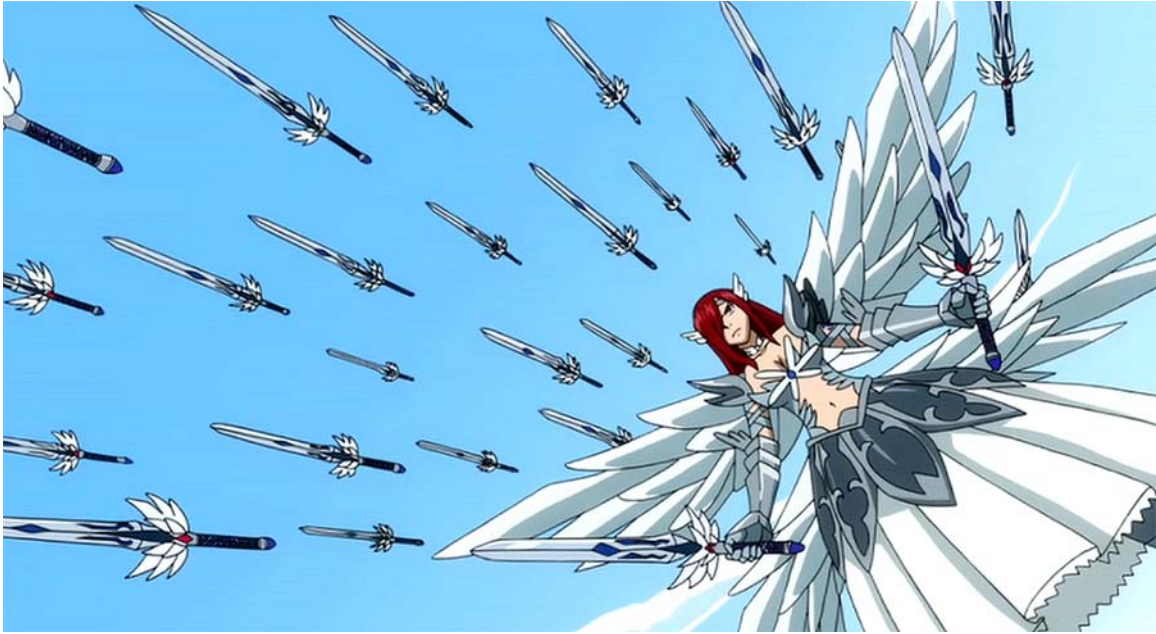
Pict Magic - Pict Magic allows the user to create drawings and use them in various ways. Making Pict Magic usually requires special tools to draw the Magic. For Reedus Jonah, he uses his stomach. Pict Magic animates the drawings so the user can use them for the purposes they desire, including battle.

One of the Dark Guilds, Red Hood, also uses this Magic, but the difference is that they use it on paper and not on their bodies. Also they've been show to use an ability called Unison Pict which combines all of their drawings and summons together using everyone's Magic. Also, another reason for using this Magic might be that some of the drawings are too powerful for the users to call them out single-handedly, such as in the case of the Wyvern they summoned.

Plant Magic - A Magic which allows its users to create and/or control rapid-growing plants to battle. This Magic can be utilized by the use of Magical seeds or by a Mage's own Magical power. To carry the seeds, Live-Coal Containers are used.

Regulus - The user uses the Light, Lion Magic Regulus, which is activated by his/her ring that is embedded with a Magical quartz, to unleash an attack.

Requip - This Magic allows users to store items in pocket dimensions. Mages who use this Magic can change equipment (weapons, armor, clothes, etc.) during battle, which gives them a high level of flexibility in combat. Erza stated that there is a limit to how much the pocket dimension can store.



The Knight - This Magic allows the user to store weapons and armors in pocket dimensions and summon them during battle, which gives the user a high level of flexibility in combat. The only known user, Erza, stated that there was a limit to how much the pocket dimension can store; as a result, she leaves some of her armors in her room in Fairy Hills.

The Gunner - This Magic allows her to store Magical guns in pocket dimensions and summon them during battle with each gun having its own kind of attack.

Ring Magic - A type of Magic that allows users to cast spells with special rings. Depending on the rings, the users' Magical energy is improved which allows them to cast different spells.



Smoke Magic - A Magic that allows its users to control and manipulate pink-colored smoke for different kinds of moves, whether offensive or defensive. When an enemy breathes in the smoke, the smoke affects the enemy like a poison and causes the enemy to see illusions or suffer damage.

Sword Magic - A Magic which, as the name itself suggests, is focused around the use of swords, with those weapons acting as mediums for the user to perform particular attacks. Many of such moves are shown capable of going past the physical reach of the blade employed in their use, threatening foes at short-to-mid range. Some Sword Magic techniques seem to involve the use of elements commonly found employed by elemental forms of Magic, such as Fire Magic; in addition, Telekinesis is shown to be frequently employed alongside it, in order for the user (the most recurring one of such technique being Erza Scarlet) to manoeuvre several swords at the same time. A number of different blades can be employed for such Magic, with the most recurring ones being longswords and katana. In some cases, certain moves might even involve the change of the sword's properties, such as its length.

Urumi - A type of Magic which revolves around the use and the manipulation of the black bands circling all of Rayule's fingers. These can produce extendable, flat cables, which can greatly be extended in length, and which can be manipulated at Rayule's whim. This comes in useful both in battle, where the produced cables can be used to strike with enough strength to shatter rock, and outside of it, enabling Rayule to cling on various things from the surrounding environment to reach otherwise unreachable heights, to let himself down slowly from the very same heights, and to move around freely.



Ushi no Kaku Mairi - The Magic is involved with Kain's voodoo doll, Nōro-san (also known as Mr. Curse). After anyone places a hair on the doll, if someone manipulates the doll, the "victim" is manipulated in the same manner. When a person isn't holding the doll, the person who the doll is attuned to is able to move normally. However, a second aspect of this Magic is that Kain can magically alter the doll's properties, allowing him to change the properties of the person attuned to the doll in the same manner. For example, by turning his doll into iron, Kain can do the same with his own body. Other forms of Magic can be used in conjunction with this Lost Magic, for example when Natsu lit the right hand of the doll on fire, this was reflected on Lucy, who was under the influence on the doll, without actually damaging her body.

Lost Magic

Arc of Time - Ultear's branch of specialty is to be able to manipulate the "time" of objects or living things, but not sentient beings. She can fast forward an object's "time" into the future, making it decay rapidly or rush to attack her opponent. She can even stop an object's "time" by freezing it in midair. She can also rewind a damaged object's "time" to restore it to its original state. She can produce 'bubbles' of time that show the various potential things that the item could do and then pick one of the timelines whenever she wants to. Ultear learned this magic that was said to defeat molding magic Mages to kill her mother, Ur. After the time skip, Ultear seems to be able to use this magic to affect humans to a degree by using it to evolve Mages' containers of Magic Power so that they're capable to use Second Origin

Arc of Embodiment - The Magic allows the user to materialize anything from his imagination to be used at his whim. These creations give him great versatility both in battle and out of battle, be it minions, offensive and defensive weapons, or even a pair of glasses. There are several limits and conditions to this Magic which as of yet are currently unknown. Despite that, Rustyrose still considers it an invincible Magic that he has not lost with yet in his life. Still, despite its status as a Lost Magic, it was still susceptible to Elfman's Take Over. A substantial amount of concentration from the user also seems to be a pre-requisite for this magic to work.

Dragon Slayer - Dragon Slayer Magic (滅竜魔法 Metsuryū Mahō) is a branch of Lost Magic which allows its users to transform the physiology of their body into those of a dragon. As a result of this, those with Dragon Slayer abilities are able to change their body to their own element in both offensive and defensive styles. They can consume external sources of their natural element to replenish their own energy. They are also naturally immune to the effects of their own element that came from both their own person and to those from other sources, but must consume it through their mouths if they are to actually absorb it into their bodies.

Dragon Force is the final stage of Dragon Slayer Magic, though the exact conditions to invoke it are unknown. When Dragon Force is achieved, the Dragon Slayer's skin becomes scaly, similar to a dragon, and strength, speed, and magical abilities are enhanced, improving their combat capability significantly. Natsu Dragneel has achieved this at least twice; once after eating Etherion-infused Lacrima and again after consuming Jellal's Golden Flame of Rebuke

There are two ways to learn Dragon Slayer Magic. The First Generation Dragon Slayers learn from Dragons and the Second Generation Dragon Slayers implant Lacrima crystals into themselves. There are also hybrids of the Old-Style and New-Generation Dragon known as Third Generation Dragon Slayers, who learned from Dragons and had Lacrima implanted into them.



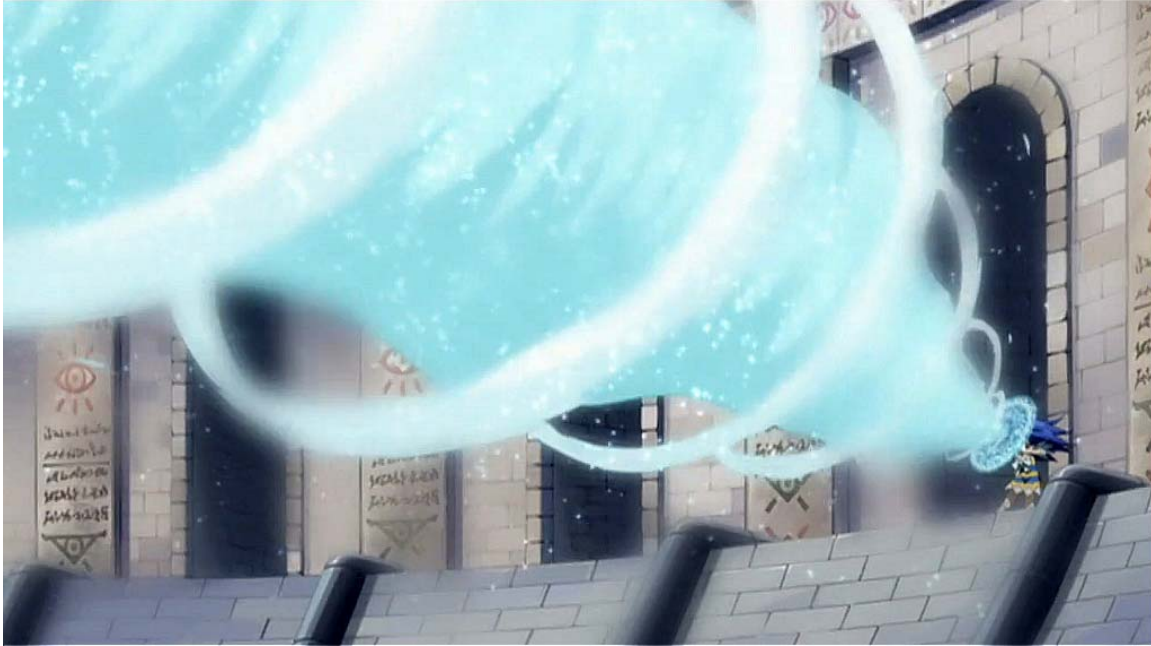
Fire Dragon Slayer - Fire Dragon Slayer Magic is a type of Magic that grants the user various characteristics typical of a fire dragon: lungs capable of spewing flames, scales that grant protection against fire, and nails covered in flames. Consequently, Fire Dragon Slayer Magic allows the user to produce and control fire from any part of their body, which can be used both in melee and as a ranged form of offense. The generated flames can be manipulated in a wide variety of ways, their “type” can be changed at will, and they can even be given a somehow material consistency. Such fire seems to have a “blunt” effect to it, seemingly causing hitting damage alongside burnings. The fire produced by this type of Magic produces much more heat than a standard one, with even the user’s body temperature being capable of melting iron; not only that, but the user’s fire is strictly connected to their feelings, meaning the more emotional they get, the more their flames will increase exponentially in temperature, something that is referred as the “Flame of Emotion”. In addition, the user can consume external sources of fire to restore their body to a healthy state and regain their reserves of strength, something that also makes them immune to most types of fire, due to their capability of nullifying fire-based attacks by sucking them in and eating them; the consumed fire also seems to possess a different “taste” according to its “quality”. However, the user can’t eat their own flames, or things set on fire by them, to reinvigorate themselves. While classes of flames that are “higher” in rank to those produced by this type of Magic (like those employed by a Flame God Slayer) can’t be eaten directly and will thus damage the user, momentarily self-nullifying all of the user’s Magical power will grant them enough room to phagocytize and even use such flames.

If a Fire Dragon Slayer is somehow capable of successfully eating lightning the user will enter Lightning Flame Dragon Mode. In this form the lightning and flames will fuse, the users attack possess the properties and destructive ability of both elements.



Iron Dragon Slayer - Dragon Slayer Magic is a form of Magic which grants the user some characteristics unique to Iron Dragons, allowing them to incorporate the element of iron (and, by extension, of steel) into their body, granting them the ability to change parts of their body (or the entirety of it) into iron, which can be shaped in a number of forms for different purposes, and to produce iron objects.

The Magic relies around the use of iron for both offense and defense, with the user being capable of creating a wide array of weapons from their body to attack the opponents both in melee and from a distance, and to cover their body with iron in order to dramatically increase their defensive power, at the same time greatly boosting their offense as well. Gajeel Redfox also stated that the metal produced by this Magic is stronger than normal iron, something later confirmed by Pantherlily, and capable of rendering some physical assaults useless. Being a form of Dragon Slayer Magic, this also allows the user to consume external sources of iron to replenish their strength and restore their body to a healthy state, though, like Fire Dragon Slayer Magic, he is unable to ingest iron that he himself created



Sky Dragon Slayer - A type of Magic which grants the user various characteristics belonging to sky dragons, allowing them to incorporate the element of air into their body. However, unlike other types of Dragon Slayer Magic, Sky Dragon Slayer Magic is geared more towards healing and support rather than offense. The healing power granted by it is extremely high, having been described as capable of healing wounds inflicted by a real dragon. Concretely, it was enough to almost completely cure most injuries it was used on so far, and to nullify the effects of powerful poisons, and is capable of restoring the body internally and externally including a patient's fatigue and body stress, something made more formidable by the fact that healing Magic is long-lost, and believed to be nonexistent anymore. However, employing such exclusive powers seems to be very tiring for the user, who can't make use of them in consecutive reprises., Nor can the Sky Dragon Slayer use their magic to heal and restore themselves. In addition to healing, Sky Dragon Slayer Magic can also grant support in battle, by boosting allies' physical prowess. Despite healing and support being its main abilities, this form of Magic, like other types of Dragon Slayer Magic, is said to possess great destructive power, with its offensive spells taking the form of whirlwinds produced by the user. Being a form of Dragon Slayer Magic, the user of this type of Magic can consume external sources of air (those that are not produced by them) to restore their body and vitality. While air is seemingly easier to obtain than other elements commonly employed by Dragon Slayers, it should be noted that user of Sky Dragon Slayer Magic are directly affected by the air surrounding them, meaning that, if the air were to be clean, they would become more powerful, but if it were to be heavily polluted, they would become unable to use such Magic as a result.

Lightning Dragon Slayer - A type of Magic which allows the user to incorporate the element of lightning into their body, gaining exclusive characteristics which are commonly associated with lightning dragons. The user is capable of producing lightning from their body and of manipulating it to attack their opponents. This Magic's spells seem to possess an incredibly high voltage, being particularly destructive, and the electricity of which they're composed of seems capable of momentarily paralyzing foes, making it easier for the user to take them out; however, their trajectory might be changed by metal objects acting as "lightning rods", thus redirecting the attacks.

While not directly shown, Lightning Dragon Slayer Magic, being a form of Dragon Slayer Magic, likely allows its user to consume external sources of electricity and lightning to restore their body and replenish their strength reserves. However, this won't work for lightning they produced themselves.



Poison Dragon Slayer - Poison Dragon Slayer Magic is a type of Magic which allows the user to incorporate the element of poison into their body, granting them exclusive traits possessed by poison dragons. The user is capable of freely producing and manipulating poison, manifested in the form of a toxic gas. Such gas seems to be somehow "tangible", and can thus be used as an effective blunt weapon, inflicting physical damage to foes while at the same time infecting them with poison. The poison produced by Poison Dragon Slayer Magic starts off by slowly stealing the movement from the victims' body away, before subsequently killing them. Cobra made claim that "the strike of a poison dragon decays all that it touches, destroying it utterly". Being a form of Dragon Slayer Magic, this Magic allows its user to consume external sources of poison to restore their body and regain strength. Cobra could take advantage of the poison produced by his pet companion Cuberos to have a steady stock of poison at his disposal.

Due to the user of this type of Magic, Cobra, being an artificially created Dragon Slayer, Dragon Force mode is activated when he uses this Magic, which first displayed the great corrosive power of its poison, disintegrating the sleeves of Cobra's coat upon activation.



God Slayer - It is similar to Dragon Slayer Magic, but more powerful. God Slayer Magic has been shown to be completely superior to Dragon Slayer Magic in both power and destructive ability. Furthermore, a Dragon Slayer is only able to eat God Slayer attacks after nullifying all of his/her own Magic, while the God Slayers' can eat Dragon Slayers' attacks with ease. The elemental magic used by God Slayers are distinctively black in color rather than normal.

Flame God Slayer - Flame God Slayer Magic incorporates the element of fire into the user's body. This allows the user to produce black flames from any part of his body. The user is also able to consume flames of any sort to replenish his/her strength. Zancrow says that his flames, in addition to being able to burn, are "flare halberds that destroy everything," which implies that his flames have a high amount of destructive ability.

Sky God Slayer - Sky God Slayer Magic incorporates the element of wind into the user's body, allowing the user to produce black winds. The user is also able to consume winds of any sort to replenish his/her strength. The user is also able to cast healing spells, as demonstrated when Chelia Blendy's wounds disappeared after being hit by Shattering Light: Sky Drill. A Sky God Slayer's healing spells though are noted to be able to restore the body's injuries while not restoring any internal fatigue or stress the body has been put through beforehand, and in turn must be restored naturally.

Great Tree Arc - This Magic allows him to manipulate and produce trees as well as create explosions by condensing the power of the Earth into the fruit of the created trees. Furthermore, it allows the user to merge themselves with trees. It also gives the user the ability to harness all of the power stored within the Earth itself. Draining the power of a land also apparently allows one to drain the power of the people connected to that land.

Human Subordination - It allows the user to cast significant influence over humans, making it possible to make them subordinates for the user. In battle, it could be used to temporarily weaken the physical and Magical abilities of humans around him. With this Magic, Zoldeo was able to dominate a battle against four of Fairy Tail's Mages (two of them were S-Class candidates) all at once. However, the Magic does not work properly on non-humans, such as Celestial Spirits. It also allows the user to kidnap and summon humans to aid himself in battle, which means that, in terms of Caprico, it is essentially a reverse version of Celestial Spirit Magic. Humans summoned by the user materialize in a "dissolving" manner, and then disappears afterwards in a similar manner. And like spirits, summoned humans are sentient, albeit under the imperatives of the user, and can even verbally respond to commands, implying that it does not completely eliminate free will of the recipient. It can also act as a means of transportation, allowing him to recall his human guildmates for him to later release onto the battlefield.

Side Effects

This type of Magic also has weaknesses and unfortunate side effects. If this Magic is used to take control of anything else aside from a human, then it ends up permanently fusing the user with his target instead. This is how Zoldeo ends up possessing Caprico; though it seems that it is possible for the user to switch bodies with another non-human entity at a time. It also seems that his real body from this point onwards cannot manifest in the real world for more than a few seconds as after he was knocked out of Leo's body, he dissolved into the air.

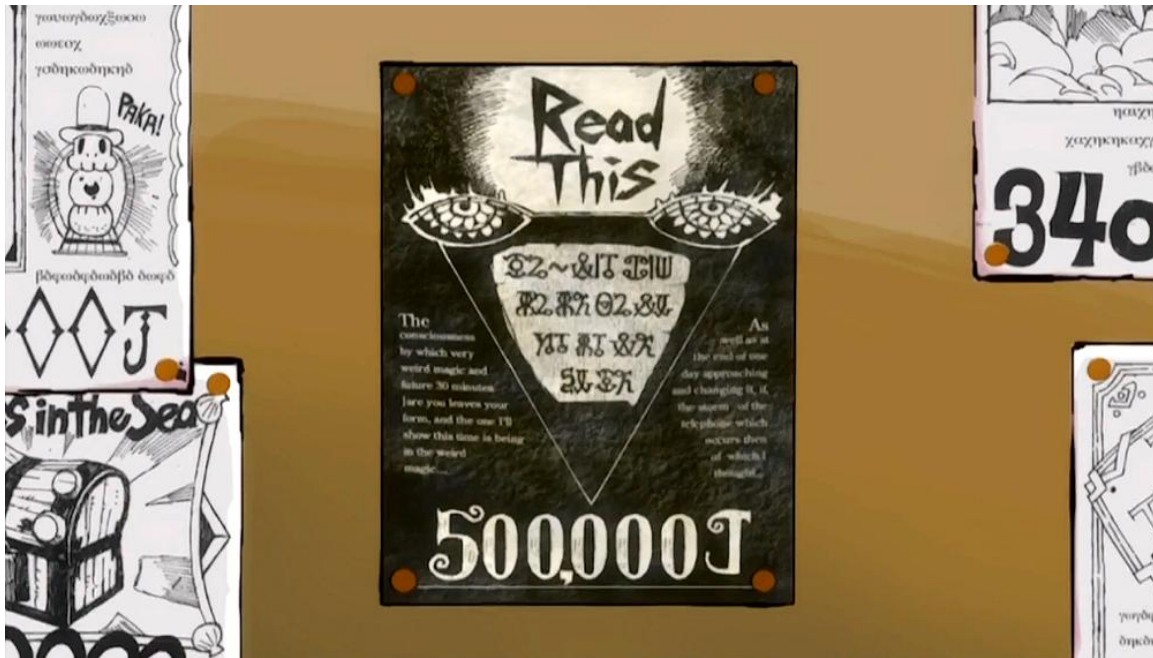


Maguilty - It's a Magic that has the ability to make two or more people's senses as one. If one of the people linked with the Magic feels pain then the others will as well. Although the Magic doesn't actually share the physical wounds, it is still able to "share" death. Extreme amounts of emotion can also be shared such as crying. With this Magic, the user can also create teal Magic swords formed from the user's incredible faith. Using simple arm motions and sometimes verbal commands, the user is able to launch the blades, which then hone in on his or her opponents. The blades are different from normal swords, as they attack the opponent's sense of pain directly, making it possible to slice and damage even Juvia's water body. The user is also able to create different varieties of blades.

Other Spells

Abyss Break - This spell needs four elemental Magics; fire, water, earth and wind. After the fusion of four elements, the user releases a destructive dark blast. This Magic can be cast by one user who possesses all four elemental Magics, or four users who each wield one element, like the Element 4.

Bind Snake - A spell that appears in the form of a snake tattoo. The snake winds its way around the target's body, tightening and restricting movement.



Changeling - This spell can switch minds and bodies. It is activated by reading a incantation after which a sudden strange light engulfs and switches the bodies. Also the spell has to be deactivated within 30 minutes or the minds will never go in their original bodies. If Mages have been switched then their Magic will also be switched, as when Happy and Erza switched, Happy while in Erza's body, was able to use Erza's Requip Magic and Erza, while in Happy's body, was able to use his Aera.

Fairy Glitter - Fairy Glitter is one of the three Great Magics of the Fairy Tail Guild and is sealed within Mavis' grave. According to Bluenote Stinger, it is a Magic that rivals Fairy Law and is a radiance of merciless light that rejects the presence of any foes. It is also an exceedingly complex and unfathomably intricate spell that collects and concentrates the light of the sun, the moon and the stars.

It apparently takes a lot of Magical power to properly wield Fairy Glitter as Cana is unable to use it properly despite her considerable power. However, on the third day of the Grand Magic Games Cana displays her ability to use Fairy Glitter to its full potential - it was strong enough to break the MPF and achieve the maximum score of 9999, even exceeding the score garnered by Jura's spell.

Fairy Law - When activated, a bright light envelops the area and inflicts heavy damage on whoever the Caster perceives from their heart as an enemy, leaving friends and bystanders completely unharmed. The choice between friend or foe is decided by the user's spirit, and he/she can not lie to this Magic. It is considered a very powerful Magic and is one of the rare legendary spells, and also one of the three great Fairy Magics. The spell's strength was so great that it defeated Jose, a Wizard Saint, in a single blow. According to the second master of Fairy Tail, Master Purehito, Fairy Law is deterrent Magic and is meant to discourage further action from enemies, and is not something that should be released whenever the Caster feels like it.



Fairy Sphere - A spell which converts Fairy Tail member's bonds and faith into Magical power. It looks like a giant bubble with a Fairy Tail mark and a pair of stylized wings on it. The spell protects the guild from any evil, an absolute defense Magic, powerful enough to defend against even time. However, the sphere acts as a stasis chamber, a place in which time stops, thus everyone within the sphere is stuck in a frozen state in which they cannot age. It's powerful enough to protect Tenrou Island and everyone on it from Acnologia's Dragon Roar attack.

Grimoire Law - It appears to be a malefic form of Fairy Law. Its color is a darker variation of Fairy Law's color. It is said that, if used against Fairy Law, it would bring horrible destruction. It was almost used against Master Makarov, which would have resulted in a stand-off with both Masters and their respective guilds being wiped out.

Ground Shattering Wave - The user does some hand signs and a purple wave of energy from the ground tries to envelop the target.

Magic Sword - The user manipulates energy on his/her palm and creates a sword made of that energy. The strength of the sword is currently unknown.

Moon Drip - Moon Drip requires the light of the moon, to act. It can deactivate every possible spell, even the "unmeltable ice" made by Ur using the Iced Shell. If the user requires a lot of Magical power, it may take a long time to collect it. It took Lyon up to three years to finally gather enough Magical power to be able to melt Deliora's ice. Aside from that, its exhaust fumes can also crystallize and create a layer in the sky, which has an unhealthy effect on demons, since it affects their memory.

Self Destruction Spell - The spell was created by Brain and used by Jellal Fernandes. It is an extremely complex spell which Jellal used in an attempt to destroy Nirvana and commit suicide. Without knowledge of its cancellation code, it cannot be dispelled. However, its creator, Brain, can dispel this Magic without any code.



Unison Raid - This spell which allows two Mages to unite similar Magical powers to attack with a stronger magical attack. Many priests have wasted their entire lives trying to achieve it, but without success. However, Lucy and Juvia succeeded on their first try. Wendy also succeeded on her first attempt.

Urano Metria - When the caster recites the incantation, the spell is initiated, resulting in several orbs of light gathering around the location of the target. The lights then converge with tremendous force upon the target.

Cosmic Beam - User charges purple and blue energy that appears to be a cosmic in nature. Once enough energy has been charged, it is fired towards the user's target and creates a massive explosion.

From creating a wisp of light to causing the ground itself to shatter and break, spells are a source of immense power. A technique is a one-time magical effect.

Techniques come in four types: Ninjutsu (techniques that use the player's natural alignment to form elemental attacks and defenses) Genjutsu (Techniques that cause illusions that trick targets), Taijutsu (Techniques that infuse the body with natural alignment to do greater physical attacks) Martial Arts (Techniques of skilled masters of their body improving physical attacks beyond human limits).

Most techniques are learned in advance through training in a great length of time. While some techniques can be used from ninja scrolls to have an instant effect. Despite these different ways characters use to learn or use techniques, when it comes to casting them, the techniques are very much alike.

Casting Techniques

Whether a technique is Ninjutsu, Genjutsu, Taijutsu or Martial Arts, and whether a character learned it in advance or chooses casts them from a scroll, casting a technique works the same way.

Choosing a Technique

First you must choose which technique to cast.

To cast a technique, you must be able to make hand signs (if it has a required signs component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a technique.

If a technique has multiple versions, you choose which version to use when you cast it. You don't have to prepare a specific version of the technique if you have learned it before. Once you've cast a learned technique, the player subtracts the required amount from their chi pool.

Concentration

To cast a technique, you must concentrate. If something interrupts your concentration while you're casting, you must make a concentration check or lose the chi as if you had successfully cast it. When you make a concentration check, you roll d20 and add your level and the ability score modifier used to on the Technique type. Ninjutsu – INT, Genjutsu – WIS, Taijutsu – STR, and Martial Artist – CON.

Injury: If you take damage while trying to cast a technique, you must make a concentration check with a DC equal to 20 + the damage taken – character level. If you fail the check, you lose the chi without effect. The interrupting event strikes during casting if it comes between the time you started and the time you complete a technique (for a technique with a casting time of 1 full round or more) or if it comes in response to your casting the technique (such as an attack of opportunity provoked by the technique or a contingent attack, such as a readied action). If you are taking continuous damage, such as from an acid or by standing in a lake of lava, half the damage is considered to take place while you are casting a technique. You must make a concentration check with a DC equal to 20 + 1/2 the damage - character level that the continuous source last dealt you're casting. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract you.

Technique: If you are affected by a technique while attempting to cast a technique of your own, you must make a concentration check or lose the chi you are casting. If the technique affecting you deals damage, the DC is 30 - character level the damage taken.

If the technique interferes with you or distracts you in some other way, the DC is the technique's saving throw DC+ 10 – Character level. For a technique with no saving throw, it's the DC that the technique's saving throw would have if a save were allowed (25 - character level + caster's ability score).

Grappling or Pinned: The only techniques you can cast while grappling or pinned are those without hand symbols components and whose material components (if any) you have in hand. Even so, you must make a concentration check (DC 30 – character level) or lose the chi.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 40 – character level) or lose the chi.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, you must make a concentration check (DC 60 – character level) or lose the technique. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to 80 - character level.

Concentration Check DC's	
Situation	Concentration Check DC level
Cast defensively	20 minus level
Injured while casting	20 plus damage dealt minus level
Continuous damage while casting	20 plus ½ damage dealt minus level
Affected by a non-damaging spell	25 plus ability score minus level
Grappled or pinned while casting	30 minus level
Vigorous motion while casting	40 minus level
Violent motion while casting	60 minus level
Extremely violent motion while casting	80 minus level
Difficult weather conditions	30 minus level
Harsh weather conditions	50 minus level
Entangled while casting	40 minus level

Violent Weather: You must make a concentration check if you try to cast a technique in difficult weather. If you are in a high wind carrying blinding rain or sleet, the DC is 30 – level of the character. If you are in Harsh weather wind-driven hail, dust, or debris, the DC is 50 - the character level. In either case, you lose the chi if you fail the concentration check. If the weather is caused by a technique, use the rules as described in the technique's description.

Casting Defensively:

If you want to cast a technique without provoking any attacks of opportunity, you must make a concentration check (DC 20 - character level) to succeed. You lose the chi if you fail.

Entangled:

If you want to cast a technique while entangled in a net or by a chemicals or while you're affected by a technique with similar effects, you must make a concentration check to cast the technique (DC 40 - characters level). You lose the spell if you fail.

Counter

It is possible to cast any technique as a counter. By doing so, you are using the technique's energy to disrupt the casting of the same technique by another character. Counters works even if one technique is Ninjustu and the other Genjustsu.

How Counters Work:

To use a counters you must select an opponent as the target of the counter. You do this by choosing to ready an action. In doing so, you elect to wait to complete your action until your opponent tries to cast a technique. You may still move at your normal speed, since ready is a standard action. If the target of your counter tries to cast a technique, make a Knowledge Ninjutsu check (DC 50). This check is a free action. If the check succeeds, you correctly identify the opponent's technique and can attempt to counter it.

If the check fails, you can't do either of these things. To complete the action, you must then cast an appropriate technique. As a general rule, a technique of opposing elements can counter. If you are able to cast the same technique, you cast it, creating a counter effect.

If the target is within range, both techniques automatically negate each other with no other results.

Counter Powered up Techniques: Boost feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some techniques can counter other specific techniques, often those with diametrically opposed effects.

Caster Level

A technique's power often depends on its caster level, which for most characters is equal to her level. You can cast a technique at a lower caster level than normal. In the event that a class feature or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt), but also to your caster level check to overcome your target's elemental resistance.

Technique Failure

If you ever try to cast a technique in conditions where the characteristics of the technique cannot be made to conform, the casting fails and the chi is wasted. Techniques also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a technique entails.

Special Technique Effects

Many special technique effects are handled according to the description of the technique in question.

Attacks:

Some techniques descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. Attempts to channel energy count as attacks if it would harm any creatures in the area. All techniques that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. techniques that summon monsters or other allies are not attacks because the technique themselves don't harm anyone.

Bonus Types:

Usually, a bonus has a type that indicates how the technique grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus of a given type works. The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one, although most penalties have no type and thus always stack. Bonuses without a type always stack, unless they are from the same source.

Bringing Back the Dead:

A few techniques have the power to restore slain characters to life. When a living creature dies, its soul departs its body, leaves the Material Plane. Bringing someone back from the dead involves retrieving his soul and returning it to his body or a provided body.

Negative Levels:

Any creature brought back to life usually gains one or more permanent negative levels. These levels apply a penalty to most rolls until removed through techniques. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

Preventing Revivification:

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using raise dead or resurrection to restore the slain character to life.

Revivification against One's Will:

A soul can't be returned to life if it doesn't wish to be. A soul knows the name and alignment of the character attempting to revive it and may refuse to return on that basis.

Combining Techniques

Technique or powers usually work as described, no matter how many other techniques or powers happen to be operating in the same area or on the same recipient. A player can combine learned techniques and powers with other techniques or powers at a cost of double the chi or uses. The combined attack takes double time but in turn uses both effects.

Stacking Effects:

Techniques that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different techniques (or from effects other than techniques).

Different Bonus Types:

The bonuses or penalties from two different techniques stack if the modifiers are of different types. A bonus that doesn't have a type stacks with any bonus.

Same Effect More than Once in Different Strengths:

In cases when two or more identical techniques are operating in the same area or on the same target, but at different strengths, only the one with the highest strength applies.

Same Effect with Differing Results:

The same technique can sometimes produce varying effects if applied to the same recipient more than once. Usually the last technique in the series trumps the others. None of the previous techniques are actually removed or dispelled, but their effects become irrelevant while the final technique in the series lasts.

One Effect Makes Another Irrelevant:

Sometimes, one technique can render a later technique irrelevant. Both techniques are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects:

Sometimes Genjutsu effects that establish mental control render each other irrelevant, such as spells that remove the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Techniques with Opposite Effects:

Techniques with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some techniques negate or counter each other. This is a special effect that more often a technique that uses the opposing element alignment.

Instantaneous Effects:

Two or more techniques with instantaneous durations work cumulatively when they affect the same target.

TECHNIQUE DESCRIPTIONS

The description of each technique is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every technique description gives the name by which the technique is generally known.

Type

Beneath the technique name is a line giving the type of technique (and the subschool, if any) to which the technique belongs. Every Technique belongs to one of four types of technique.

Ninjutsu

Techniques that use the players connection to the natural world. Techniques that use Ninjutsu are infused with the natural elements in their use, the most wide and diverse of the four types, ninjutsu has attack, defensive, boosting and effect based techniques.

Stat: Intelligence

Genjutsu

Techniques that use illusion to warp the environment in the mind of targets. A vastly overlooked field of techniques that hold deadly skill. This type holds many effect based techniques, with a few defensive and boosting. More powerful users can use illusions that hold massive attack power.

Stat: Wisdom

Taijutsu

Techniques that use the power of ones natural alignment, to infuse physical attacks, to be boosted or perform beyond normal power, they also can add new elements of damage to their attacks. This type focuses mostly on boosts and attacks, with a few Defensive techniques.

Stat: Strength

Martial Arts

Techniques that use the power of one's physical training to perform attacks and techniques beyond that of a normal person, the user undergoes long and tense training to perform these techniques. Like ninjutsu the choices are wide ranged, yet fewer techniques are found thus are limited in their choices, but unlike the other 3 techniques in this type have no set alignment unless otherwise stated allowing a greater chance at making the damage count.
Stat: Constitution

Techniques Variables

Summoning: A summoning technique instantly brings a creature or object to a place you designate. When the technique ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the technique description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. When the technique that summoned a creature ends and the creature disappears, all the techniques it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Teleportation: A teleportation technique transports one or more creatures or objects a great distance. The most powerful of these techniques can transport people. Unlike summoning techniques, the transportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination:

Divination techniques enable you to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive techniques. Many divination techniques have cone-shaped areas. These move with you and extend in the direction you choose. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the technique.

Scrying:

A scrying technique creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any techniques or effects that target you, but not techniques or effects that emanate from you. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment. A creature can notice the sensor by making a Notice check with a DC 60 - creature's level. The sensor can be dispelled as if it were an active technique. Sealing techniques protection blocks all scrying techniques based on their DC of the technique cast.

Charm:

A charm technique changes how the subject views you, typically making it see you as a good friend.

Compulsion:

A compulsion technique forces the subject to act in some manner or changes the way its mind works. Some compulsion techniques determine the subject's actions or the effects on the subject, others allow you to determine the subject's actions when you cast the technique, and still others give you ongoing control over the subject.

Evocation:

Evocation techniques manipulate energy or tap an unseen source of power to produce a desired end. In effect, an evocation draws upon power to create something out of nothing. Many of these techniques produce spectacular effects, and evocation techniques can deal large amounts of damage.

Illusion:

Illusion techniques deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment:

A figment technique creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. It is not a personalized mental impression. Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the technique description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the figment produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like (or copy another sense exactly unless you have experienced it). Because figments and glamers are unreal, they cannot produce real effects the way that other types of illusions can. Figments and glamers cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these techniques are useful for confounding foes, but useless for attacking them directly. A figment's AC is equal to 10 + its size modifier.

Glamer:

A glamer technique changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern:

Like a figment, a pattern technique creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are Genjutsu.

Phantasm:

A phantasm technique creates a mental image that usually only the caster and the subject (or subjects) of the technique can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression, all in their heads and not a fake picture or something that they actually see. Third parties viewing or studying the scene don't notice the phantasm. All phantasms are Genjutsu.

Shadow:

A shadow technique creates something that is partially real from extra-dimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Genjutsus (Disbelief):

Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real gains a bonus to the saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Transmutation:

Transmutation techniques change the properties of some creature, thing, or condition.

Classification:

Appearing on the same line as the type when applicable, is a classification that further categorizes the technique in some way. Some techniques have more than one descriptor. The descriptors are Clan, Bloodline, Possession, Class Rank.

These determine limitations to who can use the techniques. Both by the rank of the player that they are allowed to learn and the heritage or power they may also possess.

Components:

A technique's components explain what you must do or possess to cast the technique. The components entry in a technique description includes abbreviations that tell you what type of components it requires. Specifics for material and focus components are given at the end of the descriptive text. Usually you don't need to worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Hand symbols (Ha): A somatic component is a measured and precise movement of the hand. You must have both hands free to provide a somatic component unless you have the technique *One Handed Jutsu*.

Element (Ele): A material component consists of one or more physical substances or objects that are required by the technique energies in the casting process. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your bags.

Casting Time

Most techniques have a casting time of 1 standard action. Others take 1 round or more, while a few require only a swift action. A technique that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the technique. You then act normally after the technique is completed.

A technique that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a technique as a full-round action, just as noted above for 1-round casting times). These actions must be consecutive and uninterrupted, or the technique automatically fails.

When you begin a technique that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least).

If you lose concentration before the casting is complete, you lose the chi.

A technique with a casting time of 1 swift action doesn't count against your normal limit of one technique per round. However, you may cast such a technique only once per round. Casting a technique with a casting time of 1 swift action doesn't provoke attacks of opportunity. You make all pertinent decisions about a techniques (range, target, area, effect, version, and so forth) when the technique comes into effect.

Range

A technique's range indicates how far from you it can reach, as defined in the range entry of the techniques description. A technique's range is the maximum distance from you that the technique's effect can occur, as well as the maximum distance at which you can designate the technique's point of origin. If any portion of the technique's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Self:

The technique affects only you.

Touch:

You must touch a creature or object to affect it. A touch technique that deals damage can score a critical hit just as a weapon can. A touch technique threatens a critical hit on a natural roll of 20

and deals double damage on a successful critical hit. Some touch techniques allow you to touch multiple targets. You can touch up to 6 willing targets as part of the casting, but all targets of the technique must be touched in the same round that you finish casting the technique. If the technique allows you to touch targets over multiple rounds, touching 6 creatures is a full round action.

Unlimited:

The technique reaches anywhere on the same plane of existence.

Aiming a Technique

You must make choices about whom a technique is to affect or where an effect is to originate, depending on a technique's type. The next entry in a technique description defines the technique's target (or targets), its effect, or its area, as appropriate.

Target or Targets:

Some techniques have a target or targets. You cast these techniques on creatures or objects, as defined by the technique itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the technique. If the target of a technique is yourself (the Target line of the technique description includes "You"), you do not receive a saving throw, and technique resistance does not apply. The saving throw and elemental resistance lines are omitted from such techniques.

Some techniques restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some techniques allow you to redirect the effect to new targets or areas after you cast the technique. Redirecting a technique is a move action that does not provoke attacks of opportunity.

Effect:

Some techniques create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, after it appears it can move regardless of the technique's range.

Ray:

Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted technique. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature at which you're aiming. If a ray technique has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray technique deals damage, you can score a critical hit just as if it were a weapon. A ray technique threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread:

Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the technique effect takes. When determining distance for spread effects, count around walls, not through them. As with movement,

do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect to all portions of the effect.

Area:

Some techniques affect an area. Sometimes a technique description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the technique affects. The point of origin of a technique is always a grid intersection. When determining whether a given creature is within the area of a technique, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the technique's area, anything within that square is within the technique's area. If the technique's area only touches the near edge of a square, however, anything within that square is unaffected by the technique.

Burst, Emanation, or Spread:

Most techniques that affect an area function as a burst, an emanation, or a spread. In each case, you select the technique's point of origin and measure its effect from that point. A burst technique affects whatever it catches in its area, including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst techniques are specifically described as cone-shaped. A burst's area defines how far from the point of origin the technique's effect extends.

An emanation technique functions like a burst technique, except that the effect continues to radiate from the point of origin for the duration of the technique. Most emanations are cones or spheres.

A spread technique extends out like a burst but can turn corners. You select the point of origin, and the technique spreads out a given distance in all directions. Figure the area the technique effect fills by taking into account any turns the technique effect takes.

Cone, Cylinder, Line, or Sphere:

Most techniques that affect an area have a particular shape. A cone-shaped technique shoots away from you in a quartercircle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations, and thus won't go around corners.

When casting a cylinder-shaped technique, you select the technique's point of origin. This point is the center of a horizontal circle, and the technique shoots down from the circle, filling a cylinder. A cylinder-shaped technique ignores any obstructions within its area.

A line-shaped technique shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped technique affects all creatures in squares through which the line passes.

A sphere-shaped technique expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures:

A technique with this kind of area affects creatures directly (like a targeted technique), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape. Many techniques affect

“living creatures,” which means all creatures other than constructs and undead. Creatures in the technique’s area that are not of the appropriate type do not count against the creatures affected.

Objects:

A technique with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other:

A technique can have a unique area, as defined in its description.

Shapeable:

Some of the techniques you can shape. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect:

A line of effect is a straight, unblocked path that indicates what a technique can affect. A line of effect is canceled by a solid barrier. It’s like line of sight for ranged weapons, except that it’s not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast a technique on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any technique you cast. A burst, cone, cylinder, or emanation technique affects only an area, creature, or object to which it has line of effect from its origin (a spherical burst’s center point, a cone shaped burst’s starting point, a cylinder’s circle, or an emanation’s point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a technique’s line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a technique’s line of effect.

Duration

A technique’s duration entry tells you how long the energy of the technique lasts.

Timed Durations:

Many durations are measured in rounds, minutes, hours, or other increments. When the time is up, the energy goes away and the technique ends. If a technique’s duration is variable, the duration is rolled secretly so the caster doesn’t know how long the technique will last.

Instantaneous:

The energy comes and goes the instant the technique is cast, though the consequences might be long-lasting.

Permanent:

The energy remains as long as the effect does. This means the technique is vulnerable to dispel.

Concentration:

The technique lasts as long as you concentrate on it. Concentrating to maintain a technique is a free action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a technique can also break your concentration while you’re maintaining one, causing the technique to end. Some techniques last for a short time after you cease concentrating.

Subjects, Effects, and Areas:

If the technique affects creatures directly, the result travels with the subjects for the technique’s duration. If the technique creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the technique

affects an area, then the technique stays with that area for its duration. Creatures become subject to the technique when they enter the area and are no longer subject to it when they leave.

Touch Techniques and Holding the Charge:

In most cases, if you don't discharge a touch technique on the round you cast it, you can hold the charge (postpone the discharge of the technique) indefinitely. You can make touch attacks round after round until the technique is discharged. If you cast another technique, the touch technique dissipates. Some touch techniques allow you to touch multiple targets as part of the technique. You can't hold the charge of such a technique; you must touch all targets of the technique in the same round that you finish casting the technique.

Discharge:

Occasionally a technique lasts for a set duration or until triggered or discharged.

Dismissible:

You can dismiss the technique at will. You must be within range of the technique's effect to dismiss it. Dismissing a technique is a standard action that does not provoke attacks of opportunity. A technique that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the technique is to stop concentrating on your turn.

Saving Throw

Usually a harmful technique allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a technique description defines which type of saving throw the technique allows and describes how saving throws against the technique work.

Negates:

The technique has no effect on a subject that makes a successful saving throw.

Partial:

The technique has an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half:

The technique deals damage, and a successful saving throw halves the damage taken (round down).

None:

No saving throw is allowed.

Disbelief:

A successful save lets the subject ignore the technique's effect.

Object:

The technique can be cast on objects, which receive saving throws only if they are attended (held, worn, grasped, or the like) by a creature resisting the technique, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. This notation does not mean that a technique can be cast only on objects. Some techniques of this sort can be cast on creatures or objects. A item's saving throw bonuses are each equal to 2 + holders (creators) level + Item level Bonus is any

Harmless: The technique is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class:

A saving throw against your technique has a DC of 10 + your characters level

+ your bonus for the relevant ability (Intelligence for a ninjutsu, Wisdom for a genjutsu, Strength for a Taijutsu, and Constitution for Martial Arts.) Unless otherwise stated in the description of the technique.

Succeeding on a Saving Throw:

A creature that successfully saves against a technique that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted technique, you sense that the technique has failed. You do not sense when creatures succeed on saves against effect and area techniques.

Automatic Failures and Successes:

A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the technique may cause damage to exposed items. A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw:

A creature can voluntarily forego a saving throw and willingly accept a technique's result. Even a character with a special resistance to it can suppress this quality.

Items Surviving after a Saving Throw:

Unless the descriptive text for the technique specifies otherwise, all items carried or worn by a creature are assumed to survive an attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack dealt. If the selected item is not carried or worn and is not empowered, it does not get a saving throw. It simply is dealt the appropriate damage.

Elemental Resistance

Elemental resistance is a defensive ability. If your technique is being resisted by a creature then it matches their elemental resistance, you must make a caster level check (1d20 + level) at least equal to the creature's elemental resistance for the technique to affect that creature. The defender's elemental resistance occurs naturally and is based on their elemental alignment. The Elemental Resistance entry and the descriptive text of a technique description tell you whether elemental resistance protects creatures from the technique. In many cases, elemental resistance applies only when a resistant creature is targeted by the technique, not when a resistant creature encounters a technique that is already in place. The terms "object" and "harmless" mean the same thing for elemental resistance as they do for saving throws. A creature with elemental resistance must voluntarily lower the resistance (a standard action) in order to be affected by such techniques without forcing the caster to make a level check.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description includes "see text," this is where the explanation is found.

Items Affected by Magical Attacks	
Order	Item
1 st	Item
2 nd	Armor
3 rd	Helmet, hat or headband
4 th	Item in hand
5 th	Cloak
6 th	Stowed or sheathed weapon
7 th	Bracers
8 th	Clothing
9 th	Jewelry (including rings)
10 th	Anything Else
* In order of most likely to least likely to be affected.	

Creating a Technique Scroll

A player can store any technique that they know into a technique scroll. This requires a expenditure of chi x5 that of the technique but allows the player to call forth the technique at any time without expending chi for its use. The player must make a Craft Item roll DC 20 + (see below) for every rank – character level

Learning Techniques and Crafting Scrolls				
Rank Level	DC Craft Scroll	Learning Study Time	Practice Time	DC
Rank E	+0	1 Hour	1 Day	20
Rank D	+10	½ Day	3 Days	30
Rank C	+20	3 Days	1 Week	40
Rank B	+30	5 Days	2 Weeks	50
Rank A	+50	2 Weeks	1 Month	70
Rank S	+70	1 Month	3 Months	90

Learning Techniques

A player has to spend a set amount of time to learn a technique, after which a player then makes rolls to see if they learned the new technique to add to their list. This is done in three parts.

Study:

The player must actively study the technique for a set amount of time, based on the rank of the technique. A player can take longer time to learn the technique to lower the practice time in 1/2.

Practice:

After the technique's time has passed the player must then practice the technique for a set amount of time to properly learn it. Once the time has past the player can 1/day practice the technique (lowering the DC of the technique by 1 each new day). To succeed on learning the new technique by rolling a Knowledge Ninjutsu. On a success the player learns the technique and can add it to their lineup. On a failure they loss one day of practice and must continue till they succeed if they want the technique.

Supernatural Abilities:

These can't be disrupted in combat and generally don't provoke attacks of opportunity. They aren't subject to elemental resistance, counters, or disruption, and don't function in chi blocked areas.

Extraordinary Abilities:

These abilities cannot be disrupted in combat, as techniques can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt chi have no effect on

extraordinary abilities. They are not subject to dispelling, and they function normally in a chi blocked area. Indeed, extraordinary abilities do not qualify as chi based, though they may break the laws of physics.

Natural Abilities:

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary or supernatural.

From creating a wisp of light to causing the ground itself to shatter and break, spells are a source of immense power. A technique is a one-time magical effect. In Fairy Tail only Martial Artist Techniques are in play however the rules for casting magic spells is just like these rules for techniques. The following rules are the basics of Techniques from our One Piece and Naruto rules.

Techniques come in four types: Ninjutsu (techniques that use the players natural alignment to form elemental attacks and defenses) Genjutsu (Techniques that cause illusions that trick targets), Taijutsu (Techniques that infuse the body with natural alignment to do greater physical attacks) Martial Arts (Techniques of skilled masters of their body improving physical attacks beyond human limits).

Most techniques are learned in advance through training in a great length of time. While some techniques can be used from ninja scrolls to have an instant effect. Despite these different ways characters use to learn or use techniques, when it comes to casting them, the techniques are very much alike.

Casting Techniques

Whether a technique is Ninjutsu, Genjutsu, Taijutsu or Martial Arts, and whether a character learned it in advance or chooses casts them from a scroll, casting a technique works the same way.

Choosing a Technique

First you must choose which technique to cast.

To cast a technique, you must be able to make hand signs (if it has required signs component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a technique.

If a technique has multiple versions, you choose which version to use when you cast it. You don't have to prepare a specific version of the technique if you have learned it before.

Once you've cast a learned technique, the player subtracts the required amount from their chi pool.

Concentration

To cast a technique, you must concentrate. If something interrupts your concentration while you're casting, you must make a concentration check or lose the chi as if you had successfully cast it. When you make a concentration check, you roll d20 and add your level and the ability score modifier used to on the Technique type. Ninjustu – INT, Genjutsu – WIS, Taijutsu – STR, and Martial Artist – CON.

Injury: If you take damage while trying to cast a technique, you must make a concentration check with a DC equal to 20 + the damage taken – character level. If you fail the check, you lose the chi without effect. The interrupting event strikes during casting if it comes between the time you started and the time you complete a technique (for a technique with a casting time of 1 full round or more) or if it comes in response to your casting the technique (such as an attack of opportunity provoked by the technique or a contingent attack, such as a readied action). If you are taking continuous damage, such as from an acid or by standing in a lake of lava, half the damage is considered to take place while you are casting a technique. You must make a concentration check with a DC equal to 20 + 1/2 the damage - character level that the continuous source last dealt you're casting. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract you.

Technique: If you are affected by a technique while attempting to cast a technique of your own, you must make a concentration check or lose the chi you are casting. If the technique affecting you deals damage, the DC is 30 - character level the damage taken.

If the technique interferes with you or distracts you in some other way, the DC is the technique's saving throw DC+ 10 – Character level. For a technique with no saving throw, it's the DC that the technique's saving throw would have if a save were allowed (25 - character level + caster's ability score).

Grappling or Pinned: The only techniques you can cast while grappling or pinned are those without hand symbols components and whose material components (if any) you have in hand. Even so, you must make a concentration check (DC 30 – character level) or lose the chi.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 40 – character level) or lose the chi.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, you must make a concentration check (DC 60 – character level) or lose the technique. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to 80 - character level.

Concentration Check DC's	
Situation	Concentration Check DC level
Cast defensively	20 minus level
Injured while casting	20 plus damage dealt minus level
Continuous damage while casting	20 plus ½ damage dealt minus level
Affected by a non-damaging spell	25 plus ability score minus level
Grappled or pinned while casting	30 minus level
Vigorous motion while casting	40 minus level
Violent motion while casting	60 minus level
Extremely violent motion while casting	80 minus level
Difficult weather conditions	30 minus level
Harsh weather conditions	50 minus level
Entangled while casting	40 minus level

Violent Weather: You must make a concentration check if you try to cast a technique in difficult weather. If you are in a high wind carrying blinding rain or sleet, the DC is 30 – level of the character. If you are in Harsh weather wind-driven hail, dust, or debris, the DC is 50 - the character level. In either case, you lose the chi if you fail the concentration check. If the weather is caused by a technique, use the rules as described in the technique's description.

Casting Defensively:

If you want to cast a technique without provoking any attacks of opportunity, you must make a concentration check (DC 20 - character level) to succeed. You lose the chi if you fail.

Entangled:

If you want to cast a technique while entangled in a net or by a chemicals or while you're affected by a technique with similar effects, you must make a concentration check to cast the technique (DC 40 - characters level). You lose the spell if you fail.

Counter

It is possible to cast any technique as a counter. By doing so, you are using the technique's energy to disrupt the casting of the same technique by another character. Counters works even if one technique is Ninjustu and the other Genjustsu.

How Counters Work:

To use a counters you must select an opponent as the target of the counter. You do this by choosing to ready an action. In doing so, you elect to wait to complete your action until your opponent tries to cast a technique. You may still move at your normal speed, since ready is a standard action. If the target of your counter tries to cast a technique, make a Knowledge Ninjutsu check (DC 50). This check is a free action. If the check succeeds, you correctly identify the opponent's technique and can attempt to counter it.

If the check fails, you can't do either of these things. To complete the action, you must then cast an appropriate technique. As a general rule, a technique of opposing elements can counter. If you are able to cast the same technique, you cast it, creating a counter effect.

If the target is within range, both techniques automatically negate each other with no other results.

Counter Powered up Techniques: Boost feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some techniques can counter other specific techniques, often those with diametrically opposed effects.

Caster Level

A technique's power often depends on its caster level, which for most characters is equal to her level. You can cast a technique at a lower caster level than normal. In the event that a class feature or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt), but also to your caster level check to overcome your target's elemental resistance.

Technique Failure

If you ever try to cast a technique in conditions where the characteristics of the technique cannot be made to conform, the casting fails and the chi is wasted. Techniques also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a technique entails.

Special Technique Effects

Many special technique effects are handled according to the description of the technique in question.

Attacks:

Some techniques descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. Attempts to channel energy count as attacks if it would harm any creatures in the area. All techniques that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. techniques that summon monsters or other allies are not attacks because the technique themselves don't harm anyone.

Bonus Types:

Usually, a bonus has a type that indicates how the technique grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus of a given type works. The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one, although most penalties have no type and thus always stack. Bonuses without a type always stack, unless they are from the same source.

Bringing Back the Dead:

A few techniques have the power to restore slain characters to life. When a living creature dies, its soul departs its body, leaves the Material Plane. Bringing someone back from the dead involves retrieving his soul and returning it to his body or a provided body.

Negative Levels:

Any creature brought back to life usually gains one or more permanent negative levels. These levels apply a penalty to most rolls until removed through techniques. If the character was 1st level at the time of death, he loses 2 points of Constitution instead of gaining a negative level.

Preventing Revivification:

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using raise dead or resurrection to restore the slain character to life.

Revivification against One's Will:

A soul can't be returned to life if it doesn't wish to be. A soul knows the name and alignment of the character attempting to revive it and may refuse to return on that basis.

Combining Techniques

Technique or powers usually work as described, no matter how many other techniques or powers happen to be operating in the same area or on the same recipient. A player can combine learned techniques and powers with other techniques or powers at a cost of double the chi or uses. The combined attack takes double time but in turn uses both effects.

Stacking Effects:

Techniques that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different techniques (or from effects other than techniques).

Different Bonus Types:

The bonuses or penalties from two different techniques stack if the modifiers are of different types. A bonus that doesn't have a type stacks with any bonus.

Same Effect More than Once in Different Strengths:

In cases when two or more identical techniques are operating in the same area or on the same target, but at different strengths, only the one with the highest strength applies.

Same Effect with Differing Results:

The same technique can sometimes produce varying effects if applied to the same recipient more than once. Usually the last technique in the series trumps the others. None of the previous techniques are actually removed or dispelled, but their effects become irrelevant while the final technique in the series lasts.

One Effect Makes Another Irrelevant:

Sometimes, one technique can render a later technique irrelevant. Both techniques are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects:

Sometimes Genjutsu effects that establish mental control render each other irrelevant, such as spells that remove the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Techniques with Opposite Effects:

Techniques with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some techniques negate or counter each other. This is a special effect that more often a technique that uses the opposing element alignment.

Instantaneous Effects:

Two or more techniques with instantaneous durations work cumulatively when they affect the same target.

TECHNIQUE DESCRIPTIONS

The description of each technique is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every technique description gives the name by which the technique is generally known.

Type

Beneath the technique name is a line giving the type of technique (and the subschool, if any) to which the technique belongs. Every Technique belongs to one of four types of technique.

Ninjutsu

Techniques that use the players connection to the natural world. Techniques that use Ninjutsu are infused with the natural elements in their use, the most wide and diverse of the four types, ninjutsu has attack, defensive, boosting and effect based techniques.

Stat: Intelligence

Genjutsu

Techniques that use illusion to warp the environment in the mind of targets. A vastly overlooked field of techniques that hold deadly skill. This type holds many effect based techniques, with a few defensive and boosting. More powerful users can use illusions that hold massive attack power.

Stat: Wisdom

Taijutsu

Techniques that use the power of ones natural alignment, to infuse physical attacks, to be boosted or perform beyond normal power, they also can add new elements of damage to their attacks. This type focuses mostly on boosts and attacks, with a few Defensive techniques.

Stat: Strength

Martial Arts

Techniques that use the power of one's physical training to perform attacks and techniques beyond that of a normal person, the user undergoes long and tense training to perform these techniques. Like ninjutsu the choices are wide ranged, yet fewer techniques are found thus are limited in their choices, but unlike the other 3 techniques in this type have no set alignment unless otherwise stated allowing a greater chance at making the damage count.
Stat: Constitution

Techniques Variables

Summoning: A summoning technique instantly brings a creature or object to a place you designate. When the technique ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the technique description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. When the technique that summoned a creature ends and the creature disappears, all the techniques it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Teleportation: A teleportation technique transports one or more creatures or objects a great distance. The most powerful of these techniques can transport people. Unlike summoning techniques, the transportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination:

Divination techniques enable you to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive techniques. Many divination techniques have cone-shaped areas. These move with you and extend in the direction you choose. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the technique.

Scrying:

A scrying technique creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any techniques or effects that target you, but not techniques or effects that emanate from you. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment. A creature can notice the sensor by making a Notice check with a DC 60 - creature's level. The sensor can be dispelled as if it were an active technique. Sealing techniques protection blocks all scrying techniques based on their DC of the technique cast.

Charm:

A charm technique changes how the subject views you, typically making it see you as a good friend.

Compulsion:

A compulsion technique forces the subject to act in some manner or changes the way its mind works. Some compulsion techniques determine the subject's actions or the effects on the subject, others allow you to determine the subject's actions when you cast the technique, and still others give you ongoing control over the subject.

Evocation:

Evocation techniques manipulate energy or tap an unseen source of power to produce a desired end. In effect, an evocation draws upon power to create something out of nothing. Many of these techniques produce spectacular effects, and evocation techniques can deal large amounts of damage.

Illusion:

Illusion techniques deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment:

A figment technique creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. It is not a personalized mental impression. Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the technique description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the figment produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like (or copy another sense exactly unless you have experienced it). Because figments and glamers are unreal, they cannot produce real effects the way that other types of illusions can. Figments and glamers cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these techniques are useful for confounding foes, but useless for attacking them directly. A figment's AC is equal to 10 + its size modifier.

Glamer:

A glamer technique changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern:

Like a figment, a pattern technique creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are Genjutsu.

Phantasm:

A phantasm technique creates a mental image that usually only the caster and the subject (or subjects) of the technique can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression, all in their heads and not a fake picture or something that they actually see. Third parties viewing or studying the scene don't notice the phantasm. All phantasms are Genjutsu.

Shadow:

A shadow technique creates something that is partially real from extra-dimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Genjutsus (Disbelief):

Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real gains a bonus to the saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Transmutation:

Transmutation techniques change the properties of some creature, thing, or condition.

Classification:

Appearing on the same line as the type when applicable, is a classification that further categorizes the technique in some way. Some techniques have more than one descriptor. The descriptors are Clan, Bloodline, Possession, Class Rank.

These determine limitations to who can use the techniques. Both by the rank of the player that they are allowed to learn and the heritage or power they may also possess.

Components:

A technique's components explain what you must do or possess to cast the technique. The components entry in a technique description includes abbreviations that tell you what type of components it requires. Specifics for material and focus components are given at the end of the descriptive text. Usually you don't need to worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Hand symbols (Ha): A somatic component is a measured and precise movement of the hand. You must have both hands free to provide a somatic component unless you have the technique *One Handed Jutsu*.

Element (Ele): A material component consists of one or more physical substances or objects that are required by the technique energies in the casting process. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your bags.

Casting Time

Most techniques have a casting time of 1 standard action. Others take 1 round or more, while a few require only a swift action. A technique that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the technique. You then act normally after the technique is completed.

A technique that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a technique as a full-round action, just as noted above for 1-round casting times). These actions must be consecutive and uninterrupted, or the technique automatically fails.

When you begin a technique that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least).

If you lose concentration before the casting is complete, you lose the chi.

A technique with a casting time of 1 swift action doesn't count against your normal limit of one technique per round. However, you may cast such a technique only once per round. Casting a technique with a casting time of 1 swift action doesn't provoke attacks of opportunity. You make all pertinent decisions about a techniques (range, target, area, effect, version, and so forth) when the technique comes into effect.

Range

A technique's range indicates how far from you it can reach, as defined in the range entry of the techniques description. A technique's range is the maximum distance from you that the technique's effect can occur, as well as the maximum distance at which you can designate the technique's point of origin. If any portion of the technique's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Self:

The technique affects only you.

Touch:

You must touch a creature or object to affect it. A touch technique that deals damage can score a critical hit just as a weapon can. A touch technique threatens a critical hit on a natural roll of 20

and deals double damage on a successful critical hit. Some touch techniques allow you to touch multiple targets. You can touch up to 6 willing targets as part of the casting, but all targets of the technique must be touched in the same round that you finish casting the technique. If the technique allows you to touch targets over multiple rounds, touching 6 creatures is a full round action.

Unlimited:

The technique reaches anywhere on the same plane of existence.

Aiming a Technique

You must make choices about whom a technique is to affect or where an effect is to originate, depending on a technique's type. The next entry in a technique description defines the technique's target (or targets), its effect, or its area, as appropriate.

Target or Targets:

Some techniques have a target or targets. You cast these techniques on creatures or objects, as defined by the technique itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the technique. If the target of a technique is yourself (the Target line of the technique description includes "You"), you do not receive a saving throw, and technique resistance does not apply. The saving throw and elemental resistance lines are omitted from such techniques.

Some techniques restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some techniques allow you to redirect the effect to new targets or areas after you cast the technique. Redirecting a technique is a move action that does not provoke attacks of opportunity.

Effect:

Some techniques create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, after it appears it can move regardless of the technique's range.

Ray:

Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted technique. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature at which you're aiming. If a ray technique has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray technique deals damage, you can score a critical hit just as if it were a weapon. A ray technique threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread:

Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the technique effect takes. When determining distance for spread effects, count around walls, not through them. As with movement,

do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect to all portions of the effect.

Area:

Some techniques affect an area. Sometimes a technique description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the technique affects. The point of origin of a technique is always a grid intersection. When determining whether a given creature is within the area of a technique, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the technique's area, anything within that square is within the technique's area. If the technique's area only touches the near edge of a square, however, anything within that square is unaffected by the technique.

Burst, Emanation, or Spread:

Most techniques that affect an area function as a burst, an emanation, or a spread. In each case, you select the technique's point of origin and measure its effect from that point. A burst technique affects whatever it catches in its area, including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst techniques are specifically described as cone-shaped. A burst's area defines how far from the point of origin the technique's effect extends.

An emanation technique functions like a burst technique, except that the effect continues to radiate from the point of origin for the duration of the technique. Most emanations are cones or spheres.

A spread technique extends out like a burst but can turn corners. You select the point of origin, and the technique spreads out a given distance in all directions. Figure the area the technique effect fills by taking into account any turns the technique effect takes.

Cone, Cylinder, Line, or Sphere:

Most techniques that affect an area have a particular shape. A cone-shaped technique shoots away from you in a quartercircle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations, and thus won't go around corners.

When casting a cylinder-shaped technique, you select the technique's point of origin. This point is the center of a horizontal circle, and the technique shoots down from the circle, filling a cylinder. A cylinder-shaped technique ignores any obstructions within its area.

A line-shaped technique shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped technique affects all creatures in squares through which the line passes.

A sphere-shaped technique expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures:

A technique with this kind of area affects creatures directly (like a targeted technique), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape. Many techniques affect

“living creatures,” which means all creatures other than constructs and undead. Creatures in the technique’s area that are not of the appropriate type do not count against the creatures affected.

Objects:

A technique with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other:

A technique can have a unique area, as defined in its description.

Shapeable:

Some of the techniques you can shape. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect:

A line of effect is a straight, unblocked path that indicates what a technique can affect. A line of effect is canceled by a solid barrier. It’s like line of sight for ranged weapons, except that it’s not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast a technique on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any technique you cast. A burst, cone, cylinder, or emanation technique affects only an area, creature, or object to which it has line of effect from its origin (a spherical burst’s center point, a cone shaped burst’s starting point, a cylinder’s circle, or an emanation’s point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a technique’s line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a technique’s line of effect.

Duration

A technique’s duration entry tells you how long the energy of the technique lasts.

Timed Durations:

Many durations are measured in rounds, minutes, hours, or other increments. When the time is up, the energy goes away and the technique ends. If a technique’s duration is variable, the duration is rolled secretly so the caster doesn’t know how long the technique will last.

Instantaneous:

The energy comes and goes the instant the technique is cast, though the consequences might be long-lasting.

Permanent:

The energy remains as long as the effect does. This means the technique is vulnerable to dispel.

Concentration:

The technique lasts as long as you concentrate on it. Concentrating to maintain a technique is a free action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a technique can also break your concentration while you’re maintaining one, causing the technique to end. Some techniques last for a short time after you cease concentrating.

Subjects, Effects, and Areas:

If the technique affects creatures directly, the result travels with the subjects for the technique’s duration. If the technique creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the technique

affects an area, then the technique stays with that area for its duration. Creatures become subject to the technique when they enter the area and are no longer subject to it when they leave.

Touch Techniques and Holding the Charge:

In most cases, if you don't discharge a touch technique on the round you cast it, you can hold the charge (postpone the discharge of the technique) indefinitely. You can make touch attacks round after round until the technique is discharged. If you cast another technique, the touch technique dissipates. Some touch techniques allow you to touch multiple targets as part of the technique. You can't hold the charge of such a technique; you must touch all targets of the technique in the same round that you finish casting the technique.

Discharge:

Occasionally a technique lasts for a set duration or until triggered or discharged.

Dismissible:

You can dismiss the technique at will. You must be within range of the technique's effect to dismiss it. Dismissing a technique is a standard action that does not provoke attacks of opportunity. A technique that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the technique is to stop concentrating on your turn.

Saving Throw

Usually a harmful technique allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a technique description defines which type of saving throw the technique allows and describes how saving throws against the technique work.

Negates:

The technique has no effect on a subject that makes a successful saving throw.

Partial:

The technique has an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half:

The technique deals damage, and a successful saving throw halves the damage taken (round down).

None:

No saving throw is allowed.

Disbelief:

A successful save lets the subject ignore the technique's effect.

Object:

The technique can be cast on objects, which receive saving throws only if they are attended (held, worn, grasped, or the like) by a creature resisting the technique, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. This notation does not mean that a technique can be cast only on objects. Some techniques of this sort can be cast on creatures or objects. A item's saving throw bonuses are each equal to 2 + holders (creators) level +Item level Bonus is any

Harmless: The technique is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class:

A saving throw against your technique has a DC of 10 + your characters level

+ your bonus for the relevant ability (Intelligence for a ninjutsu, Wisdom for a genjutsu, Strength for a Taijutsu, and Constitution for Martial Arts.) Unless otherwise stated in the description of the technique.

Succeeding on a Saving Throw:

A creature that successfully saves against a technique that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted technique, you sense that the technique has failed. You do not sense when creatures succeed on saves against effect and area techniques.

Automatic Failures and Successes:

A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the technique may cause damage to exposed items. A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw:

A creature can voluntarily forego a saving throw and willingly accept a technique's result. Even a character with a special resistance to it can suppress this quality.

Items Surviving after a Saving Throw:

Unless the descriptive text for the technique specifies otherwise, all items carried or worn by a creature are assumed to survive an attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack dealt. If the selected item is not carried or worn and is not empowered, it does not get a saving throw. It simply is dealt the appropriate damage.

Elemental Resistance

Elemental resistance is a defensive ability. If your technique is being resisted by a creature then it matches their elemental resistance, you must make a caster level check (1d20 + level) at least equal to the creature's elemental resistance for the technique to affect that creature. The defender's elemental resistance occurs naturally and is based on their elemental alignment. The Elemental Resistance entry and the descriptive text of a technique description tell you whether elemental resistance protects creatures from the technique. In many cases, elemental resistance applies only when a resistant creature is targeted by the technique, not when a resistant creature encounters a technique that is already in place. The terms "object" and "harmless" mean the same thing for elemental resistance as they do for saving throws. A creature with elemental resistance must voluntarily lower the resistance (a standard action) in order to be affected by such techniques without forcing the caster to make a level check.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description includes "see text," this is where the explanation is found.

Items Affected by Magical Attacks	
Order	Item
1 st	Item
2 nd	Armor
3 rd	Helmet, hat or headband
4 th	Item in hand
5 th	Cloak
6 th	Stowed or sheathed weapon
7 th	Bracers
8 th	Clothing
9 th	Jewelry (including rings)
10 th	Anything Else

* In order of most likely to least likely to be affected.

Creating a Technique Scroll

A player can store any technique that they know into a technique scroll. This requires a expenditure of chi x5 that of the technique but allows the player to call forth the technique at any time without expending chi for its use. The player must make a Craft Item roll DC 20 + (see below) for every rank – character level

Learning Techniques and Crafting Scrolls				
Rank Level	DC Craft Scroll	Learning Study Time	Practice Time	DC
Rank E	+0	1 Hour	1 Day	20
Rank D	+10	½ Day	3 Days	30
Rank C	+20	3 Days	1 Week	40
Rank B	+30	5 Days	2 Weeks	50
Rank A	+50	2 Weeks	1 Month	70
Rank S	+70	1 Month	3 Months	90

Learning Techniques

A player has to spend a set amount of time to learn a technique, after which a player then makes rolls to see if they learned the new technique to add to their list. This is done in three parts.

Study:

The player must actively study the technique for a set amount of time, based on the rank of the technique. A player can take longer time to learn the technique to lower the practice time in 1/2.

Practice:

After the technique's time has passed the player must then practice the technique for a set amount of time to properly learn it. Once the time has past the player can 1/day practice the technique (lowering the DC of the technique by 1 each new day). To succeed on learning the new technique by rolling a Knowledge Ninjutsu. On a success the player learns the technique and can add it to their lineup. On a failure they loss one day of practice and must continue till they succeed if they want the technique.

Supernatural Abilities:

These can't be disrupted in combat and generally don't provoke attacks of opportunity. They aren't subject to elemental resistance, counters, or disruption, and don't function in chi blocked areas.

Extraordinary Abilities:

These abilities cannot be disrupted in combat, as techniques can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt chi have no effect on

extraordinary abilities. They are not subject to dispelling, and they function normally in a chi blocked area. Indeed, extraordinary abilities do not qualify as chi based, though they may break the laws of physics.

Natural Abilities:

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary or supernatural.

Fairy Tail Class Technique lists (Unlike our One Piece and Naruto rules Fairy tail only uses the Martial Arts techniques) For rules on using techniques refer to ether of the two games on Naruto or One Piece

Martial Arts Techniques		
Acid of 1000 Fangs		
Air Bullet		
Around The world		
Boulder Strike		
Burning Knuckle		
Geppo		
Goblin Punch		
Kami-e (Paper Art)		
Match Kick		
Match Punch		
Mountain Stone		
Rankyaku (Storm Leg)		
Rokuogan (Six King Gun)		
Shigan (Finger Bullet)		
Soru (Shave)		
Tekkai		

Mar - Martial Artist Technique (Martial Artist)

Ha - Hand Gestures required to use technique - takes full round to activate technique

Ele - requires a small amount of the element used in the technique to use

E – E class Technique

D – D class Technique

C – C class Technique

B – B class Technique

A – A class Technique

S – S class Technique

Technique Name

(Category of technique and Style) Description of technique

[chi cost] damage [max damage if set]

Element needed

Technique List

Acid of 1000 Fangs

(Mar, B) Quick sudden strikes along a targets pressure points causing damage to drain from the targets body over time. The damage is 1d10 for every 4 levels and continues to do 1d10 for 1d6+1 rounds.

[30 chi cost] 1d10 for every 4 level +1d10 a for 1d6+1 rounds afterwards [max damage if set]

Melee

Single

Full Round

Air Bullet

(Mar, A) The user blasts a strong burst of wind that strikes a target dead on ignoring the armor the target has. Character makes a strong punch in the air forcing it to come crashing at a unsuspecting target. (ranged Touch attack)

[10 chi per use]

1d6 a level [10d6 max]

60 ft

Single target

Standard

Around The World

(Mar, D) Character brings their body to a full and quick spin where they can launch a flurry of attacks in a full 360 degrees to all targets in a 5ft area of them.

[8 chi per use] 1d8 per level to all in 5ft around the user
N/A 10ft Radius Standard

Bolder Strike

(Mar, D) Through the constant use of training the martial artist is able to build up a great force of chi in their fist making them as hard as steel, yet flexible and quick. The player is granted a Bonus +1d6 per every 3 levels to unarmed attacks. Max 6d6

[chi cost 5 a round] +1d6 unarmed for every 3 level [6d6 Max]
Melee Single Standard

Burning Knuckle

(Mar, C) The intense training of constantly exposing ones fists to fire has granted the attacks of the skilled martial artist to burn targets with their chi in their unarmed or grapple attacks. The attack does 1d6 damage for 1d4+1 rounds with each strike, addition hits stack the damage in time.

[10 chi cost] 1d6 a round for 1d4+1 rounds, damage stacks
Touch Single Standard, Concentration to maintain
Melee Touch Single or Self Standard

Geppo (Moon Walker)

(Mar, C) The players using this technique basically can multiple jumps in mid air redirecting their movements giving the look of walking on air. Character can make a additional move action in mid air as many times as they have DEX Bonus. This allows the user to jump great heights that they normally couldn't achieve.

[5 chi cost] Jumps additional times equal to their Dex Bonus in mid air
N/A Self Standard

Goblin Punch

(Mar, B) The Martial Artist throws an attack in one way only to follow through with a faster kick to a vital spot, similar to a Rogue's sneak attack ability as if they feinted and struck in the same action to perform the attack.

[5 chi cost] +1d6 every other level [+10d6]
Melee Single Target Standard

Kami-e (Paper Art)

(Mar, B) The Player dodges with great speed attacks. By dodging and weaving like paper in the wind. Going as far as distorting their body form in avoiding attacks.

[5 chi per round active] +10 AC while Active
N/A Self Standard

Match Kick

(Mar, A) The user launches a set of kicks in a rapid succession that they act as if they are being hit by more then one user at a time.

[25 chi per use] 1d12 damage every other level [max 10d12]
Melee Single Target Standard

Match Punch

(Mar, A) The player attacks with such a volley of punches that they seem to have several attacks in one strike and it goes so quickly the that its hard to follow where the punches are coming from.

[20 chi per use] 1d8 damage every other level [max 10d8]
N/A Self Standard

Mountain Stone

(Mar, C) The user tenses up his body toughing the flesh to become a harden mass of muscle letting them ignore damage that they take.

[6 chi per round]

N/A

Self

+STR Mod and CON Mod into DR

Standard

Rankyaku (Storm Leg)

(Mar, A) A sudden swipe of the air with the leg in such speed it breaks the sound barrier launching a sonic blade of wind at a target from the ground. More skilled users have found ways to perform this technique in mid air.

[20 chi per use]

100' + 10 per level

Single target

1d6 a every other level [max 10d6]

Standard

Rokuogan (Six King Gun)

(Mar, S) A sonic breaking punch launches the through the air hitting the player on with a touch attack. That crushes bone and shocking the body from the blow.

[40 chi per use]

30' ranged touch

Single target

1d6 a level [max 20d6]

Standard

Shigan (Finger Gun)

(Mar, S) Character does a jabbing strike with their finger in a quick and strong move piercing the body of their target. Once the jab is made the pain is so intense it requires the player make a Fort save vs. Unconsciousness DC based on the users level +10

[40 chi per use]

Melee

1d6 every level [max 20d6] 10+level Fort vs. Unconsciousness

Single target

Standard

Soru (Shave)

(Mar, C) The user boosts their muscles in a way to move at an incredible rate of speed. Letting them cross great distances, avoid attacks, and throw attacks at great speeds

[10 chi per round] +1 attack per every 4 levels,+1 DEX per every other level, +10 Speed per level

N/A

Self

Quicken

Tekki (Iron Mass)

(Mar, D) The Martial Artist has trained their muscles to resist damage greater, that they are able to lock into a stance and gain the effective Damage Reduction and Element Resistance. However while in this stance they can not attack back.

[10 chi per round]

Can not attack while active

N/A

+1 DR per every other level/+1 Resist all elements per level

Self

Standard

Weapons

ss- Weapon does non lethal damage

*- Requires Power source

+ - high rate of fire x3 attacks

@ - Trip Attack can be preformed with this weapon

/R - Reach weapon based on the given number in front

/D - Two attacks can be made as one attack with this weapon

Simple Weapons

<i>Melee</i>	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
<i>Unarmed Attacks</i>						
Gauntlet	1d3	1d4	x2	-	1 lb.	Bashing
Greaves	1d4	1d6	x2	-	1 lb	Bashing
Unarmed	1d2ss	1d3ss	x2	-	-	Bashing
<i>Light Melee</i>						
Dagger	1d3	1d4	19-20/x2	10 ft.	1 lb.	Pierce/Slash
Dagger, punch	1d3	1d4	x3	-	1 lb.	Piercing
Gauntlet, spike	1d3	1d4	x2	-	1 lb.	Piercing
Frying Pan	1d6	1d8	x2	-	4 lbs	Bashing
Kendoma @	1d3	1d4	x2	5 ft/R	1 lb	Bashing
Kodocha	1d3ss	1d4ss	x2	-	½ lb	Bashing
Mace, light	1d4	1d6	x2	-	4 lbs.	Bashing
Paper Fan	1d3ss	1d4ss	x2	-	½ lb	Bashing
Scalpel	1d3	1d4	x2	20ft	1 lb	Slashing
Sickle @	1d4	1d6	x2	-	2 lbs.	Slashing
Shiv	1d3	1d4	x3	-	1 lbs	Piercing
<i>One Handed Melee</i>						
Bat	1d6	1d8	x2	10 ft	3 lbs	Bashing
Broom	1d4	1d6	x2	-	2 lbs	Bashing
Club	1d4	1d6	x2	10 ft.	3 lbs.	Bashing
Kunai	1d6	1d8	x2	20 ft	1 lbs	Piercing
Mace, heavy	1d6	1d8	x2	-	8 lbs.	Bashing
Morningstar	1d6	1d8	x2	-	6 lbs.	Bash/Pierce
Power Drill*	1d8	1d10	x3	-	6 lbs.	Piercing
Short spear	1d4	1d6	x2	20 ft.	3 lbs.	Piercing
<i>Two Handed Melee</i>						
Bayonet	1d4	1d6	x2	5ft/R	2 lbs	Piercing
Long spear	1d6	1d8	x3	5ft/R	9 lbs.	Piercing
Quarterstaff /D	1d4/1d4	1d6/1d6	x2	—	4 lbs.	Bashing
Spear	1d6	1d8	x3	20 ft.	6 lbs.	Piercing
<i>Ranged</i>						
Blowgun	1	1d2	x2	20 ft.	1 lb.	Piercing
Butterfly knife	1d6	2d4	x3	20ft	2 lbs	Piercing
Crossbow, He	1d8	1d10	19-20/x2	120 ft.	8 lbs.	Piercing
Crossbow, Li	1d6	1d8	19-20/x2	80 ft.	4 lbs.	Piercing
Dart, Thrown	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Frisbee/discus	1d4	1d6	x2	60ft	1 lb	Bashing
Javelin	1d4	1d6	x2	30 ft.	2 lbs.	Piercing
Shot put	1d6	1d8	x3	30ft	10 lbs	Bashing
Shuriken	1d4	1d6	x2	20ft	½ lbs	Piercing
Sling	1d3	1d4	x2	50 ft.	—	Bashing
Sling shot	1d4	1d6	19-20/x2	60ft	2 lbs	Bashing

Martial Weapons

Light Melee

Axe, throwing	1d4	1d6	x2	10 ft.	2 lbs.	Slashing
Battle Fan	1d4	1d6	19-20/x2	20ft	2 lbs	Slash/Bash
Hammer, light	1d3	1d4	x2	20 ft.	2 lbs.	Bashing
Hand axe	1d4	1d6	x3	-	3 lbs.	Slashing
Kukri	1d3	1d4	18-20/x2	-	2 lbs.	Slashing
Pick, light	1d3	1d4	x4	-	3 lbs.	Piercing
Sap	1d4ss	1d6ss	x2	-	2 lbs.	Bashing
Shield, light	1d2	1d3	x2	10 ft.	5/6 lbs.	Bashing
Spiked armor	1d4	1d6	x2	-	+1lb.	Piercing
Spiked shield	1d3	1d4	x2	-	+1lb.	Piercing
Star knife	1d3	1d4	x3	20 ft.	3 lbs.	Piercing
Sword, short	1d4	1d6	19-20/x2	-	2 lbs.	Slashing
Tonfa	1d6	1d8	x2	-	2 lbs	Bashing
Wakashashi	1d4	1d6	18-20/x2	-	3 lbs	Slashing
Yo-yo @	1d4	1d6	19-20/x2	10ft/R	½ lbs	Bashing

One Handed Melee

Battleaxe	1d6	1d8	x3	-	6 lbs.	Slashing
Bo Ken	1d8ss	1d10ss	19-20/x2	-	4 lbs	Bashing
Battle Umbrella	1d8	1d10	18-20/x3	20ft	5 lbs	Bashing
Flail @	1d6	1d8	x2	-	5 lbs.	Bashing
Katana	1d8	1d10	18-20/x2	-	6 lbs	Slashing
Long sword	1d6	1d8	19-20/x2	-	4 lbs.	Slashing
Pick, heavy	1d4	1d6	x4	-	6 lbs.	Piercing
Rapier	1d4	1d6	18-20/x2	-	2 lbs.	Piercing
Scimitar	1d4	1d6	18-20/x2	-	4 lbs.	Slashing
Shield, heavy	1d3	1d4	x2	-	15 lbs.	Bashing
Spiked shield, H	1d4	1d6	x2	-	+2lbs.	Piercing
Trident	1d6	1d8	x2	10 ft.	4 lbs.	Piercing
War hammer	1d6	1d8	x3	-	5 lbs.	Bashing

Two Handed Melee

Falchion	1d6	2d4	18-20/x2	-	8 lbs.	Slashing
Glaive	1d8	1d10	x3	10ft/R	10 lbs.	Slashing
Great axe	1d10	1d12	x3	-	12 lbs.	Slashing
Great club	1d8	1d10	x2	-	8 lbs.	Bashing
Flail, heavy @	1d8	1d10	19-20/x2	-	10 lbs.	Bashing
Great sword	1d10	2d6	19-20/x2	-	8 lbs.	Slashing
Guisarme @	1d6	2d4	x3	10ft/R	12 lbs.	Slashing
Halberd @	1d8	1d10	x3	10ft/R	12 lbs.	Pierce/Slash
Lance	1d6	1d8	x3	10ft/R	10 lbs.	Piercing
Ranseur	1d6	2d4	x3	10ft/R	12 lbs.	Piercing
Scythe @	1d6	2d4	x4	-	10 lbs.	Pierce/Slash
Zanbato	2d6	3d6	19-20/x2	-	20 lbs	Slashing

Ranged

Longbow	1d6	1d8	x3	100 ft.	3 lbs.	Piercing
Longbow, Com	1d6	1d8	x3	110 ft.	3 lbs.	Piercing
Musket	2d4 cone	2d6 cone	x2	50ft	8 lbs	Bashing
Needle	1d3	1d4	x2	50ft	½ lb	Piercing
Pistol	2d6	2d8	x2	100ft	6 lbs	Bashing
Rifle	2d8	2d10	x2	200ft	12 lbs	Bashing
Short bow	1d4	1d6	x3	60 ft.	2 lbs.	Piercing
Short bow, Com	1d4	1d6	x3	70 ft.	2 lbs.	Piercing

Exotic Weapons

Light Melee

Bladed Claw	1d4	1d6	x2	-	1 lbs	Slashing
Kama @	1d4	1d6	x2	-	2 lbs.	Slashing
Nunchaku	1d4	1d6	x2	-	2 lbs.	Bashing
Sai	1d3	1d4	x2	-	1 lb.	Bashing
Siangham	1d4	1d6	x2	-	1 lb.	Piercing

One Handed

Sword, bastard	1d8	1d10	19-20/x2	-	6 lbs.	Slashing
War axe	1d8	1d10	x3	-	8 lbs.	Slashing
Whip @	1d2	1d3ss	x2ss	10ft/R	2 lbs.	Slashing
Whip, Barb @	1d4	1d6	x2	10ft/R	2 lbs	Slashing
Whip, Chain @	1d6	1d8	x3	10ft/R	4 lbs.	Slashing
Whip, D @ /D	1d4/1d2	1d6/1d4	19-20/x2	10ft/R	3 lbs.	Slashing
Chain, D @ /D	1d6/1d2	1d8/1d4	19-20/x2	10ft/R	4 lbs.	Piercing
Khopesh	1d6	1d8	19-20/x2	-	12 lbs.	Slashing

Two Handed

Axe, double /D	1d6/1d6	1d8/1d8	x3	-	15 lbs.	Slashing
Chain, spike @	1d6	2d4	x2	15ft/R	10 lbs.	Piercing
Chain Sickle /D	1d4/1d6	1d6/1d8	x2	10ft/R	10 lbs	Slashing
Chainsaw*	2d6	2d8	x4	-	12 lbs	Slashing
Curve blade	1d8	1d10	18-20/x2	-	7 lbs.	Slashing
Flail, dire @ /D	1d6/1d6	1d8/1d8	x2	-	10 lbs.	Bashing
H. Hammer/D@	1d6/1d4	1d8/1d6	x3/x4	-	6 lbs.	Bash/Pierce
Johyo /R @	1d4	1d6	x2	15ft/R	1 lbs.	Bashing
Sword, Twin /D	1d6/1d6	1d8/1d8	19-20/x2	-	10 lbs.	Slashing
3-part staff /D	1d6/1d6	1d8/1d8	x3	-	8 lb.	Bashing
Urgrosh /D	1d6/1d4	1d8/1d6	x3	-	12 lbs.	Pierce/Slash

Ranged

Bazooka	3d6 20' radius	3d10 20' radius	x3	100 ft.	30 lbs.	Bashing
Boomerang	1d4	1d6	x3	50 ft.	1 lb	Bashing
Bolas @	1d3ss	1d4ss	x2	10 ft.	2 lbs.	Bashing
Chakram	1d4	1d6	x3	30 ft.	2 lb.	Slashing
Crossbow, RH	1d8	1d10	19-20/x2	120 ft.	12 lbs.	Piercing
Crossbow, RL	1d6	1d8	19-20/x2	80 ft.	6 lbs.	Piercing
Dart Gun	1d4	1d6	x2	100 ft	5 lbs	Piercing
Dynamite	3d8 30' radius	3d10 30' radius	-	50 ft	1 lb.	Bashing
Flame Thrower*	2d6 cone	2d10 cone	x3	30 ft	20 lbs.	Fire
Flare Gun	2d4/ 1d6	2d6/ 1d6	x2	100 ft	5 lbs.	Bash/ Fire
Fuma Shuriken	2d6	2d8	x2	30 ft	5 lbs.	Slashing
Gas sprayer*,ss - cone	- cone	- cone	-	30 ft	15 lbs	-
Gauntlet, spring	1d4	1d6	x2	20 ft.	4 lb.	Piercing
Gernade	4d6 30' radius	4d10 30' radius	-	50ft	2 lbs	Bashing
Hand crossbow	1d3	1d4	19-20/x2	30 ft.	2 lbs.	Piercing
Harpoon gun	2d6	2d8	19-20/x4	100 ft	10 lbs	Piercing
Mini Gatling+	2d10	3d6	19-20/x3	50 ft.	20 lbs.	Bashing
Net	-	-	-	10 ft.	6 lbs.	-
Repeat Dart G+	1d4	1d6	x2	100 ft	20lbs	Piercing
Shot gun	2d10 cone	3d8 cone	x3	50 ft	12 lbs	Bashing
Sling staff	1d6	1d8	x3	80 ft.	3 lbs.	Bashing
Sniper Rifle	2d10	3d8	x3	400 ft	16 lbs	Bashing

Below is the description of each weapon, its craft DC to make and its BRP (Base Retail Price). In One Piece there are no set prices even on the same islands it's a matter of making deals and convincing a person to sell it to you or buy it from you around the BRP. This that can effect the prices are demands for the item or overstock in the supply. Quality and diplomacy also come into play as well as the players reputation.

Axe, double - 75 DC, 500 BRP - A cruel weapon with blades placed at opposite ends of a long haft, an double axe is a double weapon.

Axe, throwing - 45 DC, 100 BRP - A small axe properly weighted to be used as a thrown weapon.

Bat - 30 DC, 50 BRP - A large wooden or metal stick shaped with precision.

Battleaxe - 45 DC, 2500 BRP - A massive axe used in battle designed to put the full force of the blow in the bladed edge.

Battle Fan - 60 DC, 3000 BRP - This weapon appears to the untrained eye as nothing more than a beautifully crafted lady's fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp. When first entering melee using a war fan, you may attempt a Bluff check against an opponent's Sense Motive check. If you win the contest, you gain a +4 bonus on attacks made against that foe during the first round of combat.

Battle Umbrella - 60 DC, 3000 BRP - A heavily weighted and strongly built umbrella that disguises its massive weight as a functional parasol / umbrella.

Bayonet - 30 DC, 100 BRP - A bladed Knife placed on the end of a rifle to turn the weapon in a spear in close battle.

Bladed Claw - 40 DC, 2500 BRP - A claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers. A Hooked hand is considered on version of this weapon, cannot be removed.

Bo Ken - 20 DC, 2000 BRP - A finely crafted wooden sword made ether of solid wood or wooden reeds. The strong strike while powerful is non lethal.

Broom - 15 DC, 100 BRP - A simple long stick at one end and reed or straw brush on the other often used as a cleaning device but a true warrior knows the skill in using such a weapon.

Chain, Dagger - 25 DC, 1000 BRP - When wielding the chain-and dagger, you gain a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe). You can also use this weapon to make trip attacks, gaining a +2 bonus on your trip attempt. If you are tripped during your own trip attempt, you can opt to drop the chain-and dagger instead of being tripped.

Chain, spike - 45 DC, 750 BRP - A spiked chain is about 4 feet in length, covered in wicked barbs. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon.

Chainsaw - 85 DC, 50,000 BRP - A complex machine that hacks its targets to pieces, The device however needs a fuel source to operate.

Chain Sickle - 60 DC, 1000 BRP - A complicated weapon of a chain and weight on one end and a sickle on the other to cut at the target one wraps up in the chain.

Club - 10 DC, 50 BRP - A simple stick that can be used to attack a target with great ease.

Curve blade - 40 DC, 2000 BRP - Essentially a longer version of a scimitar, but with a thinner blade, the curve blade is exceptionally rare. You receive a +2 circumstance bonus to your Combat Maneuver Defense whenever a foe attempts to sunder your curve blade due to its flexible metal. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an curve blade sized for you, even though it isn't a light weapon.



Dagger - 20 DC, 500 BRP - A dagger has a blade that is about 1 foot in length. You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body

Dagger, punch - 25 DC, 500 BRP - A punching dagger's blade is attached to a horizontal handle that projects out from the fist when held.

Falchion - 45 DC, 1500 BRP - A massive Curved blade that has its users making broad swinging storks at their targets.

Flail - 45 DC, 1000 BRP - A flail consists of a spiked metal ball, connected to a handle by a sturdy chain.

Flail, dire - 60 DC, 5000 BRP - A dire flail consists of two spheres of spiked iron dangling from chains at opposite ends of a long haft.

Flail, heavy - 55 DC, 2000 BRP - Similar to a flail, a heavy flail has a larger metal ball and a longer handle.

Frying Pan - 30 DC, 1000 BRP - A common kitchen tool and as many a scorned wives have found one deadly good weapon to put up a fight with. And once your done you can cook with it.

Gauntlet - 25 DC, 2000 BRP - This metal glove lets you deal lethal damage rather than non lethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets. Your opponent cannot use a disarm action to disarm you of gauntlets.

Gauntlet, spike - 45 DC, 3000 BRP- The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. Your opponent cannot use a disarm action to disarm you of spiked gauntlets.

Glaive - 25 DC, 3000 BRP - A glaive is a simple blade, mounted to the end of a pole about 7 feet in length.

Great axe - 45 DC, 5000 BRP - A Massive Axe that is welded by two hands to bring full force down upon it target.

Great club - 20 DC, 100 BRP - A small tree or Large branch that has to be welded by two hands to bash the target.

Great sword - 40 DC, 5000 BRP - This immense two-handed sword is about 5 feet in length.

Greaves - 45 DC, 2500 BRP - Leg irons used to grant even more damage to kick based attacks.

Guisarme - 45 DC, 3000 BRP - A guisarme is an 8-foot-long shaft with a blade and a hook mounted at the tip.

Halberd - 45 DC, 2000 BRP - A halberd is similar to a 5-foot-long spear, but it also has a small, axe-like head mounted near the tip.

Hammer, light - 30 DC, 500 BRP - A Common tool used to build objects and a great weapon in a pinch.

Hand axe - 30 DC, 500 BRP - a tool used to chop wood and a decent weapon that strikes with great force.

Hooked Hammer - 50 DC, 5000 BRP - A hooked hammer is a double weapon— an ingenious tool with a hammer head at one end of its haft and a long, curved pick at the other. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapons.

Kama - 30 DC, 1000 BRP - Similar to a sickle, a kama is a short, curved blade attached to a simple handle.



Katana - 35 DC, 2000 BRP - A common one sided blade sword is finely crafted and sought as the top quality of all swords. Its strong yet light weight blade make it precise and deadly.

Kendoma - 30 DC, 500 BRP - A child's toy of a ball with a handle that has two cups and a spike peg. Skilled fighters have found this tool as a good weapon in a pinch.

Khopesh - 30 DC, 1500 BRP - You can use a khopesh to make trip attacks with its hook like blade. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped.

Kodocha - 35 DC, 2000 BRP - A toy hammer that's built to absorb the damage it causes making it a tool of punishment or training that does no lethal damage.

Kukri - 30 DC, 1500 BRP - A kukri is a curved blade, about 1 foot in length.

Kunai - 20 DC, 50 BRP - A diverse weapon in the ninja tool box, a small full metal blade similar to a dagger yet weighted for throwing, it has a needle eye at one end where one can attach thread and even explosive tags to get a better chance at taking out a target.

Lance - 40 DC, 3000 BRP - A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

Long spear - 25 DC, 1500 BRP - A long spear is about 8 feet in length.

Long sword - 35 DC, 1500 BRP - This sword is about 3-1/2 feet in length.

Mace, heavy - 30 DC, 1500 BRP - A heavy mace has a larger head and a longer handle than a normal mace.

Mace, light - 20 DC, 1000 BRP - A mace is made up of an ornate metal head attached to a simple wooden or metal shaft.

Morningstar - 30 DC, 1500 BRP - A Morningstar is a spiked metal ball, affixed to the top of a long handle.

Nunchaku - 30 DC, 1500 BRP - A nunchaku is made up of two wooden or metal bars connected by a small length of rope or chain.

Paper Fan - 10 DC, 10 BRP - A Simple and easily made weapon to train or punish people without harming them.

Pick, light - 20 DC, 300 BRP - A small hammer at one end with a curved spike for light mining work.

Pick, heavy - 30 DC, 1000 BRP - A Large two handed curved spike on two ends attached to a wooden handle used constantly by miners.

Power Drill - 55 DC, 30,000 - A Shop tool used to build and drill holes into wood and metal. As a weapon it can tear at the target making holes in them by using a power source to do so.

Quarterstaff - 15 DC, 20 BRP - A quarterstaff is a simple piece of wood, about 5 feet in length.

Ranseur - 45 DC, 1500 BRP - Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.

Rapier - 45 DC, 2000 BRP - You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.



Sai - 35 DC, 1500 - A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. With a sai, you get a +2 bonus on Combat Maneuver Checks to sunder an enemy's weapon. Though pointed, a sai is used primarily to bludgeon foes and to disarm weapons.

Sap - 10 DC, 50 BRP - A small flexible bag with a mass amount of weight placed inside used to knock out a target and mug them.

Scalpel - 20 DC, 500 BRP - A fine tiny blade often used by doctors, This small blade can be use as a thrown weapon or in a hand to hand fight.

Scimitar - 45 DC, 2000 BRP - A large one sided bladed edge sword used to strike the targets in large swinging motions. Also called a Cutlass.

Scythe - 35 DC, 4000 BRP - A Large wooden farm tool used to cut grains. It large slicing and fearful nature is said to be the choice weapon of Death Himself.

Short spear - 20 DC, 500 BRP - A short spear is about 3 feet in length, making it a suitable thrown weapon.

Siangham - 30 DC, 750 BRP - This weapon is a handheld shaft fitted with a pointed tip for stabbing foes.

Sickle - 20 DC, 500 BRP - A small farm tool used by herbalists and those for weeding its curved hook blade cuts as it trips at the target.

Shiv - 10 DC, 100 BRP - A small spike on a handle easily hidden or disguised as another small object. The most popular weapon found in prisons due to its easy craft and deadly use.

Spear - 20 DC, 750 BRP, A spear is 5 feet in length and can be thrown.



Star knife - 60 DC, 3000 BRP - From a central metal ring, four tapering metal blades extend like points on a compass rose. A wielder can stab with the star knife or throw it.

Sword, bastard - 60 DC, 4000 BRP - A bastard sword is about 4 feet in length, making it too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, short - 30 DC, 1000 BRP - This sword is about 2 feet in length.

Sword, Twin - 55 BRP, 7500 - A twin sword is a double weapon—twin blades extend from either side of a central, short haft, allowing the wielder to attack with graceful but deadly flourishes some even come with a lock to disconnect the two swords for two weapon fighting

3-part staff - 55 DC, 5000 BRP - Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal length, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

Tonfa - 20 DC, 1000 BRP - A monk using a tonfa can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

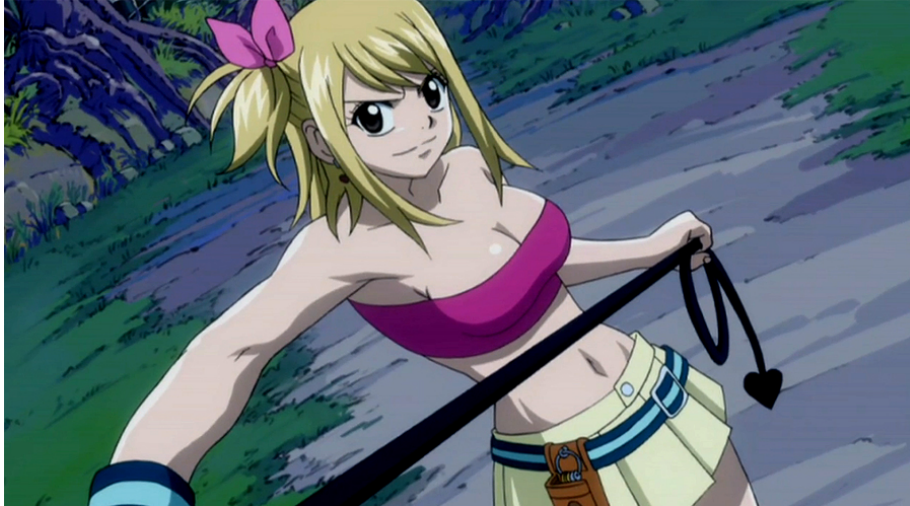
Trident - 35 DC, 2500 BRP - A trident has three metal prongs at end of a 4-foot-long shaft. This weapon can be thrown.

Urgrosh - 50 DC, 6000 BRP - A urgrosh is a double weapon—an axe head and a spear point on opposite ends of a long haft. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other becomes the off-hand weapon. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Wakashashi - 25 DC, 1500 BRP - A small well crafted dagger like blade. Its short and quick nature make it often the pair to a sword when dual wielding

War axe - 30 DC, 1000 BRP - A war axe has a large, ornate head mounted to a thick handle, making it too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a war axe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

War hammer - 30 DC, 1250 BRP - A massive ornate hammer designed for letting the most force behind every blow, It a two handed weapon and is martial, A larger creature can use it one handed



Whip - 30 DC, 250 BRP - A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon.

Whip, Barbed - 35 DC, 1000 BRP - A whip covered in sharp barbs through out the whole whip so it tears at flesh it rakes across.

Whip, Chain - 35 DC, 1250 BRP - A Whip made with a fine metal chain, Making a stronger and harsher slam to the body

Whip, Dagger - 40 DC 2000 BRP - A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.

Yo-yo - 20 DC, 750 BRP - A child's toy built into a deadly weapon in properly trained hands.

Zanbato - 60 DC, 10,000 BRP - A massive sword used to cut down horses and Calvary. The sword's blade spans a 2 ½ feet wide and 8 ft long.

Ranged

Bazooka - 60 DC, 10,000 - A small hand held cannon requires a full round to fire.

Blowgun - 10 DC, 250 BRP - Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.

Boomerang – 20 DC, 750 BRP - A small Bent stick or cross shaped stick that can be thrown so it attacks its target and returns in the next round to its user.

Bolas - 40 DC, 750 BRP - A bolas is a pair of weights, connected by a thin rope or cord. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas.

Butterfly knife - 35 DC, 1000 BRP - A finely crafted and properly weighted throwing knife.

Chakram – 35 DC, 1250 BRP - The chakram is a throwing disk about 1 foot in diameter, with a sharpened outer rim. A skilled user can cause the blade to return to them after being thrown.

Crossbow, Heavy - 35 DC, 1500 BRP - You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one handed firing.

Crossbow, Light - 35 DC, 1000 BRP - You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one handed firing.

Crossbow, Repeating - 55 DC, 10,000 BRP - The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dart, Thrown - 10 DC, 200 BRP - A common item in bars and any where a dart board could be found for recreation

Dart Gun - 35 DC, 2000 BRP - A small one Handed gun that shoots out darts, ether normal or specialized ammo.

Dynamite - 30 DC, 750 BRP - A common and dangerous tool for mining, these thrown weapons can cause serious damage to those around its explosive area. [Volatile] dropping even unlit will cause this weapon to explode.

Flame thrower - 60 DC, 5000 BRP - A gas filled tank leading to a slow or open flame on the end of a stick pumped through and blasted in front of the user, The device is two handed.

Flare Gun - 35 DC, 2500 BRP - A common gun at sea, not often used as a weapon but its use to signal for help. It can be used to start fires at a great distance as well.

Frisbee/discus - 30 DC, 750 BRP - Thought to be a toy of the beach it has been used as a safe way to disarm and even attack people at a distance with out creating sever damage to them.

Fuma Shuriken – 50 DC, 2000 BRP - What looks like four curved daggers is actually a folded in massive shuriken, in its folded form it can be used as a one handed sword, but unfolded it flies through the air as a whirling blade of death.

Gas sprayer - 40 DC, 7500 BRP - A Hose and pressurized tank filled with any number of types of gasses or drug based gases to be delivered on the battlefield Unless the user wants to fall victim its strongly advised they get and use gas mask for themselves.

Gauntlet, spring - DC 40, 5000 BRP - This gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible. This ridge of metal hides a spring-loaded mechanism that can expel a needle with great force, akin to a miniscule crossbow. You load the gauntlet by inserting a bolt in the hole and pulling back a hidden lever. Loading the spring loaded gauntlet is a move-equivalent action that provokes an attack of opportunity. You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent—this motion fires the gauntlet. A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting. The Ambidexterity feat lets someone avoid the –4 off-hand penalty.

Hand crossbow - 60 DC, 7500 BRP - You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons

Harpoon gun 60 DC, 5000 BRP - The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land. Even with the Exotic Weapon Proficiency (harpoon) feat, creatures smaller than Medium-size take a –2 penalty on their attack rolls due to the harpoon's weight and bulk. If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw against a DC equal to 10 + the damage dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). The harpooned creature can pull the harpoon from its wound if it has two free hands and it takes a full round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A character who succeeds on a Heal check (DC 15) can remove a harpoon without further damage.

Javelin - DC 30, 750 BRP - A javelin is a thin throwing spear . Since it is not designed for melee, you are treated as non-proficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Longbow - DC 20, 1000 BRP - At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a Strength bonus, you can apply it to damage rolls when you use a composite longbow (see below), but not when you use a regular longbow.



Longbow, Composite - DC 40, 5000 BRP - You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow. For purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Mini Gatling - 75 DC, 50,000 BRP - A small Repeating rifle that can be carried but takes a full round action to stop and setup before using, and one action to pick up and move.

Musket - 50 DC, 5000 BRP - A simple made Gun that is easy to make and repair. Takes a Full round action to reload a Musket. Unlike other guns it only has one type of ammo.

Needle - 10 DC, 100 BRP - A Large and sharpened metal rod used in skilled hands to be thrown at a target and hit vital spots

Net - 20 DC, 1000 BRP - A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a Non proficient one to do so.

Pistol - 55 DC, 7500 - A small single shot gun used to fire at a close distance. Requires one hand. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.

Repeat Dart Gun - 60 DC, 7500 BRP - A massive version of a dart gun this two handed version shoots out a collection of darts one at a time in a spray of shots. The darts are stored on a belt which is feed through the machine. It takes a full round to reload when empty.

Rifle - 55 DC, 12,500 - Much like the pistol this single shot gun is designed to shoot at a target at distance. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.

Short bow - 20 DC, 750 BRP - A short bow is made up of one piece of wood, about 3 feet in length. You need two hands to use a bow, regardless of its size. You can use a short bow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a short bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite short bow (see below), but not a regular short bow.

Short bow, Composite - 35 DC, 2500 BRP - You need at least two hands to use a bow, regardless of its size. You can use a composite Short bow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite Short bow requires a Strength modifier of +0 or higher to use with proficiency. A composite short bow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite short bow. For purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite short bow is treated as if it were a short bow.

Shot gun - 60 DC, 15,000 BRP - A single Shot gun that shoots a spray of shoot at an area unlike other guns. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.

Shot put - 10 DC, 750 BRP - Basically a small cannon ball used as sport to be thrown.

Shuriken - 15 DC, 500 BRP - A shuriken is a small piece of metal with sharpened edges, designed for throwing. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

Sling - 10 DC, 250 BRP - A sling is little more than a leather cup attached to a pair of strings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Sling shot - 20 DC, 750 BRP - Thought to be a child's toy, this weapon proves other wise as it allows for dangerous and sometimes deadly accuracy and its ammo can be a various array of dangers.

Sling staff - 40 DC, 1000 BRP - Made from a specially designed sling attached to a short club, a half ling sling staff can be used by a proficient wielder to devastating effect. Your Strength modifier applies to damage rolls when you use a half ling sling staff, just as it does for thrown weapons. You can fire, but not load, a sling staff with one hand. Loading a sling staff is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a half ling sling staff, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls. A sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size.

Sniper Rifle - 75 DC, 25,000 BRP - A high powered Rifle that has the ability to shoot farther then your normal rifle. Often used by people that intend to attack a subject long before they see them.

Ammo

Arrow - 10 DC, 50 BRP - A normal arrow

Arrow, Barbed - 15 DC, 100 BRP - A arrow that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm

Arrow, blunt - 20 DC, 100 BRP - An arrow with a blunt end that does non lethal damage to its target.

Arrow, chemical - 40 DC, 200 BRP - An arrow built to carry and dose its target with a poison, potion, drug or chemical.

Arrow, Chi – 50 DC, 250 BRP – An arrow that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Arrow, Exploding - 30 DC, 500 BRP - An arrow designed to carry explosives with it to explode in moments of impact doing +3d6 Damage

Arrow, Net – 50 DC, 500 BRP – An arrow that upon hitting a target releases a net around a target entangling them with a DC 20 Reflex to avoid, 40 Escape Artist to get out

Arrow, Magic Spell – 50 DC, 20,000 – An arrow that once hitting releases a magic spell placed inside

Arrow, Trap - 40, 100 BRP – An Arrow that carries and releases a clamp based trap upon impact

Bolts - 15 DC, 50 BRP - A normal crossbow bolt

Bolts, Barbed - 25 DC, 150 BRP - A bolt that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm

Bolts, Blunt - 40 DC, 150 BRP - A bolt with a blunt end that does non lethal damage to its target

Bolts, Chemical - 55 DC, 300 BRP - A bolt built to carry and dose its target with a poison, potion, drug or chemical.

Bolts, Chi – 60 DC, 500 BRP – A bolt that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bolts, Exploding - 75 DC, 750 BRP - A bolt designed to carry explosives with it to explode in moments of impact doing +3d6 Damage

Bolt, Net – 50 DC, 1000 BRP – An bolt that upon hitting a target releases a net around a target entangling them with a DC 20 Reflex to avoid, 40 Escape Artist to get out

Bolt, Magic Spell – 50 DC, 20,000 BRP- A bolt once hitting releases a magic spell placed inside

Bullet, Pistol - 20 DC, 100 BRP - A normal bullet for a pistol

Bullet, Pistol Armor Piercing - 45 DC, 500 BRP - A stronger and faster moving bullet that gets through 1 point of DR

Bullet, Pistol Chemical - 65 DC, 1000 BRP - A Bullet with a liquid or gas filled section that releases on impact

Bullet, Pistol Chi – 75 DC, 1500 BRP – A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullet, Pistol Hallow Point - 55 DC, 500 BRP - A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel

Bullet, Pistol Rubber - 40 DC, 250 BRP - A bullet that does Sub-dual damage instead of lethal

Bullet, Pistol Magic Spell – 60 DC, 50,000 BRP – A bullet that once hitting releases a magic spell placed inside

Bullet, Rifle - 20 DC, 100 BRP - A normal bullet for a rifle

Bullet, Rifle Armor Piercing - 45 DC, 500 BRP - A stronger and faster moving bullet that gets through 1 point of DR

Bullet, Rifle Chemical - 65 DC, 1000 BRP - A Bullet with a liquid or gas filled section that releases on impact

Bullet Rifle, Chi – 75 DC, 1500 BRP – A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullet, Rifle Hallow Point - 55 DC, 500 BRP - A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel

Bullet, Rifle Rubber - 40 DC, 250 BRP - A bullet that does Sub-dual damage instead of lethal

Bullet, Rifle Magic Spell - 60 DC, 50,000 BRP – A bullet that once hitting releases a magic spell placed inside

Bullets, sling - 5 DC, 10 BRP - A small round polished rock used within a sling

Bullets, Sling Chemical - 25 DC, 250 BRP - A small glass container that looks like a marble that cracks and releases a chemical on impact

Bullet, Sling Chi – 40 DC, 500 BRP – A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullets, Sling Shot - 5 DC, 10 BRP - A small round polished rock or metal ball bearing

Bullets, Sling Shot Barbed - 20 DC, 100 BRP - A spiked ball bearing that can stick into its target doing 1 point of damage over time

Bullets, Sling Shot Chemical - 25 DC, 250 BRP - A small glass container that looks like a marble that cracks and releases a chemical on impact

Bullet, Sling Shot Chi – 40 DC, 500 - A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Bullets, Sling Shot Explosive - 40 DC, 500 BRP - A small explosive compound put together that on impact explodes doing +2d6 Damage

Darts, blowgun - 10 DC, 100 BRP - A small dart used to be blown at the enemy with a blow gun

Darts, blowgun Chemical - 30 DC, 200 BRP - A dart with a injection system to deliver poison drugs or chemicals on impact

Darts, blowgun Chi – 45 DC, 500 BRP - A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Darts, Dart Gun - 15 DC, 100 BRP - A small dart used to ether be thrown or shot from a dart gun

Darts, Dart Gun Chemical - 30 DC, 200 BRP - A dart with a injection system to deliver poison drugs or chemicals on impact

Darts, Dart Gun Chi – 45 DC, 500 BRP – A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing

Darts, Dart Gun Explosive – 50 DC, 750 BRP – A dart that on impact can be triggered to explode. Doing more damage to a target, explosion does an additional +1d6 bashing

Shell, Shot gun - 30 DC, 200 BRP - A shot that sprays several bullets in a 60 ft cone

Shell, Shot gun Bean Bag - 45 DC, 750 BRP - Causes Non lethal damage instead of normal damage

Shell, Shot Gun Net – 40 DC, 5000 BRP – A shell that once hitting releases a net entangling the target DC 25 Reflex, 45 Escape Artist

Shell, Shot Gun Net Magic Spell - 60 DC, 50,000 BRP – A shell that once hitting releases a magic spell placed inside and a net that entangles a Fruit user causes their powers to not work and be effected by exhaustion. DC 25 Reflex, 45 Escape Artist

Shell, Shot Gun Shock - 40 DC, 10,000 BRP – A shell that once hitting releases a electrical charge shocking the target into a stun for 1d6 rounds, Fort save DC 25

Shell, Shot gun Slug - 35 DC, 250 BRP - A heavy shot bullet causing the shotgun to shoot one powerful shot that can cut through 2/DR

Blinding Grenade – 50 DC, 5000 BRP – A ball filled with Pepper gas used to blind and choke a group of people for a longer time then the Flash Grenade. Fort Save DC 25 vs Blindness 1d4 minutes, Fort save DC 15 vs. Prone

Flash Grenade – 30 DC, 2000 BRP – A ball that can explode in a massive bright flash causing all in its 30' radius to make a fort save DC 15 vs blindness for 1d4 rounds

Freeze Grenade – 50 DC, 3000 BRP – A canister that holds a collection of Dry Ice inside and upon explosion launches the dry ice doing 6d6 Ice Damage

Gas Grenade - 40 DC, 2500 BRP - A canister that explodes a gaseous chemical quickly in a 30ft radius

Glue Grenade – 30 DC, 2000 BRP – A Grenade filled with a strong stick substance that upon explosion creates an area of stickiness DC 20 Reflex vs. cant move

Net Grenade – 50 DC, 3000 BRP – A Grenade that upon explosion launches a net entangling all in the area DC 20 Reflex to avoid, DC 30 Escape Artist to escape the net.

Shrapnel Grenade – 60 DC, 6000 BRP – a Explosive grenade designed to send Metal or other shrapnel in a given area. The explosive is ½ that of a normal grenade but makes up for it with a larger radius that launches metal fragments in a 60 ft Radius Medical DC 30 damage is Piercing causes Bleeding damage.

Sleep Grenade – 60 DC, 5000 BRP – a grenade filled with sleeping gas, upon its landing it releases the gas causing all in the area to make a DC 20 Fort vs. Sleep save. Those that only pass the save by 5 become exhausted

Smoke Grenade - 40 DC, 2500 BRP - A canister that explodes and brings up a cloud of obscuring smoke that grants both cover and prevents others from seeing in or out, it also can be used to signal a party in a distance. Area of 30ft radius

Shock Grenade – 60 DC, 4000 BRP – A canister that explodes in a electrical discharge doing 6d6 in a 30'ft area

Sonic Grenade – 60 DC, 5000 BRP – A canister that upon exploding releases a loud sonic boom that does 3d6 to a 30 ft area and requires a DC 15 Fort save vs Deafness that lasts 1d6+1 rounds

Phosphorous Grenade - 80 DC, 7500 BRP - A canister that fires off phosphorous and ignites it in one go doing massive fire damage of 6d6 to a 30ft radius

Poison Grenade – 50 DC, 4000 BRP – A canister that upon being thrown explodes and releases a poisonous gas, The DC of the gas is based on the poison type and may increase the crafting DC and cost of the grenade

Water Grenade – 20 DC, 2000 BRP – A Canister that upon being thrown explodes and bursts releasing a collection of water, this dowses 10 ft area of fire.

Weapon Add-ons - a listing of weapon upgrade that effect how the weapon is used or seen by others

Drilled Barrel - DC 70, BRP 20,000 - Grants any bullet when shot from this gun to do +5 damage at risk of destroying the gun (on the roll of a 1 Gun jams with a 25% chance of exploding)

Chamber - DC 50, BRP 10,000 - Grants any gun to shoot up to 6 rounds on pistols, 2 on shot guns and 8 on rifles

Chemically Treated Blade - DC 45, BRP 1000 - Blade has been (and may still be soaked) within a poison, Chemical or drug adding effects to the weapon

Clip - DC 60, BRP 20,000 - Grants any gun to shoot up to 10 rounds on pistols, 4 on shot guns, and 20 on rifles

Hair Trigger - DC 40, BRP 2000 - Grants the ranged weapon a quick shot feature similar to the feat only dedicated to this weapon

Jagged Blade - DC 55, BRP 5000 - Causes a blade to do extra damage of +2 to its target as the blade now acts like a saw tearing at flesh and bone doing a DC 15 Medical check wounds. Only those that truly wish to make their targets suffer use this blade.

Jeweled Handle - DC 40, BRP 10,000 - Grants a +4 to Reputation roles, Player gains Marked defect till handled item is lost sold or removed

Scope - DC 55, BRP 5000 - Grants +50 ft on ranged weapon scope is attached

Sheath - DC 25, BRP 2000 - Can be used as secondary weapon equal to sword in bashing damage.

Slide - DC 70, BRP 10,000 - Grants a Gun/Crossbow Rapid reload feat (Only on that gun/ Crossbow)

Silencer - DC 80, BRP 10,000 - grants a gun its attached to silenced making no noise and allowing it to sneak attack with

Armor Spikes - DC 35, BRP 500 - You can have spikes added to your armor, which allow you to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.) An enhancement bonus to a suit of armor does not improve the spikes' effectiveness.

Shield Spikes - DC 25, BRP 500 - These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack. An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Chi Flow - DC 45, BRP 2000 - This lets the wielder to infuse their weapon with chi granting it to do greater damage. Chi cost is 5 chi for a x2 damage from the weapon this included doubling the damage after a critical is scored

Weapon Abilities

A player can add abilities to weapons by using the Tier ability. The Weapons bonus mod limits the level the player can add to the weapon and a weapon can hold no more than 3 abilities at once totaling the max bonus the weapon has thus a +5 weapon can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima is used to infused magic into a weapon and is required to do magic based damage but they do not count towards the weapons abilities. Weapons can hold no more than three dials as well.

Level 1 (requires +1 weapon minimum)

Balanced – weapon can be wielded by smaller characters yet count as normal

Binding – Weapon can grapple target at a +5 of the user skill

Eagar – Weapon is quick and ready for battle +2 Initiative

Fortune – Weapon grants a +1 on all saves

Harmony – Players flanking with weapon gain a bonus of +4 instead of +2 normally

Ki Focus – A monk can perform their class skills by using their ki through this weapon

Bane – grants a +2 to rolls in dealing with a set target of the weapon

Keen – Critical range is doubled (x2 becomes 19-20, 19-20 becomes 18-20, 18-20 becomes 16-20)

Defending – Weapon grants a bonus equal to weapon bonus in AC

Mighty Cleaving – On a successful cleave that drops a target player can make a new cleave on a new target within 5 ft

Throwing – melee weapon can be thrown for 30ft

Level 2 (requires +2 weapon minimum)

Fierce – Weapon lets play add DEX bonus to damage rolls

Corrosive – Weapon is tainted in acidic nature doing +1d6 damage

Quick Loading – Weapon can be reloaded in a lesser action than normal

Glimmer – Weapon has a prosperous glow to it acting as a touch, it can release a blinding flash DC (10+1/2 craft makers level) 1/per day

Singing – Weapon can perform a bardic performance of the users letting the player to perform one on their own or doing other actions

Merciful – Weapon does an additional +1d6 damage but all damage is sub dual.

Seeking – Weapon remove miss chance created by cover or displacement

Screaming – Weapon creates a disruption of bardic boosts by countering them at a DC of 1/2 the wielders level +10

Level 3 (requires +3 weapon minimum)

Extending – Weapons reach can be increased or decreased by 1/4 the character level x5 ft

Stunning – Weapon upon hitting causes target to make Fort save DC 1/2 user level +10 vs Stun

Resilient – Weapon is strong vs. corrosive attacks on it, +10 on Weapon Fort save

Burst – Weapon releases a forceful burst on its strikes doing +1d8 damage, and on criticals that damage increase by +2d8 [note the damage is straight force dial burst would be stacked on this]

Greater Cleave – Upon a successful cleave the player can keep making cleave attempts on targets till they fail to defeat a target

Returning – Thrown weapons return to the user in the next round from when they are thrown

Speed – Weapon boosts users speed by 30 ft, +2 on reflex rolls and grants an extra attack

Level 4 (requires +4 weapon minimum)

Knock back - Weapon attacks cause the target to make Fort save (10 +1/2 player level) vs. begin pushed back 10 ft

Vicious – Weapon does +2d6 to target and 1d6 to user on successful strikes, damage to user is not multiplied on a critical hit but is on the target.

Chi Storing – Weapon can hold a Martial Artist technique, to be released at will by the user by infusing it with the chi at any point in the past, once used it needs to be recharged to use again

Mana Storing – Weapon can hold 50 Mana for the user to regain lost or used Mana.

Wounding – Weapon does on critical +1d4 Con damage

Level 5 (requires +5 weapon minimum)

Energy Aura – Weapon is infused with elemental properties, damage is elemental based instead of the set Bashing, Piercing or slashing also adds +1d6 (not including dials)

Force – Weapon release a powerful force of will doing +1d6 Force damage per user Will Bonus Score

Phantom strike – Weapon can launch a ranged touch strike of force at a distance of 60 doing the same affect and damage as if the weapon is hitting the target normally

Storm – a thrown or shoot weapon with this multiples the amount of attacks to a area doing x3 damage to a group in a 30ft area within the weapons range

Vorpal – Weapon on a successful critical severs the body of the target (GM rolls body part) depending on circumstances this could instantly kill the target with the blow.

Curses

Weapons in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed weapons, its more often a player will find a cursed weapon in time. Once in their possession a player can not get rid of a cursed weapon with out passing it off to another (unless otherwise stated) Weapon curses are as follows.

Clumsy – Player has a high chance of dropping the weapon (on rolls of 1 – 3 of the to hit) a player will drop, or toss their weapon aside

Klutz- Players with this weapon are prone to fail at reflex rolls -5 to reflex

Sick – Players with this weapon are prone to disease poisons and other weaknesses that come from a lower Fortitude – 5 to fortitude.

Weak – Players with this weapon are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted – Players with this weapon have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Blood seeker – Weapon seeks battle and when used will cause player to attack the nearest target till the target or they are defeated

Otaku – Weapon causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver – Weapon talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid – Weapon weakens the players Will -5 to will

Gaudy – Weapon look is horrible and causes the player to be pointed and laughed at -10 to social rolls

Blood Drinker – Weapon requires an amount of Hp from the user to do damage.

Chi Drinker – Weapon requires an amount of chi from the user to do damage

Cupid's Curse – Weapon causes user to make a save vs. being charmed by target they are attacking

Sync Damage – Weapon user must make a Will save (GM determines feels the damage they deal)

Sticky – Weapon is permanently stuck to player's hand, until a will save (GM determines DC) is made

Reverb – Weapon does a small amount of damage back (1d6) to user upon doing damage to others

Heavy – Weapon weights at least 2 times as much as it normally would

Ugly Stick – Weapon causes the players Charisma a hit (set amount determined by GM)

Shrimp – Character shrinks down one Size category

Gender Switch – Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change – Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss – Hair grows at 6 inches a day or character loses all hair

Unskilled – Weapon actually grants a negative to aiding in a set skill

Big Spender - Weapon compels the player to give away or spend more money on purchasing items

Hunger – Weapon causes user to eat double their amount of food needed a day

Drowsy – Weapon causes user to sleep twice as long needing 16 hours rest.

Cold Storage – Weapon gives off cold making area around it 20% cooler

Hot Storage – Weapon gives off heat making area around it 20% warmer

Racist – The Weapon causes the player to change their race

Vulgar – The Weapon is sentient and likes to insult those around the wielder

Armor

Armor

(Note 1 when wearing armor you lose your Defense Bonus without gaining the feat "We Need some Protection")

(Note 2 S. Failure or Skill Failure is the increase on the DC of skills that require free movement while wearing this armor. The Skills are Acrobatics, Climb, Escape Artist, Jump and Swim)

Armor	Bonus	Max Dex B.	Check	S. Failure	Weight
<i>Light armor</i>					
Padded	+1	+8	-	0	10 lbs.
Reed	+1	+5	0	10	5 lb.
Leather Jacket	+1	+6	0	0	5 lbs.
Leather armor	+2	+6	0	10	15 lbs.
Cord	+2	+5	-1	5	15 lb.
Flak Jacket	+3	+5	-1	0	
Studded leather	+3	+5	-1	15	20 lbs.
Bone	+3	+4	-3	15	20 lb.
Wood	+3	+4	-3	15	15 lb.
Chain shirt	+4	+4	-2	20	25 lbs.
Bark	+2	+5	-2	15	15 lb.
<i>Medium armor</i>					
Shell	+3	+3	-2	20	20 lb.
Hide	+4	+4	-3	20	25 lbs.
Ring	+4	+4	-3	30	35 lb.
Scale mail	+5	+3	-4	25	30 lbs.
Chain mail	+6	+2	-5	30	40 lbs.
Breastplate	+6	+3	-4	25	30 lbs.
Samurai	+5	+3	-3	20	30 lbs.
<i>Heavy armor (all heavy armor cuts Movement in Half)</i>					
Splint mail	+7	+0	-7	40	45 lbs.
Banded mail	+7	+1	-6	35	35 lbs.
Half-plate	+8	+0	-7	40	50 lbs.
Full plate	+9	+1	-6	50	50 lbs.
<i>Shields</i>					
Buckler	+1	—	-1	5	5 lbs.
light wooden	+1	—	-1	5	5 lbs.
light steel	+1	—	-1	5	6 lbs.
heavy wooden	+2	—	-2	15	10 lbs.
heavy steel	+2	—	-2	15	15 lbs.
Tower	+4	3	-10	50%	45 lbs.

Padded - DC 20, 5000 BRP - Little more than heavy, quilted cloth, this armor provides only the most basic protection.

Reed - DC 30, 5000 BRP - Reed armor is the poor soldier's last resort. Tightly woven reeds cover the entire body, offering slightly more protection than normal clothes, although the reed is bulky and loud. The main advantage of reed armor is its low cost and light weight. Clever armor smiths sometimes weave thorns into the reeds, effectively creating spiked armor.

Leather Jacket - DC 30, 5000 BRP - A padded jacket made with a leather hide covering. Light weight and stylish to boot.

Leather Armor - DC 40, 7500 BRP - Leather armor is made up of pieces of hard boiled leather carefully sewn together.

Cord - DC 40, 7500 BRP - Fibers of hemp or other natural material woven and knotted into a thick, tough fabric are the basis for cord armor. The armor forms a complete suit, hampering movement but offering decent protection without the use of metal or leather.

Flak Jacket – DC 40, Cannot be purchased – This jacket built of cloth and strong materials to defend against powerful attacks

Studded leather - DC 45, 9000 BRP - Similar to leather armor, this suit is reinforced with small metal studs.

Bone - DC 45, 10,000 BRP - Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armor covers the torso but leaves the limbs free for better mobility.

Wood - DC 45, 10,000 BRP - Similar to bone armor, wood armor is cloth or leather reinforced with strips of wood.

Chain shirt - DC 55, 15,000 BRP - Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Bark - DC 55, 15,000 BRP - This armor is carefully crafted from the tough bark of ancient trees and is treated to prevent it from becoming brittle over time. Strips of bark are layered together over a quilted layer of felt or hide. Bark armor is more flexible than wooden armor but does not provide as much protection. Druids can wear bark armor without losing access to their spells and class features. Bark armor includes arm, leg, chest, and back protection, but it does not include gauntlets.

Shell - DC 55, 15,000 - This armor is created out of specially treated tortoise shells and more exotic sea life. The armor making process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. Druids can wear shell armor without losing access to their spells or class features.



Hide - DC 20, 10,000 BRP - Hide armor is made up of the tanned and preserved skin of any thick-hided beast.

Ring - DC 35, 17,500 BRP - Ring armor is composed of tough leather, heavily reinforced with hundreds of small metal rings. Ring armor is the precursor to chain mail and is commonly found in cultures that haven't discovered how to create that type of armor. It is a cheap and effective protection, popular among town guards.



Scale mail - DC 45, 17,500 BRP - Scale mail is made up of dozens of small overlapping metal plates. The suit includes gauntlets.

Chain mail - DC 55, 20,000 - Unlike a chain shirt, chain mail covers the legs and arms of the wearer. The suit includes gauntlets.

Breastplate - DC 60, 25,000 - Covering only the torso, a breastplate is made up of a single piece of sculpted metal.

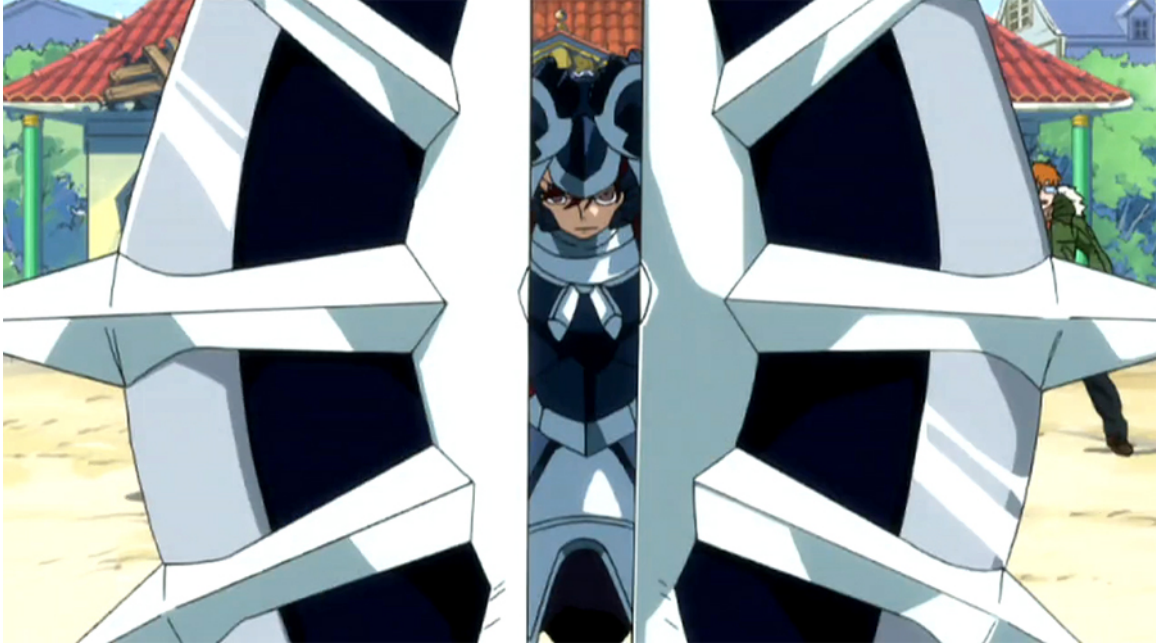
Splint mail - DC 60, 25,000 - Splint mail is made up of metal strips, like banded mail. The suit includes gauntlets.

Samurai - DC 70, 35,000 - A collection of Reed, Wood and Cord Armor to make a full plated suit that is vastly easier to move around in than its metal counter part.

Banded mail - DC 70, 30,000 - Banded mail is made up of overlapping strips of metal, fastened to a leather backing. The suit includes gauntlets.

Half-plate - DC 75, 45,000 BRP - Combining elements of full plate and chain mail, half-plate includes gauntlets and a helm.

Full plate - DC 80, 75,000 BRP - This metal suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armor smith, although a captured suit can be resized to fit



Buckler - DC 20, 2000 BRP - This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's AC bonus until your next turn. You can't make a shield bash with a buckler.

Shield light wooden /steel - DC 35, 5000 wood/ 10,000 steel BRP - You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Shield heavy wooden /steel - DC 40 7500 wood/ 12,500 steel BRP - You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Tower - DC 45, 20,000 BRP - This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

Clothing

Item Cost Weight

Underwear

Common	5 DC, 50 BRP
Bra	30 DC, 150 BRP
Panty	20 DC, 100 BRP
Lingerie	35 DC, 500 BRP (Grants +4 Seduction)
Leotard	30 DC, 200 BRP (Grants +2 Acrobatics)

Dresses

Common	20 DC, 500 BRP
Fancy	40 DC, 1500 BRP
Noble	60 DC, 7500 BRP (Grants +4 Diplomacy)
Wedding	65 DC, 5000 BRP
Designer	75 DC, 7500 BRP



Suits

Common	20 DC, 500 BRP
Fancy	40 DC, 1500 BRP
Noble	60 DC, 7000 BRP (Grants +4 Diplomacy)
Dive	60 DC, 5000 BRP (Grants +4 Swim)
Tuxedo	65 DC, 4000 BRP
Designer	75 DC, 7500 BRP
Unitard	40 DC, 3500 BRP (Grants +4 Intimidate)

Costume

Joke	40 DC, 5000 BRP (Grants +4 Disguise)
Object	40 DC, 3000 BRP (Grants +2 Disguise)
Person	50 DC, 3000 BRP (Grants +2 Disguise)
Sexy	60 DC, 7500 BRP (Grants +4 Seduction)

Pants

Common	20 DC, 200 BRP
Designer	75 DC, 5000 BRP

Shorts

Common	20 DC, 100 BRP
Designer	75 DC, 5000 BRP

Skirts

Common	10 DC, 300 BRP
Mini	25 DC, 400 BRP
Designer	75 DC, 5000 BRP

Shoes

Sandals	10 DC, 100 BRP
Shoes	20 DC, 1000 BRP
Boots	30 DC, 2000 BRP
High Heals	45 DC, 2500 BRP
Thigh High	65 DC, 5000 BRP
Designer	80 DC, 7500 BRP
Combat	50 DC, 4500 BRP
Climbing	50 DC, 4500 BRP (Grants +4 Climb)

Shirts

Common	10 DC, 200 BRP
Fancy	40 DC, 2000 BRP
Designer	75 DC, 5000 BRP

Coats

Rain	25 DC, 1500 BRP
Winter	40 DC, 3000 BRP (+5 Resist Cold)
Shaw	35 DC, 2500 BRP (+5 Resist Cold)
Trench	35 DC, 2500 BRP
Duster	40 DC, 4000 BRP
Designer	75 DC, 7500 BRP

Swimsuit

Shorts	20 DC, 1000 BRP
Bikini	40 DC, 4000 BRP (+4 Seduction)
One Piece	35 DC, 2000 BRP (+2 Seduction)
Speedo	40 DC, 4000 BRP (+4 Seduction/Intimidate)
Old time	20 DC, 1000 BRP
Racing	50 DC, 5000 BRP (+4 Swim)
Designer	75 DC, 7500 BRP

Hat

Straw	5 DC, 100 BRP
Cap	10 DC, 500 BRP
Veil	15 DC, 1000 BRP
Cowboy	20 DC, 500 BRP
Top	25 DC, 1000 BRP
Designer	75 DC, 5000 BRP
F. Protector	45 DC, 2500 BRP
Bandana	5 DC, 100 BRP

Glasses

Sun	25 DC, 2500 BRP (prevents blindness)
Reading	20 DC, 1000 BRP
Goggles	35 DC, 2500 BRP (can see under water)
Monocle	40 DC, 5000 BRP
Binoculars	60 DC, 5000 BRP (Grants a +8 to spot at a distance)
Designer	75 DC, 7500 BRP

Necklace

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Chocker	25 DC, 2500 BRP
Common	40 DC, 5000 BRP
Fancy	50 DC, 10,000 BRP
Designer	75 DC, 25,000 BRP

Rings

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	50 DC, 10,000 BRP
Wedding	75 DC, 25,000 BRP



Earrings

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP
Designer	75 DC, 25,000 BRP

Belt

Cheep	10 DC, 500 BRP
Common	25 DC, 1500 BRP
Fancy	45 DC, 5000 BRP
Sash	5 DC, 100 BRP
Designer	75 DC, 10,000 BRP

Bracelet

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP

Watch

Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP
Pocket	55 DC, 15,000 BRP
Designer	75 DC, 25,000 BRP

Broach

Glass	20 DC, 1000 BRP
Cheep	10 DC, 500 BRP
Common	40 DC, 5000 BRP
Fancy	60 DC, 10,000 BRP
Designer	75 DC, 25,000 BRP

Crown

Glass	20 DC, 5000 BRP
Paper	5 DC, 10 BRP
Cheep	10 DC, 1000 BRP
Fancy	60 DC, 20,000 BRP
Tiara	80 DC, 50,000 BRP



Other

Apron, Kitchen	20 DC, 1000 BRP	(+2 Craft Cooking)
-, Craftsman	25 DC, 2500 BRP	(+2 Craft Weapon, Armor, Item, Vehicle)
-, Welder	45 DC, 5000 BRP	(+5 Fire Resistance)
Welders Mask	45 DC, 5000 BRP	(Prevents Blindness)
Dive Helmet	45 DC, 10,000 BRP	(Allows one to breath underwater)
Scarf	5 DC, 1000 BRP	
Gloves	15 DC, 2500 BRP	
Mitts	25 DC, 2000 BRP	(+5 Fire Resistance)
Mittens	10 DC, 1500 BRP	(+5 Cold Resistance)
Wig	40 DC, 10,000 BRP	(+5 Disguise)
Toupee	40 DC, 10,000 BRP	(+2 Disguise)
Mask, full	30 DC, 2000 BRP	(+10 Disguise)
Mask, Eyes	20 DC, 1000 BRP	(+5 Disguise)
Mask, Mouth	20 DC, 1000 BRP	(Protects against simple air born gasses/Dust)
Mask, Gas	65 DC, 10,000 BRP	(Protected by all gas and air born attacks)
Bandana	10 DC, 2000 BRP	
Cape	30 DC, 5000 BRP	
Cloak	45 DC, 7500 BRP	
Bee K. suit	65 DC, 20,000 BRP	(Protects body from insects attacks)
Scrubs	65 DC, 20,000 BRP	(+4 Medical)

Armor Abilities

A player can add abilities to armor and clothing by using the Tier ability. The Armor bonus mod limits the level the player can add to the armor and a armor can hold no more than 3 abilities at once totaling the max bonus the armor has thus a +5 armor can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima is use to infuse and are required to do magic based damage but they do not count towards the armor abilities. Armor can hold no more than three dials as well.

Level 1 (requires +1 Armor minimum)

Glamour – Armor gives a Bonus to all social skills of +4

Slick - Armor grants a +10 Escape Artist Bonus

Shadow – Armor grants a +10 Stealth Bonus

Level 2 (requires +3 Armor minimum)

Element Resist – Armor resists a set element type of damage

Cushioned – Armor reduces falling damage

Durable – Armor grants player DR +3

Alert – Armor grants players a boost to Notice checks of +20

Night – Armor grants a +20 Stealth Bonus

Grease – Armor grants a +20 Escape Artist Bonus

Level 3 (requires +5 Armor minimum)

Element Absorbent – Player heals from elemental attacks of a certain type

Restorative – Player can store 100 HP to access later when needed

Chi Storage – Player can store 100 chi to access later when needed

Mana Storage - Player can store 100 mana to access later when needed

Life Preserver – Armor floats in water

Curses

Armors in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed Armors, its more often a player will find a cursed armor in time. Once in their possession a player can not get rid of a cursed armor with out passing it off to another (unless otherwise stated) armor curses are as follows.

Clumsy – Players with this armor when running need to make a Reflex roll DC 20 vs. tripping

Klutz- Players with this armor are prone to fail at reflex rolls -5 to reflex

Sick – Players with this Armor are prone to disease poisons and other weaknesses that come from a lower Fortitude – 5 to fortitude.

Weak – Players with this Armor are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted – Players with this Armor have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Otaku – Armor causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver – Armor talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid – Armor weakens the players Will -5 to will

Gaudy – Armor look is horrible and causes the player to be pointed and laughed at -10 to social rolls

Sticky – Armor is stuck to the player till they meet a quest or certain parameters to remove

Heavy – Armor weights at least 2 times as much as it normally would

Ugly Stick – Armor causes the players Charisma a hit (set amount determined by GM)

Stiff Movement – Armor causes the player to loss 1d4 to their attack bonus as it is harder to move in it

Unskilled – Armor actually grants a negative to aiding in a set skill

Big Spender - Armor compels the player to give away or spend more money on purchasing items

Hunger – Armor causes user to eat double their amount of food needed a day

Drowsy – Armor causes user to sleep twice as long needing 16 hours rest.

Cold Storage – Armor gives off cold making area around it 20% cooler

Hot Storage – Armor gives off heat making area around it 20% warmer

Racist – The Armor causes the player to change their race

Vulgar – The Armor is sentient and likes to insult those around the wielder

Shrimp – Character shrinks down one Size category

Gender Switch – Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change – Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss – Hair grows at 6 inches a day or character loses all hair



Items

Item	Craft DC	BRP	LBS	Item	Craft DC	BRP	LBS
Backpack	40	500	2	Manacles	30	5000	2
Ball	15	100	1	Marbles	10	100	1
Barrel	25	500	30	Messenger Bag	25	1000	4
Basket	20	100	1	Mirror, steel	20	1000	1/2
Bedroll	40	1000	5	Mug/Tankard	10	200	1
Bell	20	300	N/A	Mop	10	200	3
Blanket	15	250	3	Oil (1-pint flask)	N/A	250	1
Bottle	20	100	1	Paper (sheet)	10	100	N/A
Bucket	20	250	2	Parchment (sheet)	10	100	N/A
Bullhorn	60	5000	1	Perfume	25	1000	1
Caltrops	35	500	2	Pick, miner's	15	500	10
Camel Pack	65	10000	10	Pillow	10	300	1
Candle	15	100	N/A	Pitcher, clay	10	200	5
Canvas (sq. yd.)	15	100	1	Piton	5	100	1/2
Case, map	40	3000	1/2	Pole, 10-foot	5	200	8
Chain (10 ft.)	40	3000	2	Pot, iron	10	500	4
Chalk	N/A	100	N/A	Pouch, belt	15	750	1/2
Chest	60	5000	25	Radio, port. DDM	N/A	2500	3
Compact	55	1500	1/2	Radio, Den Den	N/A	7500	1
Crowbar	25	1000	5	Ram, portable	20	500	20
Firewood (unit)	N/A	100	20	Rations, trail (Unit)	20	200	1
Fishhook	25	100	N/A	Rope, hemp (50 ft.)	15	200	10
Fishing net 25 ft.	40	500	5	Rope, silk (50 ft.)	20	500	5
Fishing pole 100ft	25	300	2	Sack	15	100	1/2
Flashlight	80	5000	1	Sealing wax	N/A	100	1
Flask	25	100	1	Sewing needle	15	50	N/A
Flint and steel	N/A	50	N/A	Shovel or spade	15	500	8
Grappling hook	25	500	4	Signal Lamp	30	2000	2
Hammer	25	250	2	Signal whistle	20	100	N/A
Hammock	40	2000	10	Sledge	15	500	10
Hip Pouch	30	2500	2	Slow Match 1 ft	15	500	1
Hoe	25	1000	2	Soap (Unit)	10	100	1
Hourglass	40	1000	1	Sextant	30	3000	2
Ink (1 oz. vial)	N/A	100	N/A	Spyglass	30	2500	1
Inkpen	30	200	N/A	Tape	15	100	1
Jug, clay	10	300	9	Tape, Duct	25	200	1
Ladder, 10-foot	25	1000	20	Tent	20	2000	20
Ladder, Rope	40	5000	15	Tissues	10	200	N/A
Lamp, common	25	2000	1	Vial, ink	N/A	200	N/A
Lantern, bullseye	40	3000	3	Waterskin	20	1000	4
Lantern, hooded	30	3000	2	Whetstone	10	500	1
Makeup	30	1500	3	Wire 10ft	15	2000	2

Ball - A child's toy and common item used to kill boredom. Can also be thrown as a weapon.

Bull Horn - A device use to blast sound over a great distance, Adds +10 to Listen checks from user

Camel Pack - A large backpack filled with water. Very useful in desert climates.

Compact - A small powder and puff to apply it with a mirror attached.

Fishing Pole - A large stick with a spool of fine wire or twine and a hook attached to catch fish.

Flash Light - A Small stick like object that uses a battery to release a light in a 60 ft cone.

Hammock - A easy to assemble and carry bed that requires two aligned trees to place, A smart bed to have stationed on a ship as the seas get rough this bed simply sways with the ship letting the person rest comfortably.

Hoe - A farm Tool used to till the earth and weed gardens.

Ladder Rope - A collapsible ladder making it easy to carry with you in place of the large and bulky wooden one. Attaching it to a rope and grappling hook allows quick access to hard to climb walls. Greater lengths can be purchased in 10ft amounts

Makeup - Simple bag full of lipstick, eye shadow, Eye liner, mascara, and blush once used it grants a +2 To seduction rolls

Manacles - Also known as Handcuffs they have a DC 25 Escape Artist check to get out of and some higher ranking marines can get these made with Sea Stone causing any fruit user caught in them to become mostly helpless.

Marbles - A simple collection of small round stones or metal balls. Commonly used as a children's game but can also be used to trip up those chasing you with a DC 15 Reflex vs. Trip.

Messenger Bag - A one strap bag that lays at ones side and can carry a variety of items inside.

Mop - A common house hold cleaning tool. It other purpose can be to spread tar on a ship where it would be difficult and painful to spread evenly with bare hands.

Perfume - A fine smelling liquid used to seduce people into the wilds of the user, Grants a +2 To seduction rolls.

Pillow - A small and comfortable cushion to be placed at the head for rest but also has been known to be used to attack friends in a act of enjoyment. Often stuffed with bird feathers.

Portable Den – A small and compact Den Den Mushi to call has a limited range of 200 miles.

Radio Comm. (Den Den Mushi) – A small snail like creature that sits in a placed location and can be used to communicate with others across the world through wireless signals the faces of the Den Den mimic the ones of the person on the other line.

Signal Lamp - A large lamp with a blinded shutter that can be open and closed at rapid pace. Along with the lamp is a book on how to use the lamp to signal ships and other things using a system of flashes to make letters.

Slow Match - A length of rope coated in fat to burn with a slow and difficult to put out burn. Commonly carried around on ships to light fuses and lamps.

Tape - A simple glue based material that when used can bind objects together

Tape, Duct - A Strong cloth coated in glue on one side and rubber on the other used to seal and waterproof leaks. it's a common tool in making repairs to nearly anything.

Tissues - A small Thin paper used for packaging or to blow ones nose.

Wire - A Strong thin line of metal used in carrying electrical currents, Binding things tightly or even sometimes used as a weapon to bind or strangle a target with

Special Substances and Items

Item	BRP Cost	Weight	Craft DC
Acid (flask)	1000	1 lb.	20
Napalm (flask)	20,000	1 lb.	50
Antitoxin (vial)	500 (DC 20)	1 lb.	30
Phosphorous	2500	1 lb.	20
Holy water (flask)	250	1 lb.	N/A
Smoke bomb	200	1/2 lb.	30
Stink Bomb	500	1 lb.	30
Matches	100	N/A	30
Chemical Bearings	300	½ lb.	60
Flare Stick	1000	1 lb.	50
Battery	500	1 lb.	25
Camera	50,000	5 lbs.	65
Scroll	100	1 lbs.	20
Skates, Ice	20000	N/A	40
Skates, Roller	10000	1 lbs.	35
Skateboard	15000	2 lbs.	35
Snowboard	5000	1 lbs.	45
Training Weights	2500	20 lbs.	30
Lacrima	10000	2 lbs.	N/A
Magically (Set) Lacrima	50000	2 lbs.	30
Dragon Lacrima	1000000	2 lbs.	100
Tanning Lacrima	10000	2 lbs.	40
Explosive Lacrima	25000	5 lbs.	50
Fuel Lacrima	30000	10 lbs.	60
Movie Lacrima	70000	5 lbs.	70
Lacrima Vision	100000	2 lbs.	70

Acid (flask) - A liquid that burns its victims with its touch slowly eating away at them, doing 1d6 a round till acid is cleaned off

Napalm (flask) - A sticky Goo that on exposure to oxygen bursts into a orange flame doing 2d6 fire a round till the fire can be removed/ put out

Antitoxin (vial) - A common found collection of antitoxin / anti-venom used to cure the effects of poisons on a subject. The standard type is only able to handle DC poisons any higher DC and you need a chemist to craft a more powerful antitoxin

Phosphorous - A bag of a fine white powder that when lit on fire burns with a great intensity doing 6d6 damage where its spread

Holy water (flask) - Blessed water from a priest or holy area, it is said to hold great power vs. the Undead

Smoke bomb - a small ball that releases a lot of smoke covering a 10ft area when used, most commonly used as a quick escape effect in theater

Stink Bomb - A small canister of Vile liquid which causes people to make a Fort Save DC 15 vs. Sickness

Matches - A common book of matches used to start fires

Chemical Bearings - A small glass ball that can hold chemical and be released when bearing is shattered

Flare Stick - A small stick that burns hot and slowly. Its commonly used as a signal for help, but its time limit of 30 minutes a stick and its difficult nature to burn out allows it to be a good fire starter and hand held torch

Battery - A small power source for larger machines, holds a small charge of 20 units.

Scroll – A blank scroll that can have a technique, or sealed item, to it.

Skates, Ice - A pair of shoes with blades on the feet to ride across ice at a greater rate of speed and maneuverability, the also can be used as a bladed gauntlet on the feet

Skates, Roller – A pair of shoes with wheels on the feet to ride across roads and solid ground at a greater rate of speed and maneuverability

Skateboard - A board to ride across roads and solid ground at a greater rate of speed and maneuverability

Snowboard – A board to ride across snowy plains at a greater rate of speed and maneuverability

Training Weights - Weights that can be strapped to the body along the legs, arms and belt to boost the characters training and strength exercises, after weeks of keeping this on the player can at times gain a Strength Boost of +1 or more, and Speed Boost of 10 or more.



Lacrima – magic that has crystallized, it can be found in mines and is said to be from peoples bodies when they die the Mana in their body seeps in the earth and crystallizes.

Magically (Set) Lacrima – Lacrima magic that is inscribed with a type of magic this is done by using Craft Item and using the persons learned Magic Types to write the kind of magic it is tuned to.

Dragon Lacrima – Some of the rarest Lacrima infused with the power of Dragon Slayer magic, claims it is crafted by Dragons or Dragon Slayers with great skill in crafting.

Tanning Lacrima – A Lacrima that has had a light magic placed withing that creates a bright light giving similar power to that of the sun, mainly used to create a false sun for recreational use.

Explosive Lacrima – A Lacrima that can be set to cause explosions.

Fuel Lacrima – A power source for equipment that requires it each piece of this fuels items at a power source of 20 units, once used the lacrima must be recharged before it can be used again.

Movie Lacrima – A Lacrima that can be used to replay images and sound that is recorded on it.

Lacrima Vision – A Lacrima that can be used to look in on a remote location or person that a user has some knowledge of

Drugs

Drugs can be taken to let the player gain the benefits of each drug, in time drugs all have addictive properties and usually are addictive (Will save 10+# of uses vs. addiction) by the second one. Long Term affects come into play when the player is addicted and still uses excessively, removing addictions take time often 1 week per use once clean long term effects could be removed.

Drugs	Drug Effect	Long Term Effect
Cocaine	+4 DEX for 1d4+1 hours	-2 STR, -2 CON
Pot	Relaxation for 1d4+1 hours	Paranoia, Black Hole Stomach
Steroids	+4 STR for 1d4+1 hours	Fury, +2 STR, -2 CON
Opium	Ignore Pain 1d8+1 hours	-2 CON, -2 WIS
Hallucinogens	Daze for 1d6+2 Hours	Paranoia, -2 INT, -2 WIS
Peacemaker	Remove Berserk/ Fury effect 1d6 hours	-1 Rage, - 1 DEX
Booster	Remove Sleep/ Exhaustion effect 1d6 hours	- 2 WIS
Focuser	Removes Distraction effect, +4 INT 1d4 hours	Hyperactive, -2 CON
Day Break	Causes Berserk / Fury 1d20 rounds	Exhaustion, -2 DEX, -1 CON
Energy Steroid	+10 STR and Fast Healing 5 for 1d4+1 hours	Age +1 year for each use
Morphine	Ignore Pain and 5d8 healing 1d8 hours	-2 CON, DEX and WIS
Alcohol	Ignore Pain, -2 INT -4 WIS, +2 CHA	-1 DEX, INT and CHA
Caffeine	Removes Sleep/ Exhaustion effect 1d4 hours	-1 WIS

Tools and Skill Kits

Item	BRP Cost	Weight	Craft DC
Alchemist's lab (portable)	2000	40 lbs.	80
Artisan's tools	500	5 lbs.	60
Climber's kit	800	5 lbs.	50
Disguise kit	500	8 lbs.	50
Doctors kit	500	1 lb.	50
Fishing Gear	1000	5lbs.	30
Magnifying glass	1000	1 lb.	45
Musical instrument (portable)	500	3 lbs.	30
Merchants Gear	200	5 lb.	45
Toolbox	500	15 lb.	40
Dairy/ Journal (blank)	150	3 lbs.	20
Spice Rack	200	5 lbs.	30
Survey tools	1000	5lbs.	45
Thieves' tools	300	1 lb.	60

Alchemist's lab (portable) - A set of chemical tools that can allow simple chemicals be made on the road (Without this making chemicals without a lab is impossible)

Artisan's tools - A set of fine tools allowing the player to do intricate details on crafted items +5 On craft (weapon, Items, Armor)

Climber's kit - A small pick, Rope, Pitons, And Crampons within this kit used to help the climber reach their destination. +5 Climb

Disguise kit - A kit of wigs, Mustaches, Makeup and other devices to change the look of a persons face +5 Disguise

Doctors kit - A medicine bag holding, Needles, Scalpels, Scissors, bandage, Rubber Tubing and a collection of common medicines used to perform medical needs on the go. +5 Medicine

Fishing Gear - A rod, Extra string, Lures, Bobbers and Sinkers used to help catch fish +5 Profession Fishing

Magnifying glass - A small glass used to appraise or even forge documents by reading the small text +Forgery / +5 Appraise

Musical instrument (portable) - A small or medium instrument that can be carried with one self (Required when performing Instrument)

Merchants Gear - A collection of scales, Calculators and a secure brief case +5 Diplomacy on Sale and purchases

Toolbox - A metal box with hammers, Nails, Screwdrivers, Drills and screws, Used for repairs and building large things, +5 Repair / Craft Vehicle

Dairy/ Journal (blank) - A small empty book

Spice Rack - A collection of various common and popular spices for cooking +5 Cooking

Survey tools - Rulers, Measuring tools used to figure out land scale and distance +5 Navigation

Thieves' tools - Tools that contains lock picks and mirrors to aid in breaking into locked places (without these tools Picking locks can not be performed)



Food and its Healing abilities

As stated before food in the game is a way to gain back some Hp and Mana/ Chi. The amount returned is based on the units of food and any other bonuses the cook has to place into it. Each person is in need for survival to eat 1 -3 units of food a day. (example: 1 lb. apples = 1 unit) So unless a player is not eating for some reason they will always have healing from the day for each meal they eat. A single unit of food offers 2 Hp and 2 Mana/ Chi back. But its important to know that each character unless stated by a ability /defect has a limit of eating their Con score in units per meal. Thus a player with a con score of 10 could only eat 10 units and gain back 20 Hp and 20 Mana/ Chi per meal, if they do nothing but eat all day they would only recover 60 Hp and 60 Mana/ Chi. (Mind you Chi restore to full after a full nights rest, and you heal your con mod + level as well.)



How to use Magic Items

In Fairy Tail many characters have magic Items, when using this skill it requires the user to activate with the skill (all classes gain this skill). Once Activated the magic item uses the mana stored in the device to cast or activate a spell. Once the mana is depleted the item is useless till the player expends their own mana to replenish the item. Most items from the start hold 50 mana but there are ways to increase and decrease this number upon the crafting of items. Some items may hold spells the user doesn't even know how to use but can with the expense of mana. Thus a Fire mage can cast ice spells with a item that is set up with ice spells as its set power. In order to craft a magic item the person making the item need a Lacrima (ether pure magic, set type) If the Lacrima is pure then the item can be made to any type of magic the crafter inscribes into the item. If it's a set type such as Lighting Lacrima then the item takes on powers and spells of lighting magic. Magic Weapons only do offensive spells, Armor Defensive and Ability, Items covers all types of magic.

Items can be anything that fits in the characters 24 slots. Slots are 8 Finger slots, 2 Wrist Slots, 4 Earring Slots, 1 Neck slot, 1 Belt Slot, 1 Head slot. 2 Arms, 2 Ankles, and lastly 1 Other slot. While clothing such as shoes, capes shirts and such they are considered armor slots. However a player can only activate one spell at a time.

Some items maintain a magical presence offering aid in some way, others may trigger when the player is in need of it such as falling from a height will activate a slow fall spell. While other items such as weapons and some items are activated when the user triggers it to release the spell.

Item Abilities

A player can add abilities to item by using the Tier ability. The item bonus mod limits the level the player can add to the item and a item can hold no more then 3 abilities at once totaling the max bonus the item has thus a +5 item can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima is needed to infuse magic and is required to do have magic items gain spells but they do not count towards the items abilities. Item can hold no more then three dials as well.

Level 1 (requires +1 weapon minimum)

Charming – Item lets player 1/day charm a target at DC 15 Will save

Summon Vermin – Item can summon forth a swarm of vermin (insects, rats, ect.) 1/day

Slow fall – Item while in possession lessens falling damage by 20 ft

Glowing – Item gives off a light source similar to a torch for 6 hours 1/day

Defensive – Item boosts the Player AC by the level of the item

Personal Tent – Item can be used to protect self from all weather conditions

Level 2 (requires +2 weapon minimum)

Pocket Storage – Item can hold other things without added weight of 20 units of weight

Technique Storage – Chi can be placed in item for a technique to be used at a later time

Mana Storage – Mana can be placed in item for a spell to be used at a later time

Flowing – Item stores up to 1 gallon of fresh water (can be other normal fluid) 1/day

Feeding – Item produces 1 unit of edible mush 1/day

Improving – Item grants double the normal bonus it gives to a skill

Element Resist – Armor resists a set element type of damage

Alert – Armor grants players a boost to Notice checks of +20

Level 3 (requires +3 weapon minimum)

Restorative – Player can store 100 HP to access later when needed

Chi Storage – Player can store 100 chi to access later when needed

Mana Storage – Player can store 100 mana to access later when needed

Regenerating – Item that has a power source restores itself in 1 day

Flying – Item can be ride able and flies in the air for 2 miles 1/day

Curses

Items in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed items, its more often a player will find a cursed item in time. Once in their possession a player can not get rid of a cursed item without passing it off to another (unless otherwise stated) items curses are as follows.

Klutz- Players with this item are prone to fail at reflex rolls -5 to reflex

Sick – Players with this item are prone to disease poisons and other weaknesses that come from a lower Fortitude – 5 to fortitude.

Weak – Players with this item are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted – Players with this item have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Otaku – Item causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver – Item talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid – Item weakens the players Will -5 to will

Gaudy – Item looks is horrible and causes the player to be pointed and laughed at -10 to social rolls

Heavy – Item weights at least 2 times as much as it normally would

Ugly Stick – Item causes the players Charisma a hit (set amount determined by GM)

Unskilled – Item actually grants a negative to aiding in a set skill

Complicated – Item is so complex using it takes long time

Big Spender - Item compels the player to give away or spend more money on purchasing items

Hunger – Item causes user to eat double their amount of food needed a day

Drowsy – Item causes user to sleep twice as long needing 16 hours rest.

Cold Storage – Item gives off cold making area around it 20% cooler

Hot Storage – Item gives off heat making area around it 20% warmer

Racist – The item causes the player to change their race

Vulgar – The item is sentient and likes to insult those around the wielder

Shrimp – Character shrinks down one Size category

Gender Switch – Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change – Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss – Hair grows at 6 inches a day or character loses all hair

Building Rules

In Fairy Tail players can take a effort and build their own home, fort, Guild hall or vehicle the rule bellow cover doing just this.

Wether your building a building or a vehicle the set up with the rolls are the same. The rolls go as follows.

- Frame
- Exterior
- Interior
- Rooms (on large transportation or Buildings)
- Additional features
- Weapons



Building Character Sheet

Building Name:

Building Type:

Size:

Armor

Base AC +Material Bonus +Bonus +Mod = Total

Attacks (Note this is the chart to figure the Base attack of the building you add this # with the attack of the Character who is operating the cannons [For cannons])

Base Attack +Bonus +Mod =Total

Land size and Defense Bonuses:

Resources of Land:

Max HP: HP:
DR:

Repair Points:

Mounted Weapons:

Special Abilities:

Rooms:

Flag:

Items in the Storage:

Transport Character Sheet

Transport Name:

Transport Type:

Size:

Armor

Base AC +Material Bonus +Speed Bonus +Mod = Total

Attacks (Note this is the chart to figure the Base attack of the transport you add this # with the attack of the Character who is operating the cannons [For cannons] or Piloting/ Driving [For Ramming])

Base Attack +Speed Bonus +Mod =Total

Speed

Base Speed +Material Bonus +Mod =Total

Maneuverability:

of Masts:

Engine:

Max HP:

HP:

DR:

Repair Points:

Mounted Weapons:

Special Abilities:

Rooms:

Flag:

Items in the Hold:

AC

All builds much like a Player character have a Base start AC of 10

On Transports:

Depending on the Speed Bonus every 10 in the speed the transports gains a +1 to AC, Materials also add to the AC of the transport.

On Buildings:

Buildings have bonuses caused by the environment it's placed in, A building perched on a mountain top is more exposed then one tucked away in the mountain.

Base Attack Bonus

On Transports

Transports Base Attack Bonus is set by the player operating its guns for Range and Pilot/ Drive/ Ride for Melee attacks, however there can be other modifying factors to raise the ships Base Attack Bonus.

On Buildings:

Buildings like their AC gain boosts based on their placement to their Base Attack. A building up high with a clear view has a better chance at attack then one hidden away

Maneuverability:

How many rounds it takes to make a 90 degree turn at full speed in a Transportation

Speed Bonus:

A Fast transport is harder to hit. For every 10 points in total speed the ship gets a +1 to its AC, Thus a ship with a speed of 160 gains a +6 to their AC. The speed Bonus also applies to the transports base attack bonus.

Figuring out the Hp

All builds start with 100 Hp depending on the craft roll on the frame depends on a boost of +1 Hp for every Number over 20 Result and -1 for every number under 10 Also figured in was the material bonus Hp can be regenerated through basic repairs with a Repair skill check which grants the skill result back in HP (this uses one of the Repair limit uses)

Number of Masts (only for ships)

While on Tiny Ships only get One mast making no difference in its speed every ship from small to Colossal lets you have a max number of masts and each mast grants you +10 to Speed Bonus but extra masts means extra work thus more crew

Reputation Bonus (Buildings Only)

Reputation is increased with the size of buildings, larger buildings attract more attention and will bring in other businesses and attention aiding the party in buying things they need, finding info, getting help from people and more.

Defenses (Buildings Only)

Defensive Walls can be built around a property to boost the buildings AC, Other things like guard towers and posts or protection from unique kinds of attacks.

Sizes

Along with each build is a real life example of the size

A Size Determines its Base Speed (on Transports), Base AC, Base Maneuver (on Transports) , number of min crew, number of decks/floor, max number of masts (on Ships), and total space per deck / floor.

Special: Each Material has a unique property that comes out with skilled crafting (Natural 20 on the roll the build gains a Build Ability or on the result of a natural 1 it gains Build Defect these can not be removed or achieved by a players special abilities and will still go to the build should they not meet the DC to build)

Material Bonus: Each Material grants a bonus to a skill in that room

Land Size and Defense: (Buildings only)

Based on the land acquired certain layouts offer bonuses to defense, or aid in other ways the land plots are often sold by towns in sizes

small being about 100 sq ft or less of land

Medium up to 200 sq ft

Large up to 400 sq ft

Huge up to 800 sq ft

Farm land up to 1200 sq ft

Town up to 2400 sq ft.

Defenses granted due to terrain of the land,

Land with quick sand sink holes and swamp grants a +4 AC Bonus vs. land based attacks.

Land In canyons, caverns or under some kind of shield are granted a +4 AC Bonus vs. Sky and land attacks

Land with hills or mountains gain a +4 AC Bonus vs. Land attacks, and a +4 Attack

Land in Wooded Area gains a +4 AC bonus vs. Air attacks

Land near Water gains +4 AC vs. Land attacks, +4 Attack on Land and Water targets

Land Resources: (Buildings Only)

Land Purchased or gained in the game tend to have different resources to gain form the land. Important Resources and the potential benefit from them.

Resource	Benefit
Mine	Mineral resources (Mining)
Farmland	Food Resources, Herbs
Forrest	Wood, Herbs
River /pond/lake	Fresh water, fish
Ocean	Fish, Harbor
Quarry	Materials Stone (Mining)
Swamp/ Moore	Fish, Wood, Herbs
Field	Ranching, Food resources, Herbs
Urban	Info, Money, Research Materials
Cavern	Materials, Food Resources (mushrooms mainly) Herbs
Canyon	Materials (stone)
Tundra	Materials (Ice)
Mountain	Materials, Food Resources, Herbs
Graveyard / Catacombs	Bones, Artifacts
Desert / Sand	Materials, Herbs

Once one owns land they can assign or even hire tasks of the house to people they live with, themselves or people from nearby. Letting their property acquire funds while they adventure

Transport Sizes

Tiny - a small sailing vessel or bicycle - DC 10 – 1 week

Base Speed = 160 Base AC = 16 Base Maneuver =1 Max Mast # = 1 Min Crew =1

2 Decks, 100ft x 50ft

Small - A larger Fishing Boat, Car - DC 15 – 2 weeks

Base Speed = 150 Base AC = 15 Base Maneuver = 2 Max Mast # = 2 Min Crew =2

2 Decks, 125ft x 75 ft

Medium - A small Yacht, SUV – DC 20 – 3 weeks

Base Speed = 140 Base AC = 14 Base Maneuver = 3 Max Mast # = 3 Min Crew =4

3 Decks, 150ft x100ft

Large - A small Freight, Big Rig Truck – DC 25 – 4 weeks

Base Speed = 130 Base AC = 13 Base Maneuver = 4 Max Mast # = 4 Min Crew =6

3 Decks, 200ft x 150ft

Huge - Freight Ship, Plane – DC 30 – 5 weeks

Base Speed = 120 Base AC = 12 Base Maneuver = 5 Max Mast # = 5 Min Crew =10
4 Decks, 300ft x200ft

Gargantuan - Battle Ship, Train – DC 40 – 6 weeks

Base Speed = 110 Base AC = 11 Base Maneuver = 6 Max Mast # = 6 Min Crew =20
5 Decks, 400ft x250ft

Colossal - Aircraft Carrier, Rocket – DC 50+ – 7+ weeks

Base Speed = 100 Base AC = 10 Base Maneuver = 7 Max Mast # = 7+ Min Crew =30+
6+ Decks, 500+ ft x300+ ft

Building Sizes

Tiny - a small cottage or hut - DC 10 – 1 week

Base AC = 17 Max occupancy = 2 Defense Build = +1
1 Floors, 50ft x 50ft Reputation Bonus = + 0

Small - A small house, corner shop - DC 15 – 2 weeks

Base AC = 16 Max occupancy = 10 Defense Build = +2
1 ½ Floors, 100ft x100ft Reputation Bonus = + 1

Medium - A farm house, Large Store – DC 20 – 3 weeks

Base AC = 15 Max occupancy = 10 Defense Build = +3
2 Floors, 200ft x200ft Reputation Bonus = + 2

Large – Large House, Apartment Building – DC 25 – 4 weeks

Base AC = 14 Max occupancy = 10 Defense Build = +4
3 Floors, 400ft x400ft Reputation Bonus = + 3

Huge – Warehouse, Mall – DC 30 – 5 weeks

Base AC = 13 Max occupancy = 10 Defense Build = +5
4 Floors, 800ft x800ft Reputation Bonus = + 4

Gargantuan – Capital Building, Guild hall – DC 40 – 6 weeks

Base AC = 12 Max occupancy = 10 Defense Build = +6
5 Floors, 1600ft x1600ft Reputation Bonus = + 5

Colossal – Palace – DC 50+ – 7+ weeks

Base AC = 11 Max occupancy = 10 Defense Build = +7
6 Floors, 2000ft x2000ft Reputation Bonus = + 6

Repair

Builds have a set limit to how much they can have parts repaired, if the build goes beyond its repair limit total then parts or even the whole build has to be replaced the determination on if the build can have a replacement or not is done on a roll of a d6 results of 1-2 it can no longer be replaced or fixed a new build is needed, 3-6 the part can be replaced and the build gains a 1d8 to its repair limit. A player can choose instead of repairing even before the repair limit is reached to replace but at no point can it go beyond its original Repair limit. When repairing the player makes a Repair skill roll, when replacing the player makes a craft ship/vehicle roll

Repair Points: Is the Difficulty for repairing the build/ finding the materials. A build made with a low Repair Points will find it harder to repair and might have to be completely replaced All builds start with a basis of 20 RP points

Quality by the numbers with Crafting rolls above the DC

- 01 Useless = Supplies Needed are destroyed and the object is failed to be built
 - 02 -20 Fair = Supplies Needed are used up and the build is completed but takes double time
 - 21 -30 Good = Supplies Needed are used up and the build is completed normal
 - 31 -40 Great = Supplies Needed are used up and the Build grants double bonus
 - 41 -50 Grand = Supplies are cut in half and the Build gains a gains double bonus and unique ability
 - 50 + Godly = Supplies are cut in half and the Build grants triple the bonus and has a unique ability
- A roll of a natural 20 releases the Materials Special Ability

Material	Build DC	Building Exterior	Building Interior	Transport Exterior	Transport Interior
Bone	50	Yes	Yes	Yes	Yes
Brick	10	Yes	Yes	No	Yes
Cement	10	Yes	Yes	No	Yes
Clay	10	Yes	Yes	No	Yes
Cloth	0	Yes	Yes	Yes	Yes
Crystal	70	Yes	Yes	No	Yes
Dirt/ Mud	10	Yes	Yes	No	No
Fur	20	Yes	Yes	No	Yes
Glass	40	Yes	Yes	Yes	Yes
Gold	30	Yes	Yes	No	Yes
Hide	20	Yes	Yes	Yes	Yes
Holy Wood	20	Yes	Yes	Yes	Yes
Ice	10	Yes	Yes	No	Yes
Iron	10	Yes	Yes	Yes	Yes
Leather	20	Yes	Yes	Yes	Yes
Living Wood	70	Yes	No	Yes	No
Natural Wall	5	Yes	Yes	No	No
Other	Varies	Yes	Yes	Yes	Yes
Paper	0	No	Yes	No	Yes
Petrified Wood	70	Yes	Yes	No	Yes
Plastic	50	Yes	Yes	Yes	Yes
Rubber	10	Yes	Yes	Yes	Yes
Scales	40	Yes	Yes	Yes	Yes
Scrap Wood	30	Yes	Yes	Yes	Yes
Silver	40	Yes	Yes	No	Yes
Steel	20	Yes	Yes	Yes	Yes
Stone	40	Yes	Yes	No	Yes
Straw	10	Yes	Yes	No	Yes
Thatched Reed	10	Yes	Yes	Yes	Yes
Wood	0	Yes	Yes	Yes	Yes

Bone - A light weight and easy to find material yet hard to craft, harvest and near impossible to repair. Bone however grants a special bonus to those willing to dare use it as a material. It grants a built a special Fear Check to all that see it. Overall Bone is a bad choice unless you wish to bring fear those that look upon your Transport or Home.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	+2	+10	-10	3/Bashing
Special				
Fear DC 15 Will when Spotted				
Interior				
Creepy Room – Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Intimidate	50	1000 a unit	Graveyard/ catacombs (Search)	

Brick - Mud Based blocks made easily out of materials found throughout the world. Cheap and strong material used to make strong durable walls. Due to its leaky nature it's not a viable material for exterior building but good for strong interior walls.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	N/A	N/A	+5	10/Bashing
Special				
Study Walls – Even as the build is falls apart sections will remain standing leaving less needed to repair				
Interior				
Rough Look – the Difficulty of social rolls is increased by 5 in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Cooking	10	300 a unit	Near Water (Craft Item Brick DC 15)	

Cement – A mix of stone and sand to form study walls that tend to weight down transports. Yet is a easy to repair material.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+5	N/A	N/A	+10	8/Bashing
Special				
Study Walls – Even as the build is falls apart sections will remain standing leaving less needed to repair				
Interior				
Rough Look – the Difficulty of social rolls is increased by 5 in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Machine	10	200 a unit	Quarry (Craft Item Cement DC 30)	

Clay - A Slimy watery mud that can be easily found and shaped to form strong walls when it dries. Its cost is relatively cheap and the material is found in most rivers and creeks. Due to its water based construction it a useless material for exterior of ships.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	+5	8/Slash & Bash
Special				
Quick Rebuild – These walls are easy to reshape and move about to change or repair build				
Interior				
Shape Walls – Walls can be formed to tell stories +10 Performance				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Craft Item	10	200 a unit	Near River/ Creek (Survival/ Mining)	

Cloth - A Common Material that can be brought through out the world. Used much like the way paper is only it's a stronger material and holds a bit better over time. The cost of the material is low due to its simplicity in manufacturing.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+3	+20	+5	1/ slashing
Special				
Insulated Walls - +5 Cold Resistance in this room				
Interior				
Thin Wall – Notice checks can still be made easily out side the room suffering only DC of 10				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival		300	Ranch (Rancher/ Craft Item Cloth 20)	

Crystal – Natural formation of chemicals from the earth that slowly grow from their closeness to water, crystal while rare and hard to find in large quantities has a unique ability to be strong and at times be able to carry a electrical charge.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-20	5 / Bashing
Special				
Power Storage – Crystals can store electrical power for use of powered devices 1 charge per 10 units				
Interior				
Mystical Room - +10 Knowledge Occult and Knowledge Astrology in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Machine	70	7000 a unit	Caves (Profession Miner)	

Dirt / Mud – The easy way to build walls by gathering the dirt around and bulling a wall from a solid mound.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	+10	10
Special				
Indoor Garden – plants / food can be grown inside and provide x2 production of supplies				
Interior				
Living room - Room has fertile ground and is set to grow plants at half growth rate				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof. Farmer	10	0 a unit	Every where (None)	

Fur – High quality and warm collection of Furs help keep the cold out and give a fancy look to the walls

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	N/A	N/A	-5	2 / Slashing
Special				
Survivors Wall – Grants a Stealth Bonus to its outside walls of +10, Inside as well if person wears hides				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival	20	7000 a unit	Wild (Survival)	

Glass - A fine craftsman item while weak in its protection brings out a high quality in the builds look and design. Since glass is made from Sand it makes the material cost almost near nothing, but the build can't take much damage and rarely can be repaired with out having to replace it.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+6	+10	Can't / replace	5/ Bashing
Special				
1 Way Mirror – Within the walls of these glass those inside can see thru those outside see a reflection				
Interior				
Impressive Look - +10 Intimidation in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Notice	40	1000 a unit	Beach/ Dessert (Craft Item Glass 30)	

Gold - Much like silver it's a highly sought metal, more expensive and higher praise to the metal. Its massive cost and highly sought value makes this metal some of the most expensive material that can be built with. It also is so dense its weight is known to slow down a transport.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-20	10/ 5 bashing
Special				
Snob – grants a +5 to ones Reputation as they are considered a show off and snob				
Interior				
Grand Room – Social rolls gain a +10 bonus in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Appraise	30	500,000 a unit	Mines (profession Miner)	

Hide - A material similar in make like leather only it maintains a warm fur lining giving a room a good insulation material. The material is just as difficult to gain enough to make and exterior building material yet is quite useful in the interior.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+3	+20	-5	5/ Fire
Special				
Survivors Wall – Grants a Stealth Bonus to its outside walls of +10, Inside as well if person wears hides				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival	20	3000 a unit	Wild/ Ranch (Survival/ Prof. Rancher)	

Holy Wood - Holy wood is a blessed wood by a religion. Its said the wood is blessed by a god or deity. Its blessing grants a comforting feeling to those inside granting them an easier time at healing of battle wounds. The ship appears to be made of normal wood but both its external and internal uses offer a benefit of healing. However do to its rare to find its cost is high.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+10	-5	5/ Bashing & Fire
Special				
Healing Vessel +2 To Hp a day of all that sleep within the walls				
Interior				
Healing Room – Room grants a +2 to HP a day to all that sleep inside				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Know Religion	20	25,000 a unit	Sacred woods (Prof. Lumberjack)	

Ice – A strong and solid block of frozen water that is strong and sturdy as long as it doesn't melt away

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	N/A	N/A	+5	10/ Fire
Special				
Slow Bleeding – Room can stop someone bleeding by abilities/ magic or in negative HP				
Interior				
Winter Chill – Room temps are near freezing, counts as freezer for food 5/damage cold in long times inside room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Chem.	10	100 a unit	Tundra (Prof. Lumberjack/Survival)	

Iron - A strong Metal easily mined through out the world. Iron is a good durable and cheap metal while not as strong as steel its cheap cost and vast mining possibility makes the material a decent choice when building a strong ship that can be repaired.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	+5	+5	+5	5/ Bashing
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to doors and walls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Weapon	10	5000 a unit	Mine (Profession Miner)	

Leather - A strong and durable material yet due to its long time to acquire enough material its not looked a good choice for exterior for its overall expense for small amount of material that has to be bound together Once tanned the walls become a strong defensive wall difficult to break through.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+3	+10	+5	5/ Fire
Special				
Tough Guy – Grants users a +10 Intimidate skill in the or around build				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Armor	20	3000 a unit	Ranch/Wild (Prof. Rancher/Survival)	

Living Wood - A rare living tree is used to make the boat it makes it hard to repair and harder to craft. The Woods main benefit is its Unique ability to repair its own damage over time. Because its living it has a slightly better AC then Scrap Wood but still not as good as normal wood. Its rare type makes it highly prized and raises its cost dramatically.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	+3	+10	-10	5/Bashing & Fire
Special				
Build Regenerates HP and Repairs itself at a rate of 5 a hour				
Interior				
Living room - Room has fertile ground and is set to grow plants at half growth rate				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof Lumber	70	500,000	Magical Wood (Prof. Lumberjack)	

Natural Wall – A solid wall of dirt and rock found in nature in caves or out amongst the wild

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+20	N/A	N/A	Cant repair/ replace	10/-
Special				
Hold the Fort - +10 to Builds total AC, and +2 AC to all within its walls defending it				
Interior				
Cavern Wall – Walls and floor are perfect for growing mushrooms and other dark grown plants				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Know Nature	10 (Shape wall)	0	Canyon/Cave (Know Geography)	

Other – The GM offers a new material for unlisted ship building material and provides it DC cost and bonuses, along with its internal or external use.

Paper - A Common Material that can be used to make walls or even plaster walls with design. Cheap and Elegant, paper allows a room to carry a great look to them. The cost is easy to produce making a rather cheap and easily replaced material.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	N/A	N/A	Replace	None
Special				
Layered Wall – AC is increase to +3				
Interior				
Thin Wall – Notice checks can still be made easily out side the room suffering only DC of 10				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Performance	0	10 a unit	Woods (Prof Lumber, Craft Item 10)	

Petrified Wood - A strong wood that over years has fossilized making a stronger wood option yet raising the cost and making it really hard to repair without replacing it. The high cost and repair makes up for the strong defense and defense verse fire unlike regular wood.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-10	10/Bashing
Special				
Fire Resistance +10				
Interior				
Rare Find – Room grants +5 bonus for Appraise, +10 to Intimidate for the owners of the build				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Appraise	70	50,000 a unit	Desert, Swamp (Search, Know Nature)	

Plastic – A chemically crafted material that takes time and allot of source material to make, the material is strong as wood, but lighter weight. Because of the labor intenseness of the material it cost high to buy.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+20	-5	5/Bashing & Fire
Special				
Science Wonder – Grants a +10 on all craft skills within and a +20 intimidate for all players with a 14 or high Intelligence that craft it				
Interior				
Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Chem.	50	100,000 a unit	Chemically made (Craft Chemical 75)	

Rubber - Light and flexible Rubber is a great material in small transports, But its hard to come by in mass amount that makes making a large builds practically Useless. The rarity of the building supply also make the ship hard to repair any damage but the ease of patching makes up for that.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	+3	+5	Must Be Replaced	5/Fire
Special				
Bounce – Room is comfortable granting +5 Healing when resting, +5 Acrobatics in this build				
Interior				
Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Vehicle	10	1000 a unit	Rubber Trees (Craft Chemical 40)	

Scrap Wood - Interior/Exterior - easy to find at damaged ships or wrecked buildings this wood has already suffered damage but still has good use in it. Weaker than normal wood its less resistant to damage but takes little time to craft with. When used inside a ship it gives the sense of poor craftsmanship and gives a social penalty.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+3	+10	+10	3/Bashing & Fire
Special				
Beach Comber – resting in this build grants users a +5 bonus on Survival and Search rolls for 12 hours				
Interior				
- 5 social rolls in room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Repair	10	10 a unit	Junkyards and anywhere (Search)	

Scales - A strong hide full of large scales able to be removed tanned and made into a strong and fire resistant material. Harvested from Large lizards fish, and monsters in the world then it is sewn together and placed on the frame to create a water tight room.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+5	+3	+10	0	10/ Fire
Special				
Tough Guy – Grants users a +10 Intimidate skill in the or around build				
Interior				
Creepy Room - Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof Fishing	40		Ocean/ Jungle (Prof Fish/ Survival)	

Silver - A highly prized metal that is not suggested as a building material but can be used to make it a more valued and highly prized room. The cost is massive and is rare to find and rarer to hold on to.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	-10	10/-
Special				
Fire Resistant +10				
Interior				
Gaudy Room - +3 Intimidate to room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Intimidation	40	100,000 a unit	Mine (Profession Miner)	

Steel - Strong and Durable Metal compound built to with stand great damage, Find the material is Impossible outside of looking in a scrap yard as steel has to be made by chemical enhancing Iron to be stronger than it is mined. Being a hard metal to find in large amounts make buying it costly and repairing difficult at best.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+8	+6	0	-5	10/-
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to doors and walls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Weapon or Armor	20	5000 a unit	Forge (Craft Chemical DC 20)	

Stone - Stone as any metal but far easier to find, Build with this material though makes a transport sluggish yet resistant to damage of all types, Crafting also takes more time when using stone and repairing it is virtually impossible. Overall it's not the best of Materials out there unless your looking to build a fortress. Takes Double Time to craft

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	-10	10/-
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to walls (doors cant be stone)				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Cooking	40	500 a unit	Quarry (Profession Mining)	

Straw – A simple material that is easily found and replaceable.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	N/A	N/A	Must Replace	1/ Slashing & Fire
Special				
Thin Walls – Players in side build can make +10 Listen checks to hear noises clearly outside				
Interior				
Quick Build – build protects form elements but grants no real benefits then cutting build time in half				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof. Farming	10	10 a unit	Farmland/Field (Prof. Farming)	

Thatched Reed - A cheap and easy to repair material yet what it has in cost it makes up for in a weak defense. Better for making small crafts or life boats with granting them the quick speed. The reed can be found on almost every type of island thus the cost of supply is rather cheap.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+2	+15	+10	2/Bashing & Fire
Special				
Surprisingly Strong – Build in whole gains +2 to the overall AC				
Interior				
Quick Build – build protects form elements but grants no real benefits then cutting build time in half				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+2 Prof. Lumber	10	30 a unit	River/ Field (Survival, Prof. Herbalist)	

Wood - Interior/Exterior - the easiest to find and most useful building material around which makes it the best all around building material it comes out with decent strength and floats great on water and is easy to craft furniture and other items with it.

AC Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+10	+10	5/ Bashing & Fire
Special				
Simplicity – Build grants a sense of relaxation healing those that rest for 8 hours by double normal				
Interior				
Comfort of Home – Grants a bonus of +5 to all Skill rolls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Craft Item	0	20 Unit	Woods (Profession Lumberjack)	

Rooms

Areas marked with a * are open areas not actual rooms, all rooms are made in making a roll on craft Vehicle to make rooms each room has a base DC Build

Room Name			
Description of the room			
Materials Needed			
Room Bonus	Power Use	Storage Space	
Room Style	Description of that style		
Room Size	Build DC	BRP with Supplies	BRP W/Out Supplies

BRP – base Retail price – the average cost of the build the cost in both is basic supplies such as nails glue and such

Materials Needed – These are basic materials needed to build the room regardless of the material used to craft the room the amounts of each should be up to the Gm. You need these things to build things like locks, window furniture and such

Room Bonus - Rooms automatically when built will grant a bonus to a skill in that room this is not to be confused with the building material bonus which is gained upon rolling a Natural 20 in the crafting of the room.

Power Usage - Some rooms have a Power Usage and require a power source to grant a extra room based bonus

Hidden Room - Making a hidden room costs double and based on its quality grants ups the DC of the search roll by 10

Storage Space – the amount of units of items that can be stored in the space of the room

Hiring a crew – If a player doesn't have the skill or needs help gaining help around towns will find someone that may be skilled enough to build it for them at an added cost this goes equally if the player doesn't have the supplies needed for the room build. Some more advanced build however may be too difficult for any normal builder and thus a specialist must be sought out

Alchemist Lab			
A lab to mix or make chemicals			
Materials Needed - Wood, Rubber, Glass, Metal			
+5 Craft Chemicals	Deluxe room 1	Table(10), Basic (30) Deluxe (50) units	
Lab Table	A small area normally a table set in a open area with all the basic chemical tools Can be dangerous if spills or gases are released		
10x10	DC +10	100	400
Basic	A basic lab table designed to prevent spills and messes that will effect other rooms		
30x30	DC +15	2000	6000
Deluxe	larger then the other and air tight this room protects the users and the chemicals this rooms bonus is +20 to craft Chemicals		
30x50	DC +30	5000	12000

An important room for players that want to focus on chemicals, potions and poisons the set up has a area to crush ingredients mix store and cook in small doses the supplies they have and vials, canisters to which one can store the finished product.

Animal Pens			
A place to hold animals / wildlife			
Materials Needed - Wood, Stone, Grass/ Feed			
+5 Handle Animal / Prof. Rancher	Deluxe Pen 1, Deluxe Barn 2	Crate 2 / Basic Pen 10 / Deluxe Pen 10 / Aviary 50 / Barn 50/ Deluxe Barn 50/ Fenced Field 200	
Crate *	a small pen used to house a animal, food and water trays		
10x5	DC +5	100	400
Basic Pen	a large pen used to give the creature more room to move		
20x20	DC +10	1000	4000
Deluxe Pen	a large heated pen with a auto food and water tray x2 production of supplies from animal, Animal is happier		
20x20	DC +25	8000	10000
Aviary	a large cage for Birds kept usually out side but can be built indoors it grants them some room to fly		
60x60 2 floors	DC +20	5000	12000
Barn	a large building set up to house many animals in its set of 8 pens and holds extra feed and supplies above the animals, not for Transport		
60x60 2 floors	DC +30	4000	8000
Deluxe Barn	a large building set up to house many animals in its set of 8 heated pens with a auto food and water tray and holds extra feed and supplies above the animals x2 production of supplies from animal, Animal is happier, not for Transport		
60x60 2 floors	DC +40	10000	20000
Fenced Field	a massive grassy field for animals to roam free, not for trans port		
100x100	DC +20	5000	12000

Pens are a great thing to have on hand to raise animals and protect them so you can have a regular source of food on hand such as eggs from chickens or milk from cattle or goats.



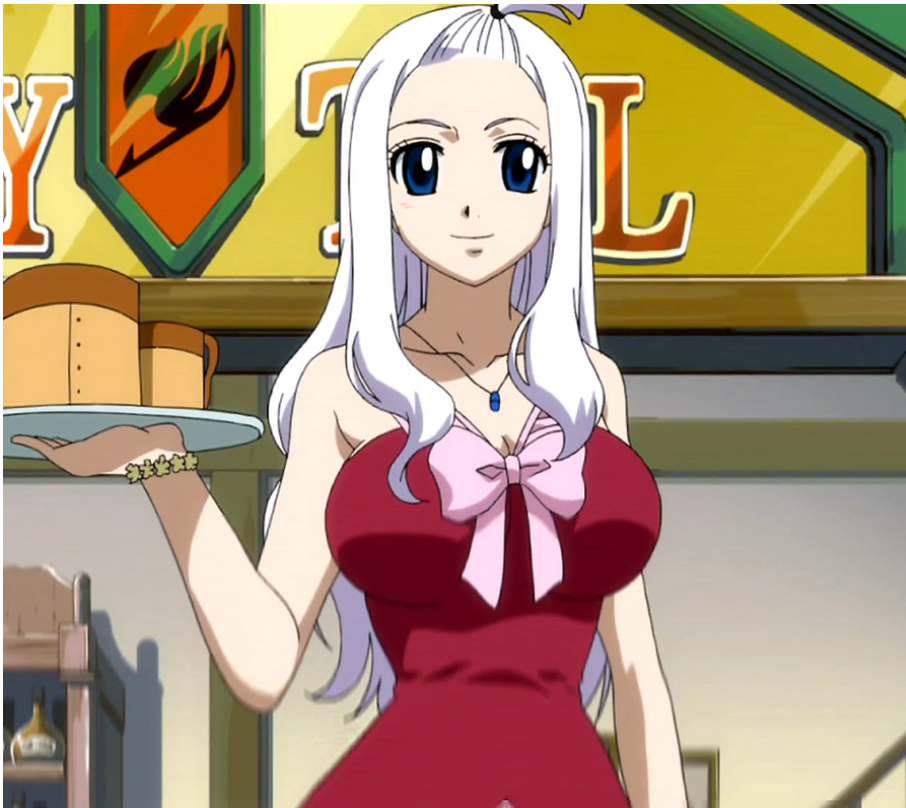
Armory			
a storage room for gun powder and explosives			
Materials Needed - Wood, Metal			
+2 Ranged Attacks	N/A	Rack 1, Cabinet 10, Basic 30, Deluxe 30	
Gun / Weapon Rack	A wall mount for weapon to be at the ready when pulled down		
N/A	DC +5	200	500
Gun Cabinet	A small cabinet or locker used to house weapons and ammo		
5x10	DC +10	400	1000
Armory Basic	a small room with shelves used to hold gun powder		
30x30	DC +25	1000	4000
Armory Deluxe	a small room with strong walls preventing any accidents		
35x35 / interior is 30x30	DC +35	3000	12000

A vital room for weapon and ammo storage protects not only people from getting to your weapons but also protects them from the elements that can destroy them over time.



Bar			
a place to converse and have some drinks			
Materials Needed – Wood, Glass, Alcohol			
+5 Seduction, +5 Diplomacy, +2 Fort for day used	Entertainment 1, Tiki 1	Bar and Tiki 10 units, Basic 30, Deluxe 50, Entertainment 200	
Bar	a small bar with stools and a shelf of booze		
5x10	DC +10	100	400
Basic Bar room	a small room with shelves of alcohol and a bar and table		
20x30	DC +20	1000	4000
Deluxe Bar room	a large room with a centralized bar and several tables		
50x30	DC +30	3000	8000
Entertainment Bar	A massive bar with a stage or a dance floor and tables around the walls +10 to diplomacy rolls , +10 Seduction rolls		
100x60	DC +40	10000	40000
Tiki Bar	A small moveable cart and Storable bar complete with stools, +10 Diplomacy		
5x10	DC +20	1000	4000

A great place for socializing, relaxing or just to drown ones troubles behind a glass of alcohol, The more advanced rooms build less on the just drinking and more the socializing and entertaining.



Bath			
place where you go to get clean and dispose of waste			
Materials Needed – Metal, Wood, Clay / Glass and or stone, Paper, Cloth, Water on most			
+2 Fort vs. Disease	Deluxe Bath 1, Locker Room 3, both Bath Houses 2	Outhouse 2 units, Bath Small 5, Bath Large 10, Bath Deluxe 12, Restroom Basic 30, Restroom Deluxe 50, Bath Houses 80, Locker 100, Hot Spring N/A	
Outhouse	A small and moveable enclosed room with a hole to do your business after awhile needs to be cleaned out or moved , not on transport, no water needed		
5x5	DC +5	200	400
Single Bath Small	a small room with a toilet and sink		
10x10	DC +15	500	2000
Single Bath Large	a small room with a sink, toilet and shower /no hot water w/o furnace		
20x10	DC +25	1000	4000
Single Bath Deluxe	Larger with full tub temperature control of the water and a working sink as well Grants +4 Fort vs. Disease for that day (instead of +2)		
20x30	DC +30	3000	9000
Public Restroom Basic	A Small Area of about 4 toilets and 2 sinks		
30x30	DC +30	3000	9000
Public Restroom Deluxe	A Large room with Several Toilets and sinks, also a small waiting area and table setup of selection of cleansers perfumes and towels		
60x60	DC +35	6000	15000
Bath House	a massive room with built in large bath house bath, shower sinks and Multiple toilets, +5 to all Social rolls in the room		
100x100	DC +45	7500	20000
Out Door Bathhouse	Like the Bathhouse only the changing / locker rooms are covered while the baths are exposed to the elements, +5 to all Social rolls in room, relaxation removes DC 15 and under Will save failures		
100x100	DC +50	6000	15000
Locker Room	A large room with storage space for items and a collection of showers in a row, Grants +4 Fort vs. Disease, +10 Intimidate while in the room		
50x80	DC +30	5000	12000
Hot Springs Natural	A Natural Hot springs rare to find yet when crafted into a useable bath it can provide healing abilities of +3d8 per use		
100+x100+	DC +10 (seats / Fences)	2000+natural source	5000 / Water needed

A vital room for any building, in order to keep ones build free of infection and disease plumbing is needed to remove waste and dirt from their bodies. Mixed bath rooms on the larger rooms cost ¼ less to make but make it uncomfortable for some characters granting them fear checks in the room.



Bedroom			
Description of the room			
Materials Need – Wood, Cloth, Rope, Straw/Feathers, Glass			
Restore +2 HP after 8 rest	Love Shack 1	Storage Space	
Single Bedroom small	a small private room for oneself, with hammock or bedroll and footlocker		
20x20	DC +10	1000	4000
Single Bedroom Large	a large private room with desk and closet		
30x30	DC +10	2000	6000
Shared Bedroom	Larger room with closets and desks and privacy walls separating the beds		
80x60	DC +25	3000	9000
Barracks	A large room used to house many people, bunk beds and footlockers		
60x40	DC +20	1500	6000
Love Shack	A fancy lay out for a bed room with mirrors surrounding the room and the bed is heart shaped fancy lighting and built in music system to aid in conquests of love, +10 Seduction in this room		
Room Size	DC +30	5000	15000

A Vital room for getting a proper nights rest after a long day, one of the most important rooms to make in most builds.



Brewery			
Used to make chemicals or alcohol			
Materials Needed – Wood, Metal, Grains, Water			
+5 Craft Brewing	Deluxe Brewery 1	Brew Tub 5, Small Brewery 25, Deluxe Brewery 50	
Brewing Tub	a Small tub or pot used to brew chemicals or booze		
Room Size	DC +10	100	400
Small Brewery	a small room with larger vats and better control		
20x20	DC +25	1000	4000
Deluxe Brewery	a slightly larger room with heated vats and barrels to store, the large vats are boiled to perfection creating stronger alcohol +15 DC Fort on alcohol brewed		
30x30	DC +45	3000	8000

A room built for brewing alcoholic beverages and other drinks in large quantities perfect for those with cooking or chemical based skills to create mass amounts of stuff.

Brig			
A room used to hold prisoners from moving about freely			
Materials Needed – Stone, Metal / Glass / Plastic			
+ 5 Knowledge Law in room	Deluxe Cell 1	Cage 5, Jail Cell 20, Deluxe Cell 20, Magical Cell 20, Magic Cage 10, Stockade N/A	
Cage*	A Small moveable Cage		
Room Size	DC +15	200	600
Jail Cell	a simple cell with iron bars and a small bed and bucket		
20x20	DC +20	2000	6000
Deluxe Cell	A walled cell with a personal toilet and electric lock DC 80		
20x20	DC +40	4000	10000
Magical Cell	The walls of the cell are designed to reflect magic backwards or grant reverse effects for those inside		
20x20	DC +40	6000	15000
Magical Cage	A Magical glass cube that drains the mana and will from its prisoners		
15x15	DC +60	10000	25000
Stockade	Two chunks of wood bolted to the ground placing the person to stand in a painful way.		
5x5	DC +10	100	400

A handy room for any place that in any location to hold unwanted guests or known criminals do to their actions.

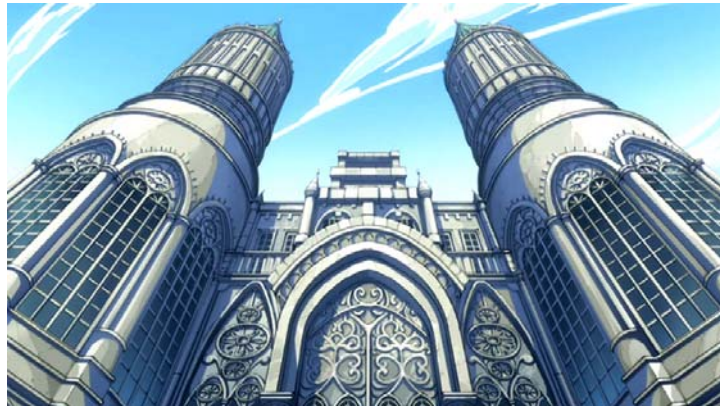


Cannery			
a room used to can food and gather mass amounts of fish to clean and guts and persevere foods for longer			
Materials Needed – Wood, Rope, Metal, Glass, Rubber			
Double food production	Processing plant 2, Deluxe Cannery 1, Mill 1 (no moving water)	Canning 5, Mill 10, Processing 50, Cannery Both 30	
Canning Area	A small area for canning food		
5x10	DC +10	100	400
Mill	A small room with a constantly moving grinding stone that crushes objects		
10x10	DC +15	1000	4000
Processing Plant	A large room with machines set to persevere foods from spoiling, Double food spoil time		
100x100	DC + 30	5000	12000
Fish Cannery Basic	A larger room used to haul in large fish and break them up for food brought in by hand or hand cranks		
30x60	DC + 20	3000	8000
Fish Cannery Deluxe	Description of that style		
30x60	DC +30	8000	15000

A room that is handy to both make food last longer, but also process some things from monsters and creatures such as Ivory form animals and such.

Church			
a place to come and worship a deity			
Materials Needed – Wood, Wax			
+5 Knowledge Religion	Deluxe 1 (optional to double moral bonus, doubles cost of build)	Alter n/a, Basic 100, Deluxe 150 Units	
Alter	A small shrine to a god or deity		
5x5	DC +5	50	200
Church Basic	a small room used to preach and pay respects to a deity		
30x30	DC +10	1000	4000
Church Deluxe	a large room used to preach and pay respects and show the power of a deity +2 Moral Bonus that day after 1 hour of worship		
60x30	DC +25	3000	8000

An essential place, for god fearing characters, or those building a following of worshipers. Granting them a place to praise and learn the teachings of their god.



Crows Nest / Look Out Tower			
A look out tower to spy on the horizon, Crows nests only go on transports, watch towers on land builds			
Materials Needed – Wood, Glass (in Deluxe Room and Enclosed Watch Tower)			
+10 Notice in room	Watch Towers have option for search lights using 1 at double cost	Nest Room 30, Watch Tower (both) 50	
Basic Crows Nest	A small sort of bucket like post, that stands at the top of a ship		
10x10	DC +15	500	2000
Basic Covered Nest	Similar to the basic nest only has a covered roof to protect form weather.		
10x10	DC +20	1000	4000
Large Crows Nest	Like the Basic set only larger space		
20x20	DC +25	1000	4000
Large Covered Nest	Like the Basic only large space		
20x20	DC +35	2000	6000
Nest Room	A fully enclosed room, basically 30x30 free space room with windows all around to keep a look out.		
30x30	DC +40	5000	10000
Watch Tower	A large structure with a covered roof that towers to overlook the skyline		
30x30	DC +30	2500	7500
Enclosed Watch Tower	Like the Watch Tower but is an enclosed room to protect from weather		
30x30	DC +40	5000	10000

A handy build to have on hand to overlook the distance to catch issues that might come to the build.

Dinning Room			
Description of the room			
Materials Needed – Wood, Glass, Metal (Banquet Room only)			
+10 Diplomacy	Banquet 1	Nook 10, Basic 30, Large 50, Banquet 80, Picnic 10	
Breakfast Nook	a small eating area		
20x20	DC +5	500	2000
Basic Dinning Room	a simple room with a table and chairs		
40x30	DC +10	2000	6000
Large Dinning Room	a larger room with a smaller area for sitting and snacking		
60x40	DC +15	3000	8000
Banquet Room	a room designed to enhance the eating experience granting a +5 Bonus on all social rolls in this room		
80x60	DC +20	5000	12000
Picnic Area	a small eating area in an open area		
20x20	DC +10	500	2000

Handy rooms used to dine and converse as a group, these rooms help progress diplomatic actions.



Docks / Parking			
A room to store land vehicles and park ships			
Materials Needed – Rope, Wood / Stone / Cement / Metal			
+10 to Pilot or Drive skill	Dry Docks Both 1, Garage Deluxe 1	N/A all are for vehicle holding	
Small Dock			
10x20	DC +5	500	2000
Large Dock			
30x60	DC +10	1000	4000
Small Interior Dock			
10x20	DC +15	1000	4000
Large Interior Dock			
30x60	DC +20	3000	8000
Dry Dock Small			
10x20	DC +20	4000	10000
Dry Dock Large			
30x60	DC +30	6000	14000
Dry Dock Deluxe			
80x200	DC +50	25000	50000
Garage			
30x30	DC +20	2500	5000
Garage Deluxe			
30x30	DC +30	6000	10000
Parking Lot			
400x400	DC +15	2500	5000
Parking Deck			
400x400 (many floors)	DC +50	50000	100000

A vital room choice to house and often repair vehicles the player owns.



Engine Room			
Place where machines are crafted and power sources are built and used			
Materials Needed – Metal, Wood			
+10 Craft Machines/ Repair	N/A	Small 20, Large 40	
Small Engine Room	a small room that houses the engine and holds a little extra space for fuel		
30x30	DC +25	3000	6000
Large Engine Room	a larger room with storage for spare parts and a repair station can house two power engines		
60x60	DC +35	5000	12000

A vital room needed if your builds have a need for power, engines rooms provide power to supply to other builds.

Exercise Room			
A room to keep one self fit and in good shape			
Materials Needed – Wood, Metal, Rock			
+10 Swim, Acrobatics	N/A	Area and Track N/A, Basic 20, Deluxe 30	
Workout area	a small area where free weights are kept		
10x5	DC +5	100	400
Workout Room Basic	a simple empty room with free weights		
20x20	DC +20	1000	4000
Workout Room Deluxe	a large room with advance exercise machines		
30x30	DC +30	2000	6000
Track and Field	A massive field for sports and running (land builds only)		
100x100	DC +20	4000	10000

A handy room to have on hand for those that like to exercise and keep fit, offering benefits to active skills, prolonged use of these rooms (each day for 2 hours for a month in game) can grant a temp bonus on ones Strength, Dexterity or Constitution scores of +2 (if the player stops using it then they loose the bonus the next month they stop) The gains are based on type of work out, Weights = Strength, Cardio = Constitution, Yoga/ Aerobics = Dexterity

Freezer			
Longer Life Span food storage			
Materials Needed – Wood, Metal, Ice			
+5 Cooking	Deluxe 1	Chest 20, Freezer 40, Walk-in 100, Storage 1000	
Freezer Chest	a small chest with ice and pipes used to keep things frozen		
5x5	DC +15	50	200
Freezer	a large chest with ice and pipes used to keep things frozen		
5x10	DC +15	100	400
Walk-in Freezer	Walk-in Deluxe - a room based on design size that mimics a freezer		
20x20 can be expanded as new build	DC +25	1000	4000
Walk-in Deluxe	Walk-in Deluxe - a room based on design size that mimics a freezer, temp is perfectly controlled to keep food as fresh granting +5 to cooking skill		
20x20 can be expanded as new build	DC +35	2000	6000
Cold Storage	Description of that style		
100x100	DC +50	10000	40000

A handy build to have to store food from rotting by freezing it for use later.

Fridge			
Food Storage			
Materials Needed – Wood Metal			
+5 Cooking	Deluxe 1	Mini 20, Fridge 50, Walk-in 100	
Mini Fridge	a small chest with cold water pipes keeping items cool		
5x5	DC +15	50	200
Fridge	a large chest with cold water pipes keeping items cool		
5x10	DC +15	100	400
Walk-in Fridge	a room based on design size that mimics a basic fridge		
20x20 can be expanded as new build	DC +25	1000	4000
Walk-in Deluxe	a room based on design size that mimics a basic fridge, the food is stored in a way to properly maintain freshness granting a bonus of +5 cooking		
20x20 can be expanded as new build	DC +35	2000	6000

A handy room to store food to lengthen its lifespan

Forum			
a room used to gather people for entertainment and meetings			
Materials Needed – Wood			
+10 Performance in this room	Deluxe 1	All Rooms N/A	
Stage	a small platform used to gain attention		
10x10	DC +5	200	750
Meeting Room	a simple room with chairs		
30x30	DC +15	1000	4000
Small Theater	a small room set so all can see a stage in front		
40x40 2 floors	DC +20	2000	6000
Deluxe Theater	a massive room built to carry sound create stage illusion, powered lighting grants an additional +10 perform		
60x60 2 floors	DC +30	5000	14000
Amp theater	A massive open air theater built in a cone to spread the vocals		
80x80	DC +35	7500	20000

A build set to aid in performances.



Furnace Room			
A device used to maintain heat in builds often by running pipes or placing a source of heat in a room			
Materials Needed – Metal, Stone / Cement, Fuel			
+5 Cold Resistance	Power Use	Storage Space	
Furnace	A small furnace that can be placed in any room leads heat thru pipes though out a build. Max heat distance 200x200		
5x5	DC +20	500	1000
Furnace Room	A small room that is more reliable with the heat and can go further Max heat distance 400x400		
10x10	DC +25	1000	4000
Furnace Room Deluxe	A small room perfectly set up to distribute heat through out a single build		
10x20	DC +40	3000	8000
Steam Tunnels	A small underground passage system that carries heat from one build to the next allowing one Deluxe furnace to heat other builds		
10x10+ 1 DC per 10ft distance to next build	DC +40	5000	12000
Fire Pit	A small stone pit where solid fuel can burn to warm the room		
Room Size	DC +5	250	750
Fire Place normal	A small stone alcove to burn solid fuel and heat the room		
Room Size	DC +15	500	1000
Fire Place Grand	A large stone alcove to burn solid fuel and heat the room		
Room Size	DC +20	2000	5000
Fire Place Deluxe	A large stone alcove to burn gas or liquid fuel and heat the room		
Room Size	DC +25	5000	12000

Furnace's a important to gain access to heat and hot water if a natural source can not be provided. Vital to keeping the build a comfort and deal with day to day issues.

Garden			
a place to relax or produce food			
Materials Needed- Dirt/ Rock/ Soil/ Plants			
Food/Orchard +5 Prof Farm, Grove +5 Prof. Herbalist, Zen/Park remove Will defects/effects after 2 hrs Field +5 Prof. Rancher	Park as optional for rides 1 per ride		N/A
Zen Garden	an area of sand and rocks used to meditate and gain relaxation		
30x30 can expand as new build	DC +20	500	2000
Food Garden	rich soiled land to grow food out in the elements		
30x30 can expand as new build	DC +10	1000	4000
Orchard	rich soiled land to grow fruit trees out in the elements		
80x80 can expand as new build	DC +15	1000	4000
Park	a large area of trees and field for both relaxation and food		
80x80 can expand as new build	DC +20	40000	100000
Grove	a massive area of trees and other plant life		
200x200	DC +25	20000	75000
Field	A grassy plot of land used to grow food for animals and livestock or gains for food use		
30x30 can expand as new build	DC +5	750	2500

A handy build for use of large tracks of land that can ether provide food/ supplies or even relaxation to aid the player.

Greenhouse			
A place used to produce food under climate controlled conditions			
Materials Needed – Wood, Glass, Clay/Stone, Plants/ Seeds, Dirt, Water			
+10 Prof. Farmer / Herbalist	All but Basic use 1	20 units each	
Basic Greenhouse	A small room with water that protects plants from elements to grow in control		
20x20 room can be expanded as a new build	DC +10	2000	6000
Summer Greenhouse	Dry and hot summer like conditions perfect for dry climate plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Spring Greenhouse	Damp and Mild temps perfect for early growth plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Fall Greenhouse	Dry and Mild temps perfect for growing long growth plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Dark Greenhouse	Damp, Mild and Dark room perfect for growing molds and Fungi		
20x20 room can be expanded as a new build	DC +30	4000	10000

A good build for controlled conditions of many plants each room is enclosed to grant the room perfect temps and moisture conditions, only the basic requires users to continue to water on their own as the others provide water conditions based on the type of room.

Hold / Storage			
General storage for the ship 50 units take up on 5x5 square of storage			
Materials Needed – Wood / Metal (for shelves)			
+5 Search in room	Deluxe 1	10 units per 5x5 square	
Basic Storage	Space in which floor has been placed so you can store things no extra cost		
30x30 can be expanded as new build	DC +10	0	0
Deluxe Storage	Sealed Room, the space is sealed to protect the supplies from elements and other things with automatic shelving to find things quickly, +10 Search in room		
30x30 can be expanded as new build	DC +30	1000	4000
Closet	A small alcove built to store items in a room		
5x10 can be expanded as new build	DC +10	500	1000
Locker	A small box used to house items in a given area		
5x5	DC +10	500	1000
Attic / Basement	Add a new floor to a build to have storage below or above the build		
20x20 can be expanded as new build	DC +20	2500	7500
Crawl Space	Add storage in spaces between rooms		
5x5 can be expanded as new build	DC +10	2000	6000

Helpful with any build to provided space to store items for people to use.

Kitchen			
Place where meals are prepped			
Materials Needed – Wood, Metal / Clay/ Stone, Glass			
+5 Craft Cooking	Deluxe 1, Cart 1, Stand 2	Deluxe 30, Food Cart 20, Stand 30	
Hutch	a small area with a water pump and fire pit sits in an open area		
10x20	DC +10	400	1000
Basic Small	a small room with cabinets and shelves, a table, sink and fire pit		
20x20	DC +15	1000	4000
Basic Large	larger and with a working sink		
40x40	DC +30	2000	6000
Deluxe Kitchen	A massive Kitchen with counters and a stove along with a working sink and pantry +5 Craft Cooking		
50x50	DC +35	3000	9000
Food Cart	A small mobile mini fridge, pantry and oven used to cook food anywhere +5 Craft cooking		
10x20	DC +20	BRP with Supplies	BRP W/Out Supplies
Food Stand	A small Kitchen that can be broken down and moved when needed +5 Craft cooking breaks down to fit a 10x10 area of storage.		
20x20	DC +25	BRP with Supplies	BRP W/Out Supplies

One of the most vital rooms, when hunger hits the kitchen is there to fill it as food helps both heal HP/ Chi and Mana its important to get the most out of the food by cooking it properly kitchens aid in that way.



Library			
A place with book to read			
Materials Needed – Wood, Paper, Books			
+5 all knowledge skills	N/A	Self 20, Small 100, Large 200, Deluxe 400	
Small Library	a small room with a chairs bookshelves and a table		
30x30	DC +10	2000	6000
Large Library	a larger room with desks and tables and shelves all about		
60x60	DC +15	4000	10000
Deluxe Library	a large 2 floor room lined with book shelves and a storage catalog system		
60x60 2 floors	DC + 25	18000	30000
Book Shelf	A shelf of books that can be placed in any room		
5x10	DC + 5	800	1500

A handy room to have to gain access to all knowledge's as one collects books from around the world on different subjects.



Life Boats			
boats used as a last resort to escape a sinking ship/ used to reach areas the ship cant Lifeboats require rolls of exterior ship builds but not interior and they count as Tiny ships in cost of material			
Materials Needed - Rubber, Wood, Rope			
+10 Survival In boats	Deluxe boats have engines = 1 per 10 miles	Raft 5, Rubber Raft 5, Deluxe Raft 10, Small 10, Large 20, Deluxe 20, Cargo 100, Swan 0	
Raft	A small raft made of wood and reeds		
10x10	DC +5	100	400
Rubber Raft	Description of that style		
5x5	DC +15	500	2000
Deluxe Rubber Raft	a small rubber raft with a small motor, Move rate of 40		
5x10	DC +25	1000	4000
Small Boat	a small 2 man boat		
5x10	DC +10	500	2000
Large Boat	a small boat that can hold 4 people		
10x20	DC +15	1000	4000
Deluxe Boat	a boat similar to the large boat but with a engine on board		
10x20	DC +25	4000	10000
Cargo Boat	A large yet flat boat for loading and transporting some cargo		
20x30	DC +25	5000	12000
Swan Boat	A decorative boat built to add romance to the riders, +5 Seduction		
10x10	DC +25	5000	12000

A handy build to have on hand of boats as an emergency build should abandoning ship be needed quickly the build is also handy for builds on or near water for added transport.

Machine Room			
a room to build machines in			
Materials Needed – Wood, Metal, Oil			
+10 Craft Machines/ Robots	Deluxe 1, Science 1, Mad Science 4	Bench 10, Machine 30, Deluxe 50, Science 30, Mad Science 60	
Work Bench	A small workbench area complete with tools		
10x10	DC +15	100	400
Machine Room	A basic room with spaces to line tools on the side walls and forge		
30x30	DC +25	1000	4000
Deluxe Machine Room	larger then the other this room is setup to run power tools and has a large garage door for bigger machines, +10 Craft Machines		
30x50	DC +35	3000	8000
Science Lab	A room set to build complex machines and power them, +10 Craft Machines and Robotics		
30x30	DC +30	3000	8000
Mad Science Lab	A massive room set to perform dark science experiments such as recreate life and create evil science acts, +10 Craft Machines and Robotics, +10 Craft Chemicals, +5Medical, +10 Knowledge Biology and Machines		
60x60	DC +50	7500	15000

A room designed to build machines and engines that help in other builds or in creating constructs that act as companions.

Navigation / Map Room			
Place where maps and charts lay			
Materials Needed – Wood, Paper, Stone (War room only), Glass (deluxe and War room)			
+5 Knowledge Geography & Navigate	Deluxe 1 , War Room 2	Draft N/A, Basic 20, Deluxe 30, War 50	
Draft Table	a small table where maps are laid		
5x10	DC +5	100	400
Basic Map Room	a small room with a table and chart tools		
20x20	DC +15	1000	4000
Deluxe Map Room	a medium room with chart displays on the walls, +10 Knowledge Geography		
30x30	DC +25	3000	6000
War Room	a large room with a grid table and models for planning attacks, +10 Knowledge Geography and Navigate		
50x50	DC +35	5000	12000

A great build to have to help plan travel and estimate battle plans, housing a collection of maps and map making tools letting the users build elaborate plans of action.

Parlor			
A room used to greet ones visitors			
Materials Needed - Wood, Metal, Glass			
+5 Diplomacy	N/A	Basic N/A, Grand 20, Sitting Room 30	
Parlor Basic	a small room with pictures and mirrors		
20x20	DC +5	2000	6000
Parlor Grand	a grand hall to great ones guests		
30x80	DC +15	3000	8000
Sitting Room	A fancy room adorn with grand décor to intimated those inside		
30x30	DC +25	4000	7500

A helpful room, for greeting guests and attracting their attention to be intimidated, and helping gain the player an advantage in diplomatic actions.



Playroom			
a room for fun mainly with younger children			
Materials Needed – Wood, Cloth, Rubber			
+10 Diplomacy with children in build	Deluxe Playroom =1	Toy Area 10, Daycare 40, Deluxe 50, Nursery 20, Playpen, 5	
Toy Area	a small clear area with a toy chest		
10x10	DC +5	100	400
Daycare room	a large room with toys and set up like a mock kitchen and train yard		
60x60	DC +20	3000	8000
Deluxe Playroom	a large maze of pipes slides swings and other play things, +5 Will vs Fear after 2 hours in this room		
80x80 (two floors)	DC +30	5000	12000
Nursery	a small room design to keep quite and comfort for babies		
Room Size	DC +15	2000	6000
Playpen / Crib	A small bed / area fenced to keep the child safe		
10x5	DC + 10	500	1000

A good room to have if you have small children or babies to care for in a build, as the rooms are build for their enjoyment and safety in mind.



Pool / Aquarium			
Description of the room			
Materials Needed			
See listings for each rooms reward	Water Park 3, Fishery 2 Fountains 1	Storage Space	
Small Pool 20x20	a small pool or hot tub for relaxation, Remove Will defects/effects up to DC 15 DC +10	2000	6000
Basic Pool 40x40 2 floors off land	a large pool for relaxation, +5 Swim, Remove Will defects/effects up to DC 15 DC +20	4000	10000
Aquarium Tank Small 10x10	a small tank used to house fish, +5 Prof. Fisherman, +5 Know Nature DC +25	1000	4000
Aquarium Tank Large 30x30 two floors	a larger tank used to hold bigger fish, +5 Prof. Fisherman, +5 Know Nature DC +30	3000	10000
Aquarium Grand 60x60 3 floors	A massive aquarium that stands two floors in height of the tank, +5 Prof. Fisherman, +5 Know Nature DC +35	5000	20000
Pond 10x10	a small pond used to bring atmosphere to the build, Remove Will defects/effects up to DC 15 DC +20	1000	4000
Fish Pond (land only) 30x30	a small pond filled with fish like Koi, +10 Prof. Fisherman Dc +25	2000	6000
Water Park (land only) 400x400	A large pool with slides, wave pool and water rides, Remove Will defects/effects up to DC 20, +10 Swim, +2 Moral Bonus after 4 hours of play DC +60	150000	400000
Private Beach (land only) 400x400	A large plot of land along a waters edge for private enjoyment, Remove Will defects/effects up to DC 15 DC +40	100000	250000
Fishery Room Size	A large room of water troughs used to house countless amounts of fish, +20 Profession Fisherman DC +60	100000	250000
Fountain Room Size	A decorative display of water, Remove Will defects/effects up to DC 20 DC +15	2000	6000
Fountain Deluxe Room Size	A massive or complicated system of water on display, Remove Will defects/effects up to DC 20 DC +40	20000	60000

Both a sign of decoration but also of relaxation and sometimes more Pools/ Ponds and more add unique look and feel to a build



Safe			
a box to store valued items from thieving hands			
Materials Needed – Metal, Wood, Rock			
+2 AC of the build	All Deluxe Safes =1	Small 10, Large 25, Room 100, Floor/wall 20 units	
Small Safe a small box with a lock on it			
5x5	DC +15	100	400
Small Safe Deluxe a small box with an electronic lock on it, +20 DC of the lock			
5x5	DC +35	500	2000
Large Safe a large case with a lock on it			
10x10	DC +20	500	2000
Large Safe Deluxe a large case with a electronic lock on it, +20 DC of the lock			
10x10	DC +45	1000	4000
Safe Room Basic a small room with shelves and a strong door lock and walls, 5ft thick walls			
30x30 in 35x35 out	DC +30	3000	8000
Safe Room Deluxe a small room with shelves and a strong electronic door lock and walls, +20 DC of the lock, 5ft thick walls			
30x30 in 35x35 out	DC +50	5000	12000
Floor/Wall Safe Basic a small safe built into a wall of a room [adds +5 ft of solid wall to room]			
Room Size	DC +25	1000	4000
Floor/ Wall Safe Deluxe a small safe built into a wall of a room with electronic lock [adds +5 ft of solid wall to the room] +20 DC of the lock			
Room Size	DC +45	3000	8000

Storage space that is tightly secured and protects the items within from thieving hands.

Sick Bay			
a room used to care for the injured and sick			
Materials Needed – Wood, Metal, Cloth, Rope, Glass			
+10 Medical skills, +1 die in healing	Deluxe 1, Ambulance 2	Bed and Ambulance N/A, Office 20, Sick bay 40, Deluxe 60	
Medical Bed a small bed with a medical kit and medicine near by			
5x10	DC +5	200	700
Medical Office a room with a desk, charts and a cot			
20x20	DC +10	2000	6000
Sick Bay a larger room with more beds and medical supplies			
30x50	DC +20	4000	10000
Sick Bay Deluxe a hospital on board grants a +5 to medical checks in this room			
50x60	DC +30	5000	12000
Ambulance A mobile vehicle equipped with medical machines and a strapped gurney			
10x20	DC +50	15000	40000

A vital room for healing and treating injuries, Granting a greater healing rate then in a normal room Sick bay healing lets one heal from their wounds faster

Stairwell			
the way to get from one floor to the next			
Materials Needed – Wood/Metal/ Clay/ Stone, Rope (only on shafts, elevators, dumbwaiter)			
+10 Move in build	Escalator 1, Elevator 1, Deluxe Elevator 2	All N/A	
Stairs Basic	Basic stairs Type based on space		
10x10 Spiral, 5x10 straight	DC + 5	500	2000
Stairs Deluxe	A grand looking staircase used to impress others		
10x10 Spiral, 5x10 straight	DC +10	2000	6000
Escalator	A set of stairs the move in a belt fashion letting a person stand still as the stairs move them up, move rate 20		
10x10 Spiral, 5x10 straight	DC +25	10000	30000
Cargo Shaft	A designed Shaft running from the upper deck to the Hold along with a wench to lower supplies down safely		
30x30	DC +5	2000	6000
Elevator	A small room that moves people and things from one floor to the next, Move rate 20		
10x10	Dc +30	5000	12000
Elevator Deluxe	A bit larger then the normal elevator designed to have a view with glass windows and moves faster, also plays music inside, +5 Diplomacy Move 40		
15x15	DC +40	10000	30000
Dumbwaiter	A small elevator used to traverse light weight items from floor to floor 150lbs max weight limit, Move rate 10 per STR check of 10		
5x5	DC +20	3000	8000

A vital build for any build over 1 floor high. While its not a required build (builds with more floors with out this have a ladder) it makes movement rates faster then ones without this build.

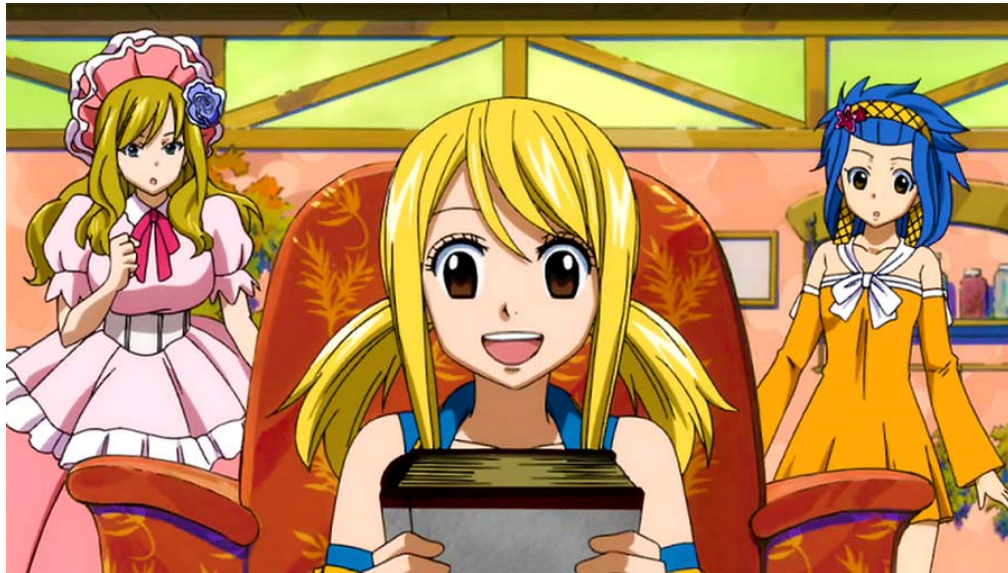
Store			
A place to operate and offer supplies to people in the team or people in towns.			
Materials Needed – Wood, Metal, Cloth, Stone / Clay / Glass (Restaurant Only)			
+10 Appraise	Deluxe Restaurant	Booth 10, Small 20, Shop 40, Large 60, Restaurant 100, Deluxe 200, Arcade 100	
Sales Booth	A small table with tent and banner to draw in customers		
5x10	DC +10	1000	2500
Small Store	A small shop with tables and a register to draw in customers		
20x20	DC +15	3000	7500
Shop	A medium sized room with shelves and tables		
40x40	DC +20	5000	10000
Large Store	A large room with rows of shelves and a small back room for storage		
60x60	DC +25	7000	12500
Restaurant	A combined Kitchen Walk-in Fridge and Shop, +10 Craft Cooking		
50x50	DC +30	10000	25000
Deluxe Shop	A Large room with rows of shelves and a small back room, also has lighted displays, music / visual displays, and a second floor, +10 Bluff		
60x60 2 floors	DC +40	30000	60000
Arcade Stores	A collection of different shops and a path to walk around to shop small tables with tents and banner to draw in customers		
100x40	DC +30	20000	50000

A handy build for those looking to sell wares or supplies to others and bring in a profit



Study			
a small area to spend time working out problems			
Materials Needed – Wood, Paper			
+ 10 Gather Info checks, after 6 hours of study	N/A	Private 10, Basic 20, Deluxe 40	
Study Private	a small desk that can be placed in any room		
5x5	DC +5	200	600
Study Basic	a small room with a desk, light and book shelf		
10x10	DC +10	1000	4000
Study Deluxe	a small room with comfortable furniture and a fire pit along with desk, light, chalkboard and 2 book shelves		
30x30	DC +15	2000	6000

A nice little build to help characters work on and plan out their actions.

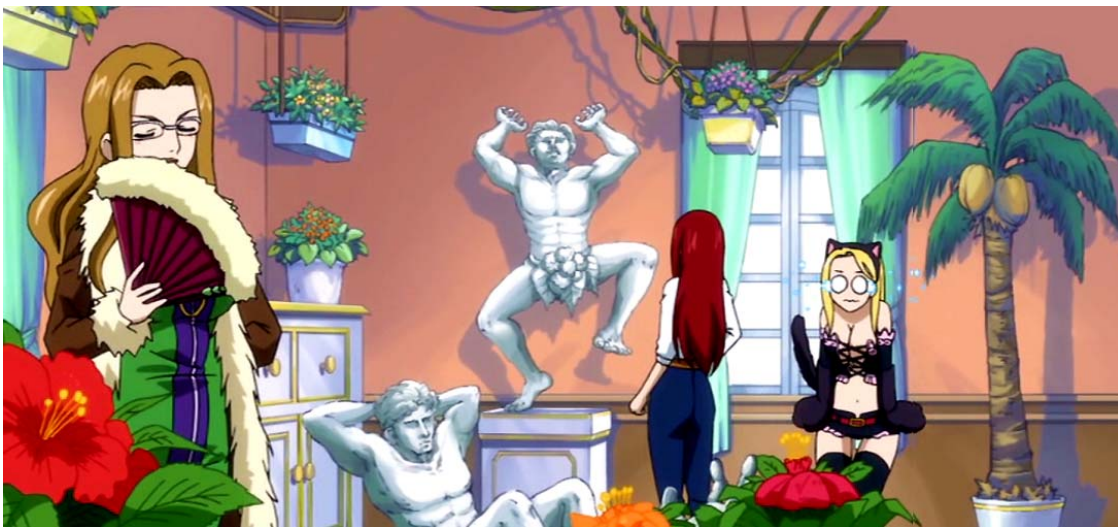


Training Room			
A place to practice ones skills as a fighter			
Materials Needed – Wood, Rock			
+ 10 Martial Arts after 4 hours training, +1 melee = dojo +1 range = target	Both Deluxe Rooms 1	Dojo Basic 30, Dojo Deluxe 60, Target 30	
Dojo Basic	Description of that style		
30x30	DC +10	BRP with Supplies	BRP W/Out Supplies
Dojo Deluxe	Description of that style		
60x60	DC +30	BRP with Supplies	BRP W/Out Supplies
Target Room	Description of that style		
30x80	DC +10	BRP with Supplies	BRP W/Out Supplies
Target Room Deluxe	Description of that style		
30x80	DC +30	BRP with Supplies	BRP W/Out Supplies

A good room to train ones skill and improve there ability in a fight, a few hours a day in training help the players in later actual combat situations.

Treasury			
a display of ones greatest treasures			
Materials Needed – Metal, Wood, Glass			
+10 Intimidate in Room	Trophy Room & Museum 1	Case 10, Room 30, Museum 100	
Trophy Case	a small glassed in case holding great items on display in any room		
5x10	DC +10	150	500
Trophy Room	a small room displaying great items		
30x30	DC +20	1000	4000
Museum Room	Description of that style		
60x80	DC +30	3000	8000

A room to show off ones rewards and treasures to brag and intimidate people with.



Wheel House			
the location of the wheel to drive the ship or aircraft (only ships can have the first two options)			
Materials Needed – Wood, Rope			
+10 Pilot / Drive	N/A	N/A	
Wheel on deck	a wheel placed on deck completely exposed to all		
5x5	DC +5	100	400
Wheel Covered deck	a small open aired room with windows on all sides		
10x10	DC +15	400	1000
Wheel house Single	a small enclosed room with a large window in the front		
10x30	DC +25	1000	4000
Wheel house 360	a medium sized room that has views on three sides and room for others inside		
30x30	DC +30	3000	6000

A very important build on ships and some other vehicle builds.

Wine Closet			
Storage room for some products such as alcohol, cheese or such			
Materials Needed – Wood, Alcohol / Potion/ food			
x2 value of item stored after 1 week	Deluxe builds 1	Closets 30 units, Cellars 250 units	
Wine Closet	a dry room to keep drinks fresh		
10x10	DC +10	1000	4000
Wine Closet Deluxe	a cataloged storage with taps for tasting and kept in controlled conditions		
10x10	DC +30	2000	6000
Wine Cellar	a massive dry room to keep drinks fresh		
50x50	DC +30	10000	20000
Wine Cellar Deluxe	a massive cataloged storage with taps for tasting and kept in controlled conditions		
50x50	DC +50	20000	40000

A useful room for storage of alcohol and potions and other products to ferment over time.

Workshop			
A room designed to make to best use at crafting things			
Materials Needed – Wood, Metal, +crafting supplies, Stone/ Clay (forge and tannery), Dyes/ Paint (Paint)			
+10 to craft items, armor, weapons	Deluxe 1 for tools use	Storage Space	
Work Area	a small bench and stool with tools		
5x10	DC +5	100	400
Basic Workshop	a small room with a counter and tools along with supply space		
30x30	DC +15	1000	4000
Deluxe Workshop	a large room with everything in the basic but contains power tools, +5 Craft items, Weapons, Armor		
50x50	DC +25	3000	8000
Forge	A small area to melt metals and craft weapons, +5 Craft Weapons		
20x20	DC +30	2500	7500
Tannery	A small area to treat materials to strengthen them, +5 Craft Armor		
20x20	DC +25	2000	6500
Paint Station	A small area where paints and dyes can be applied, +5 Craft Items		
20x20	DC +25	2000	6500

A handy room for crafting items, armor and weapons in any build.



Room Unique Abilities (When rolling should a player gain a Natural 20 on the crafting roll even if they don't meet the DC of the build once completed gains one of the chosen below abilities, Note some are restricted to land based or transport builds only)

Bendy Straw - (only Available in Exterior Build on transports) Grants Turn Bonus of 1

Blessed Feeling - Lessens DC of Disease or poisons

Dig In – (Buildings Only) the ground is dug up around the building to secure the walls and protect it from harm, Boost Building AC +2

Fire Alarm - Grants fire resistance to room / ship of +5

Fishing Hole - Room has a portal to the ocean below deck without brining on water

Good Shot - (only Available in Exterior Build) Grants +1 To builds BAB

Healing - does +5 Healing when resting in this room

Hidden Passage (Buildings only) – Room has a way for the person in side leave with out going out the door. This lets the player escape unnoticed by those watching

Improvement - Increases an item made (armor and weapons gain +1, food is doubled, machines/vehicles gain +10 HP to their build)

Lighten the Load - (only Available in Exterior Transport) Has Ship move +10 as its lighter

Relaxing - any effects of failed will saves are removed

Scoped - +10 Notice

Secure Room (Buildings Only) – Room is far off from the others keeping others safe from hazards of the room doing damage

Security Guard (Buildings Only) – Raises the Buildings Defensive build total by +2

Show Off - Grants a x2 sale value to items made in this room

Silenced - in the room no sound travels in from outside or out from inside making it absolutely quiet

Spackle - Room Grants +1d6 to repair total of the ship

Spy Network - +10 Notice

Strong Walls - (only Available in Exterior Build) Grants ship +2 to DR

Walls Have Ears - +10 to notice checks made outside this room

Watch Tower – (Buildings only) The room grants a bonus to the Buildings attack bonus +2 To BAB

Building Defects(When rolling should a player gain a Natural 1 on the crafting roll even if they don't meet the DC of the build once completed gains one of the chosen below abilities, Note some are restricted to land based or transport builds only, Its important to note that these abilities can not be removed from the build once complete the build has to be scrapped and rebuilt to fix any Defect)

Awkward Floors - Reflex Save vs. Trip when moving through the room DC 15

Cluttered – Finding things and moving about this build is difficult, Increased DC for Search in build +20, ½ movement in build

Dense Walls – (transport only) -10 Speed of transport

Deceiving View - (exterior only) -2 BAB to ship

Distracting room - -10 to all craft checks made in the room

Hidden door (Inside) - Finding the door from inside the room requires a search check DC 10 + the number under 10 of the skill check

Leaky wall - Water slips in the room ruining items inside during bad weather

Restless - DC 20 Will vs. Stress when sleeping this room

Sickening View - DC 20 vs. sickness when entering room

Sliding Furniture – (Transport only) Items in this room will roll around in choppy water anyone inside it will take damage from falling items on the roll of a 1 on a 1d6, the damage will be based on the width of the room every ten feet count a 5ft of falling damage

Stuck Door Frame - Takes one extra action to enter and leave room

Termites - Weakens AC of build by 2

Dry Rot – Weakens the AC of the Build and makes it hard to repair, -4 AC and -10 Repair

Tacky Build – The build looks weird and unsettling all Social Skills suffer in the build at a -5

Strange Build – The build gives a great sense of uneasiness about it all social rolls have a penalty -2 and guests must make a Will save verses unnerve (basically causes a sense of paranoia that compels them to want out but not run in fear)

Build Weapons and extras

Cannon	Dam.	Dist.	Dam Type	Crit.	Cost	DC	
Basic	2d6	200 ft	Bashing	x4	30,000	20	
Large	4d6	300 ft	Bashing	x4	60,000	25	
Deluxe	6d6	400 ft	Bashing	x4	90,000	40	power source 1 to fire
Chain	4d6	200 ft	Slashing	x4	40,000	25	
Scatter	4d6	100 ft	Bashing	x4	50,000	30	
Add-ons							
	Scope		double range		1000	20	
	Slide Load		rapid reload		4000	30	
	Turn Table		quick turn		500	20	
Catapults							
Basic	3d6	100ft	Bashing	x3	15,000	10	
G. Fire	2d6/2d6	100ft	Bashing/ Fire	x3	25,000	20	
Add-ons							
	Scope		double range		1000	20	
	Turn Table		quick turn		500	20	
Rockets							
Multi-bow	10d6	300ft	Piercing	x3	15,000	25	
Bazooka	4d6	150ft	Bashing	x4	30,000	60	
Missile	6d6	1000 ft	Piercing	x2	100,000	80	power source 1 to fire
Add-ons							
	Scope		double range		1000	20	
	Slide Load		rapid Reload		4000	30	
	Turn Table		quick turn		500	20	
Grappling Hooks							
G. hook	N/A	20ft			200	10	
hook C.	N/A	200ft			20,000	25	
Add-ons							
	Scope		double range		1000	20	
	String Cloud		Rope DC 30		40,000	40	
	Chain		Rope DC 25		2000	20	
	Rope		Rope DC 15		500	10	
Harpoon guns							
Harpoon T.	1d8	20ft	Piercing	x2	200	30	
Harpoon G.	2d8	100ft	Piercing	x3	2000	40	
Harpoon C.	3d8	200ft	piercing	x3	20,000	50	
Add-ons							
	Scope		double range		1000	20	
	String Cloud		Rope DC 30		40,000	40	
	Chain		Chain DC 25		2000	20	
	Rope		Rope DC 15		500	10	

Trebuche					50,000	25
Steel Tip	3d6	200 ft	Piercing	x3	3000	20
Metal	4d6	200 ft	Piercing	x3	5000	15
Wooden	2d6	300 ft	Piercing	x3	1000	10
Add-ons						
	Scope		Doubles Range		1000	20
	Explosive Tip		explodes on impact	3d10	40,000	40
	Burning Tip		Does +2d6 Fire damage		10,000	35

Gatling Gun

Basic	6d6	100ft	Piercing	x4	100,000	45 does cone of damage
Deluxe	10d6	100ft	Piercing	x4	500,000	60 does cone of damage
Add-ons						
	Scope		Doubles range		1000	20
	Larger Casing		Doubles Ammo total hold		25,000	40
	Hollow Point		Goes through DR 2		40,000	30

Laser Cannon

All laser cannons use 3 power source to fire						
Blast	6d6	400ft	Bashing	x5	500,000	70 30ft area explosion
Beam	8d6	400ft	Slashing	x5	500,000	60
Heat	6d6	400ft	Fire	x5	500,000	80
Add-ons						
	Scope		Doubles Range		1000	20

Ship Ram

Ice	4d8 +1d8	per every 10 speed	Bash	x4	10,000	30
Basic	2d8 +1d8	per every 10 speed	Bash	x2	2000	10
Add-ons						
	Explosive Tip		+4d10 explosion		400,000	40
	Burning Tip		+3d10 Fire damage		100,000	30
	Scatter Tip		+2d6 piercing 30 ft area		200,000	25

Torpedo

Torpedo	4d6	200ft	Bashing	x4	500,000	80 power source 1 to fire
Depth C.	6d6	N/A	Bashing	x4	500,000	25
Sea Mine	6d10	N/A	Bashing	x4	100,000	35

Other Items

Anchor - keeps the ship from moving

25	Chain Anchor	- a basic anchor with chain and crank to pull up	DC 25	10,000
20	Rope Anchor	- a basic anchor with a rope and crank to pull up	DC 15	5000
15	Basic Anchor	- a rope and a stone attached no crank	STR DC 20 , DC 10	500
Add-ons				
15	Machine Wench	pulls chain mechanically		20,000 requires power source

Turning Engine - Used to make the ship turn faster

5	Oars	- A long paddle and a STR Check	50
20	Rubber Band	- A large rubber band and propeller	20,000
30	Coal	- A coal powered Engine	30,000
30	Oil	- A Oil powered Engine	50,000
50	Other	- an alternative energy engine	100,000
40	Lacrima	- Uses magic to move	500,000

Propulsion Engine - Used to push the ship forward at a faster rate

5	Oars - A lot of long Paddles and similar STR Checks +5 ft/rounds vs. CON	50
20	Rubber band - Short burst of energy pushing the ship forth +15ft / 6 rounds	20,000
30	Coal - A long and slow but steady push forward +10ft/ 30 rounds a unit	30,000
30	Oil - A Steady push forward that uses up its fuel +15ft/ 20 rounds a unit	50,000
50	Other - an alternative fuel source pushes slowly +10 / 20 rounds a unit	100,000
40	Lacrima – uses magic to turn +100 Ft /3 rounds	500,000

Power Supply - Power source for the ship

5	Crank - Hand crank puts out 3 power source for 1 hour of cranking CON save	1000
10	Wheel - A large Hamster like wheel puts out 6 power source for 1 hour CON Save	5000
15	Water Paddle - A small wheel on the underside of the ship puts out 12 power source When the ship is in motion. 0 when at rest	15,000
30	Oil - Oil powered engine that produces 25 power source per 1 unit of fuel	50,000
30	Coal - Coal Powered engine that produces 30 power source per 1 unit of fuel	30,000
40	Lacrima – uses magic as fuel 10 power source per size per use	200,000
60	Solar - Solar Panels can produce 20 power source a day	300,000
50	Wind - Wind Turrets can produce 20 power source a day of wind	100,000
10	Wood – Wood stoves can produce a power source of 10 per day	10,000
50	Other - Alternate power sources can be made most only produce 10 Source	

Storage Battery - Used to Hold additional Unused Power Source

30	Basic Battery - Depending on condition can hold up to 20 power source	5000
30	Recharge Battery - Depending on condition can hold up to 15 power source, rechargeable	10,000

Weather Protection / Sails - Protection from bad weather that can damage the ship sails

30	Ice Proof Sails - Rubberized sails that allow ice to be smashed off	5000
30	Fire Resistant Sails - Flame resistant Cloth that doesn't burn well 5 Resist Fire	50,000
5	Black Sails - Warns ships that your ship is has the Plague +10 Intimidate	5000

Deep Seas Exploration - Tools used to explore the under sea

30	Dive Suit - Rubber suit with metal helmet and hose to surface	50,000
60	Small sub - Small Craft for undersea exploration (Tiny ship build)	300,000
70	Large Sub - larger Craft for Undersea exploration (Small Ship Build)	3,000,000
80	Deluxe Sub - same as Large sub but with better movement and a torpedo cannon	9,000,000
10	Air Pump (man powered) - a hand pumped air supply for a diver	5000
30	Air Pump (Machine powered) - a machine pumped air supply requires power source	50,000

Salvage Gear - tools used to salvage items from the sea

10	Rope and pulley - a hand operated crank and rope with hook break DC 15	5000
15	Chain and pulley - a hand operated crank and chain with hook break DC 25	50,000
20	Crane w/rope - Machine operated Rope and hook break DC 15 needs power source	50,000
25	Crane w/chain - Machine operated chain and hook break DC 25 needs power source	100,000
30	Drednet - Massive net to place on the end of a hook and line to drag along sea floor	5000

Ship Coating - A coating that protects the ship

10	Tar Coating - Grants the ship DR +2/ Fire	2000
50	Heat Resistant Coating - Coats the ship in a fine liquid giving it +5 Fire Resistance	50,000
50	Ice Resistant Coating - Coats the ship in a fine gel giving it +5 Ice resistance	50,000

Compass - The tool used to point the way		
10	Compass - Always points north is a must have for any ship	500
Oddities - The weird yet useful		
25	Wing Set - grants a Intimidate bonus of +5 for the ship making it look like it can fly	100,000
40	Hot Air Balloon - allows the ship to float with the winds	1,000,000
60	Rotor Blades – Lifts the ship up in the air [uses 1 power source per round]	5,000,000
<u>Other Useful items to place on board</u>		
40	AC - Grants +10 resistance to heat, requires power source 1 per deck cools room	200,000
00	Art Kit – Grants +5 to craft Item	2,000
00	Art Tools – Grants +10 to Craft Items	20,000
10	Alarm system - decreases spot and listen checks when asleep, auto success when awake power source 1 per deck	500,000
15	Alchemist tools - requires fuel source grants a +5 to craft chemical checks	5000
15	Barrel – Used to house liquids and fuel (50 units liquid, 20 units wood, 40 units stone)	1000
05	Bed - takes up a 5x10 space	500
30	Blender / Kitchen utensils - requires power source of 1	2500
10	Cabinet - takes up a 5x5 space holds 50 units	100
25	Chemist Kit - 3d20 uses creates weak chemical weapons I.e. smoke sticks, thunder stones, matches	20,000
10	Dresser - takes up a 5x10 space holds 100 units	300
20	Fans - Grants +5 resistance to heat, requires power source 1 per room cools 30 ft area	20,000
30	Fire Extinguisher – Dowses Fire 1 / use for 10ft Area	50,000
30	First Aid Box - 1d20 uses can heal 3d8	25,000
30	Forge - +10 Craft Weapons, Requires Fuel	300,000
15	Grill - requires fuel source, grants +5 to cooking check takes up a 5x5 space	10,000
40	Heater - Grants +10 resistance to cold, also can heat water, Requires power source 1 heats per deck, +1 for each bath on ship	200,000
20	Kotatsu - Grants a +5 resistance to cold sits 6 , takes up a 10x10 area Requires power source of 1 per room	20,000
30	Lights - requires power source of 1 ship in whole	50,000
50	Medical equipment - requires power of 1, grants +5 to heal checks	150,000
30	Oven - requires power source of 1 or a fuel source, grant +5 to cooking checks 5x5 space	25,000
50	Power tools - requires power source of 1, grants +5 to craft checks For machines, weapons and armor	100,000
50	Sewing Machine – +10 Craft Armor	20,000
50	Sprinkler System – Dowses Fires in room, Power source 3 when used	500,000
N/A	Subscription to Sorcerer’s Weekly, +10 Knowledge Occult and Astrology, +5 Use Magic Device	250/week
20	Tool Box - 1d20 uses can repair 3d8, +5 Repair	20,000
40	TV/Radio - 5x5 space require power source of 1 grants a +5 knowledge Local	50,000
40	Typewriter - +10 Profession Writer / Reporter	150,000
10	Wash pot/ Cloths Line – Grants +2 on all Social rolls when actively used that week	5,000
50	Washer/dryer - Grants a +2 to all social rolls when actively used that week Requires Power Source 1	200,000

Basics Training (Rules of the Game)



In the wild parts of the world where monsters hold dominion, a sharp sword and sturdy shield are a far more effective means of communication than words. Combat is a common part of the game, and the following rules explain this crucial process.

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. When combat begins, all combatants roll initiative.
2. Determine which characters are aware of their opponents. These characters can act during a surprise round. If all the characters are aware of their opponents, proceed with normal rounds. See the surprise section for more information.
3. After the surprise round (if any), all combatants are ready to begin the first normal round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the next round begins with the combatant with the highest initiative, and steps 3 and 4 repeat until combat ends.

The Combat Round

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. A round normally allows each character involved in a combat situation to act.

Each round's activity begins with the character with the highest initiative result and then proceeds in order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

When the rules refer to a "full round", they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

Initiative

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, as well as other modifiers from feats, techniques, spells, and other effects. Characters act in order, counting down from the highest result to the lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Some Classes of high enough level have the uncanny dodge extraordinary ability, which means that they cannot be caught flat-footed. Characters with uncanny dodge retain their Dexterity bonus to their AC and can make attacks of opportunity before they have acted in the first round of combat. A flat-footed character can't make attacks of opportunity, unless he has the Combat Reflexes feat.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Notice checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard or move action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

Combat Statistics

This section summarizes the statistics that determine success in combat, then details how to use them.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss the player re-rolls on a miss they fumble, succeeding the AC of the target makes the attack just miss normally, the Gm decided if something occurs to the weapon or player. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Attack Bonus

Your attack bonus with a melee weapon is the following:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is the following:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + Class Bonus + other modifiers

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC (such as when wearing armor the Class AC Bonus is dropped unless otherwise gained through an ability). Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. If you don't have a Dexterity bonus, your AC does not change.

Other Modifiers: Many other factors modify your AC.

Class Bonus: A bonus gained with experience in each class.

Enhancement Bonuses: Enhancement bonuses apply to your armor to increase the armor bonus it provides.

Deflection Bonus: deflection effects ward off attacks and improve your AC.

Natural Armor: If your race has a tough hide, scales, or thick skin you receive a bonus to your AC.

Dodge Bonuses: Dodge bonuses represent actively avoiding blows. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.



Size Modifier: You receive a bonus or penalty to your AC based on your size.

Touch Attacks: Some attacks completely disregard armor, including shields and natural armor—the aggressor need only touch a foe for such an attack to take full effect. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

Some creatures have the ability to make incorporeal touch attacks. These attacks bypass solid objects, such as armor and shields, by passing through them. Incorporeal touch attacks work similarly to normal touch attacks except that they also ignore cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as mage armor and bracers of armor.

Damage

If your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of non-lethal damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on damage rolls made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus. If you have a Strength penalty, the entire penalty applies.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus (Strength penalties are not multiplied). You don't get this higher Strength bonus, however, when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Note: When you multiply damage more than once, each multiplier works off the original, un-multiplied damage. So if you are asked to double the damage twice, the end result is three times the normal damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary or permanent ability damage (a reduction to an ability score).

Hit Points

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to a negative amount equal to your Constitution score, you're dead.

Size Modifiers	
Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down or takes a reckless action. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your turn. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size, have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing certain actions within a threatened square.

Moving: Moving out of a threatened square usually provokes attacks of opportunity from threatening opponents. There are two common methods of avoiding such an attack—the 5-foot step and the withdraw action.

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and most characters can only make one per round. You don't have to make an attack of

opportunity if you don't want to. You make your attack of opportunity at your normal attack bonus, even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Combat Reflexes and Additional Attacks of Opportunity:

If you have the Combat Reflexes feat, you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity).

Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or use a technique. Your speed depends mostly on your size and your armor. Most characters unless otherwise stated have a base of 30ft movement, you can move up to double your speed. If you spend the entire round running, you can move up to quadruple your speed (or triple if you are in heavy armor).

Saving Throws

Generally, when you are subject to poisons, explosives, traps, powers or technique attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class and level, and an associated ability score.

Your saving throw modifier is:

Base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws. This Save is used in dealing with sickness, Poisons, Diseases, Injuries, and others that affect the body physically.

Reflex: These saves test your ability to dodge area attacks and unexpected situations. Apply your Dexterity modifier to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws. This save is mainly used to shrug off Genjutsu attacks.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

ACTIONS IN COMBAT

During one turn, there are a wide variety of actions that your character can perform, from swinging a sword to casting a technique or power.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are six types of actions: standard actions, move actions, full-round actions, swift actions, immediate actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one swift action and one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly to make an attack or use a technique or power.

Move Action: A move action allows you to move up to your speed or perform an action that takes a similar amount of time.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move action for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions and swift actions.

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free, as decided by the GM.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time—even if it's not your turn.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else, such as nocking an arrow as part of an attack with a bow.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free and swift actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

Standard Actions

Most of the common actions characters take, aside from movement, fall into the realm of standard actions.

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

“Armed” Unarmed Attacks: Sometimes a character’s or creature’s unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a player delivering a touch attack, and a creature with natural physical weapons all count as being armed. Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d4 points of bludgeoning damage (plus your Strength modifier, as normal). A Small character’s unarmed strike deals 1d3 points of bludgeoning damage, while a Large character’s unarmed strike deals 1d6 points of bludgeoning damage. All damage from unarmed strikes is non-lethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon’s maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is 10 range increments. Some ranged weapons have shorter maximum ranges, as Specified in their descriptions.

Natural Attacks: Attacks made with natural weapons, such as claws and bites, are melee attacks that can be made against any creature within your reach (usually 5 feet). These attacks are made using your full attack bonus and deal an amount of damage that depends on their type (plus your Strength modifier, as normal). You do not receive additional natural attacks for a high base attack bonus. Instead, you receive additional attack rolls for multiple limb and body parts capable of making the attack (as noted by the race or ability that grants the attacks). If you possess only one natural attack (such as a bite—two claw attacks do not qualify), you add 1–1/2 times your Strength bonus on damage rolls made with that attack. Some natural attacks are denoted as secondary natural attacks, such as tails and wings. Attacks with secondary natural attacks are made using your base attack bonus minus 5. These attacks deal an amount of damage depending on their type, but you only add half your Strength modifier on damage rolls.

You can make attacks with natural weapons in combination with attacks made with a melee weapon and unarmed strikes, so long as a different limb is used for each attack. For example, you cannot make a claw attack and also use that hand to make attacks with a long sword.

When you make additional attacks in this way, all of your natural attacks are treated as secondary natural attacks, using your base attack bonus minus 5 and adding only ½ of your Strength modifier on damage rolls. In addition, all of your attacks made with melee weapons and unarmed strikes are made as if you were two-weapon fighting. Your natural

attacks are treated as light, off-hand weapons for determining the penalty to your other attacks. Feats such as Two-Weapon Fighting.

Multiple Attacks: A character who can make more than one attack per round must use the full-attack action (see Full-Round Actions) in order to get more than one attack. **Shooting or Throwing into a Melee:** If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.) If your target (or the part of your target you’re aiming at, if it’s a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you’re aiming at is engaged in melee with a friendly character.

If your target is two size categories larger than the friendly characters it is engaged with, this penalty is reduced to –2. There is no penalty for firing at a creature that is three size categories larger than the friendly characters it is engaged with.

Precise Shot: If you have the Precise Shot feat, you don’t take this penalty.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 to AC for the same round.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target’s Armor Class, and you have scored a “threat,” meaning the hit might be a critical hit (or “crit”). To find out if it’s a critical hit, you immediately make an attempt to “confirm” the critical hit—another attack roll with all the same modifiers as the attack roll you just made. If the confirmation roll also results in a hit against the target’s AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit, it doesn’t need to come up 20 again.) If the confirmation roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is $\times 2$.

Exception: Precision damage (such as from a rogue’s sneak attack class feature) and additional damage dice from special weapon qualities (such as flaming) are not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn’t result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Techniques, Spells and Critical Hits: A technique or Spell that requires an attack roll can score a critical hit. A technique or Spell attack that requires no attack roll cannot score a critical hit. If a technique causes ability damage or drain, the damage or drain is doubled on a critical hit.

Activate Empowered Item

Many empowered items don't need to be activated. Certain empowered items, however, do need to be activated, especially potions, salves, technique scrolls, tags, pills, and certain weapons. Unless otherwise noted, activating a empowered item is a standard action.

Spell Stored Items: Activating a spell stored item is the equivalent of using a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting the spell.

Triggers, or Use-Activated Items:

Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Using a Technique or Spell

Most techniques or spells require 1 standard action to cast. You can cast such a technique or spell either before or after you take a move action.

Note: You retain your Dexterity bonus to AC while casting.

Concentration: You must concentrate to use a technique or spell. If you can't concentrate, you can't use a technique or spell. If you start casting a technique or spell but something interferes with your concentration, you must make a concentration check or lose the chi or mana. The check's DC depends on what is threatening your concentration. If you fail, the technique or spell fizzles and the chi or mana is lost.

Actions in Combat	
Standard Action	Attack of Opportunity ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or salve	No
Aid another	Maybe ²
Use technique/ spell (1 standard action casting time)	Yes
Use Active Technique / spell	No
Concentrate to maintain an active technique	No
Dismiss a Technique / spell	No
Draw a hidden weapon	No
Drink a potion or apply a salve	Yes
Escape a grapple	No
Feint	No
Ready (triggers a standard action)	No
Stabilize a dying friend	Yes
Total defense	No
Use ability	No
Use skill that takes 1 action	Usually
Use Power Attack	Yes
Use supernatural ability	No

Move Action	Attack of Opportunity ¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active attack	No
Draw a weapon ³	No
Load a ranged weapon (crossbows, dart gun, guns)	Yes
Open or close a door	No
Mount/dismount a animal or vehicle	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield ³	No
Retrieve a stored item	Yes

Full-Round Action	Attack of Opportunity ¹
Full attack	No
Charge ⁴	No
Deliver coup de grace	Yes
Escape from a net/snare	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch ability on up to six friends	Yes
Withdraw ⁴	No

Free Action	Attack of Opportunity ¹
Cease concentration on a technique	No
Drop an item	No
Drop to the floor	No
Speak	No

Swift Action	Attack of Opportunity ¹
Cast a quickened technique/ spell	No

Immediate Action	Attack of Opportunity ¹
Activate Power personal	No

No Action	Attack of Opportunity ¹
Delay	No
5-foot step	No

Action Type Varies	Attack of Opportunity ¹
Grapple a Target	Yes
Trip Target	No
Use feat ⁶	Varies

1 Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

3 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

4 May be taken as a standard action if you are limited to taking only a single action in a round.

5 Unless the component is an extremely large or awkward item.

6 The description of a feat defines its effect.

Concentrating to Maintain a Technique/ spell:

Some Techniques/ spells require continued concentration to keep them going.

Concentrating to maintain a technique is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a technique/ spell can keep you from concentrating to maintain a technique. If your concentration breaks, the technique/ spell ends.

Casting Time: Most techniques have a casting time of 1 standard action. A technique/ spell cast in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you cast a technique, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a concentration check (DC 10 + points of damage taken) or lose the Technique/ spell and chi/ mana. Techniques/ spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive: Casting a Technique/ spell while on the defensive does not provoke an attack of opportunity. It does, however, require a concentration check (DC 15 + any added difficulty) to successfully cast the technique/spell. Failure means that you lose the technique/ spell.

Touch Attacks in Combat: Many techniques/ spells have a range of touch. To use these techniques/ spells, you cast the technique/ spell and then touch the subject. In the same round that you cast the technique/ spell, you may also touch (or attempt to touch) as a free action. You may take your move before casting the technique/ spell, after touching the target, or between casting the technique/ spell and touching the target. You can automatically touch one friend or use the Technique/ spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch technique/ spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. The act of casting a technique/ spell, however, does provoke an attack of opportunity.

Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack as long as the technique/ spell deals damage. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, Class AC modifier and deflection bonus (if any) all apply normally.

Holding the Charge: If you don't discharge the technique/ spell in the round when you cast it, you can hold the charge indefinitely. You can continue to make touch attacks round after round. If you touch anything or anyone while holding a charge, even unintentionally, the technique/ spell discharges. If you cast another technique/ spell, the touch technique dissipates. You can touch one friend as a standard action or up to six friends as a full-round action. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. If your unarmed attack or natural weapon attack normally doesn't provoke attacks of opportunity, neither does this attack. If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the technique discharges. If the attack misses, you are still holding the charge but may still lose chi depending on the hold of the technique.

Ranged Touch Techniques/ spells in Combat: Some techniques/ spells allow you to make a ranged touch attack as part of the casting of it. These attacks are made as part of the technique / spells and do not require a separate action. Ranged touch attacks provoke an attack of opportunity, even if the technique/ spell that causes the attacks was cast defensively. Unless otherwise noted, ranged touch attacks cannot be held until a later turn.

Dismiss a Technique/ spell: Dismissing an active technique/ spell is a standard action that doesn't provoke attacks of opportunity.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat. You can't make attacks of opportunity while using total defense.

Use Ability

Using an ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Powers Attacks: Using a power attacks works like casting a technique/ spell in that it requires concentration and provokes attacks of opportunity. Power attacks can be disrupted. If your concentration is broken, the attempt to use the attack fails, but the attempt counts as if you had used the attack. The casting time of a power attack is 1 standard action, unless the ability description notes otherwise.

Using a Power attack on the Defensive: You may attempt to use a power attack on the defensive, just as with casting a technique. If the concentration check (DC 15 + other

effects) fails, you can't use the attack, but the attempt counts as if you had used the ability.

Supernatural Abilities (Su): Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities (Ex): Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step. Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb at half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl. A crawling character is considered prone and must take a move action to stand up, provoking an attack of opportunity.

Direct or Redirect a Technique/ spells

Some techniques/ spells allow you to redirect the effect to new targets or areas after you cast the technique/ spells. Redirecting a technique/ spell requires a move action and does not provoke attacks of opportunity or require concentration.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as scrolls or tags. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Manipulate an Item

Moving or manipulating an item is usually a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Mount/Dismount a Steed or vehicle

Mounting or dismounting a steed/ vehicle requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check. If you fail the check, mounting or dismounting is a move action instead.

You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.

Ready or Drop a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or un-strapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or drop a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon, or for some special reason, you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks. If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out and assuming you have not already taken a move action this round. If

you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full-attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a $+2$ dodge bonus to AC for the same round.

Cast a Technique / spell

A technique/ spell that takes one round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the technique/ spell. You then act normally after the technique/ spell is completed.

A technique/ spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a technique/ spell as a full-round action). These actions must be consecutive and uninterrupted, or the technique/ spell automatically fails. When you begin a technique/ spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from 1 round to just before your turn in the next round (at least). If you lose concentration after starting the technique/ spell and before it is complete, you lose the technique/ spell and chi/ mana. You only provoke attacks of opportunity when you begin casting a technique/ spell, even though you might continue casting for at least 1 full round. While casting a technique/ spell, you don't threaten any squares around you. This action is otherwise identical to the cast a technique/spell action described under Standard Actions.

Casting an Enhanced Technique/ spell: If a technique's/ spell's normal casting time is 1 standard action, casting an Enhanced Technique/ spell version of the technique/ spell is a full-round action with the exception for Quicken Technique/ spell feat, which take 1 swift action to cast. Note that this isn't the same as a technique/ spell with a 1-round casting time. Techniques/ spells that take a full-round action to cast take effect in the same round that you begin casting, and you are not required to continue the invocations, gestures, and concentration until your next turn. For techniques/ spells with a longer casting time, it takes an extra full-round action to cast the enhanced technique/ spell.

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

Run

You can run as a full-round action. If you do, you do not also get a 5-foot step. When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat. You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1

for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action. You can't run across difficult terrain or if you can't see where you're going. A run represents a speed of about 13 miles per hour for an unencumbered human.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded. You can't take a 5-foot step during the same round in which you withdraw. If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed. Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Cease Concentration on Spell

You can stop concentrating on a spell as a free action.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

Dropping to a prone position in your space is a free action.

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than a few sentences is generally beyond the limit of a free action.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. You can, however, perform only one single swift action per turn, regardless of what other actions you take. You can take a swift action anytime you would normally be allowed to take a free action. Swift actions usually involve using techniques, activating a feat, or the activation of empowered items.

Cast a Quickened technique/ spell

You can cast a quickened technique/ spell (see the Quicken Technique/ spell feat), or any technique whose casting time is designated as a free or swift action, as a swift action. Only one such technique/ spell can be cast in any round, and such techniques/ spell don't count toward your normal limit of one spell per round. Casting a technique/ spell as a swift action doesn't incur an attack of opportunity.

Immediate Actions

Much like a swift action, an immediate action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using some Powers is an immediate action, since the power can be cast at any time. Using an immediate action on your turn is the same as using a swift action and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed.

Miscellaneous Actions

The following actions take a variable amount of time to accomplish or otherwise work differently than other actions.

Take 5-Foot Step

You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round that you move any distance. You can take a 5-foot step before, during, or after your other actions in the round. You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature. You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do.

Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled. If your hit point total is negative, but not equal to or greater than your Constitution score, you are unconscious and dying. When your negative hit point total is equal to your Constitution, you're dead.

Massive Damage (Optional Rule): If you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 50 points of damage) or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take half your total hit points or more in damage from multiple attacks, no one of which dealt more than half your total hit points (minimum 50), the massive damage rule does not apply.

Chi/ Mana Pool Empty: If a Character uses up their total chi/ mana pool they become exhausted by the rules and can only do limited actions of fighting or moving.

Disabled (0 Hit Points)

When your current hit point total drops to exactly 0, you are disabled. You gain the staggered condition and can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after completing the act. Unless your activity increased your hit points, you are now at -1 hit points and dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points.

Dying (Negative Hit Points)

If your hit point total is negative, but not equal to or greater than your Constitution score, you're dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies or becomes stable.

Dead

When your character's current hit points drop to a negative amount equal to his Constitution score or lower, or if he succumbs to massive damage, he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution score to 0. Certain types of powerful attacks, such as Cheater of Death and Impure resurrection, can restore life to a dead character.

Stable Characters and Recovery

On the character's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, the character must make a DC 10 Constitution check to become stable. The character takes a penalty on this roll equal to his negative hit point total. A character that is stable does not need to make this check. A natural 20 on this check is an automatic success. If the character fails this check, he loses 1 hit point. An unconscious or dying character cannot use any special action that changes the initiative count on which his action occurs.

Characters taking continuous damage, such as from an acid arrow or a bleed effect, automatically fail all Constitution checks made to stabilize. Such characters lose 1 hit point per round in addition to the continuous damage.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Medical check. If any sort of healing cures the dying character of even 1 point of damage, he becomes stable and stops losing hit points.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A stable character who has been tended by a healer or who has been healed through a technique eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help:

One hour after a tended, dying character becomes stable; the character must make a DC 10 Constitution check to become conscious. The character takes a penalty on this roll equal to his negative hit point total. Conscious characters with negative hit point totals are treated as disabled characters. If the character remains unconscious, he receives

another check every hour to regain consciousness. A natural 20 on this check is an automatic success. Even if unconscious, the character recovers hit points naturally. He automatically regains consciousness when his hit points rise to 1 or higher.

Recovering without Help:

A severely wounded character left alone usually dies. He has a small chance of recovering on his own. Treat such characters as those attempting to recover with help, but every failed Constitution check to regain consciousness results in the loss of 1 hit point. An unaided character does not recover hit points naturally. Once conscious, the character can make a DC 10 Constitution check once per day, after resting for 8 hours, to begin recovering hit points naturally. The character takes a penalty on this roll equal to his negative hit point total. Failing this check causes the character to lose 1 hit point, but this does not cause the character to become unconscious. Once a character makes this check, he continues to heal naturally and is no longer in danger of losing hit points naturally.

Healing

After taking damage, you can recover hit points through natural healing or through medical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing:

With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level + Con Modifier. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Healing From Food:

Food provides some healing and chi restoration. For every unit the player gains 2 HP and 2 Chi 2 Mana per food unit which can be boosted by the skill of food provided, a character is limited to eat no more than their Con Mod in units per 3/day. Some defects may affect this number such as Black Hole Stomach grants more units per day while Weak Stomach is ½ the units.

Restoring Chi/ Mana:

Chi/ Mana is Fully Regained with 8 hours of rest or when taking a medical item that restores it.

Medical Healing:

Various abilities and techniques can restore hit points.

Healing Limits:

You can never recover more hit points than you lost. Medical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage:

Temporary ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Healing From an Injury

Temporary Hit Points

Certain effects give a character temporary hit points. These hit points are in addition to the character's current hit point total and any damage taken by the character is subtracted from these hit points first. Any damage in excess of a character's temporary hit points is applied to his current hit points as normal. If the effect that grants the temporary hit points ends or is dispelled, any remaining temporary hit points go away. The damage they sustained is not transferred to the character's current hit points. When temporary hit points are lost, they cannot be restored as real hit points can.

Increases in Constitution Score and Current Hit Points:

An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored, and they are not lost first as temporary hit points are.

Non-lethal Damage

Non-lethal damage represents harm to a character that is not life-threatening. Unlike normal damage, non-lethal damage is healed quickly with rest.

Dealing Non-lethal Damage:

Certain attacks deal non-lethal damage. Other effects, such as heat or being exhausted, also deal non-lethal damage. When you take non-lethal damage, keep a running total of how much you've accumulated. Do not deduct the non-lethal damage number from your current hit points. It is not "real" damage. Instead, when your non-lethal damage equals your current hit points, you're staggered (see below), and when it exceeds your current hit points, you fall unconscious.

Non-lethal Damage with a Weapon that Deals Lethal Damage:

You can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but you take a -4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Non-lethal Damage:

You can use a weapon that deals non-lethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious:

When your non-lethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round (in addition to free, immediate, and swift actions). You cease being staggered when your current hit points once again exceed your non-lethal damage. When your non-lethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Technique/ spell users who fall unconscious retain any techniques/ spells or ability they had before going unconscious. If a creature's non-lethal damage is equal to his total maximum hit points (not his current hit points), all further non-lethal damage is treated as lethal damage. This does not apply to creatures with regeneration. Such creatures simply accrue additional non-lethal damage, increasing the amount of time they remain unconscious.

Healing Non-lethal Damage:

You heal non-lethal damage at the rate of 1 hit point per hour per character level. When a technique or ability cures hit point damage, it also removes an equal amount of non-lethal damage.

Injuries:

When a character takes massive damage they are injured with something that is much more to their problems. If a character takes 50% or more of their max hp in one hit they must roll a d20 if the result is 1-5 they sustain a minor injury, 6-16 they sustain a moderate injury if it is 17-19 it is a severe injury. Lastly a 20 or over means life threatening.

For every 10% over the 50% one takes from one hit they add an additional +5 to this roll. For instance if your character has 100 hp and takes a hit doing 60 damage he must roll on the injury chart. He rolls a 14 which normally would mean he would have a moderate injury like a broken bone but as he has taken 60% of his HP in damage he adds a +5 to his roll making it a 19 and he instead has a broken back but survives.

Minor Injuries: Gashes that may leave a scar or sprains.

Moderate Injuries: Broken bones or internal bleeding. Things that would take medical treatment and will hinder for a time when they heal. There are usually no permanent effects.

Severe Injuries: Things that need immediate attention such as multiple broken bones, severed limbs or other injuries that will result in death if not treated immediately. If healed through regular medical care there will be lasting effects. The player can keep fighting but will have to roll a fort roll vs. System Shock.

Life Threatening: In most cases of this the player can instantly die, they need to make a Fort roll each time to only lose HP at a rate of 1 per turn if they fail they loss their level in HP a round Medical checks for stopping this bleeding is a 30+. Players under this status also have to make a second Fort save each round they remain active vs. System Shock.

*In order to prevent severe injury at lower levels the injury rule only counts if the character loses all of his/her life in one blow until they gain at 50 hp. If a character takes their full hp damage in one blow they must roll before this point they must do a straight roll on the injury chart.

System Shock: When injured one has a risk of going into shock and then of dying. The Shock is great on each player and increases the DC based on how the player works. Failing the Save causes a player to fall unconscious, effects of bleeding still continues and those under life threatening injuries still will have to make rolls versus great bleed out. Medical Check to release the system shock to the player is a +20 to the DC of the Injury

Injuries	Recovery Time	Medical DC	Shock Roll	Turn Damage
Minor	1 week	+20	No	None
Moderate	3 weeks	+30	No	1 HP when active
Sever	6 weeks	+40	Yes	1 Hp when active
Life Threaten	10 weeks	+50	Yes	Fort vs. Bleed out level in HP
Shock	1 day per DC increase of 5	+20	N/A	Unconsciousness

Healing Time:

Healing from injuries or just normal HP loss can be increased based on the environment one is in. A Hospital is vastly a better place for a injured character over a camp site

Healing Location	Healing Time Decrease
Normal Ground	None
Bed	Subtract ¼ the time
Clinic	Subtract ½ the time
Hospital	Goes to next level on the injury chart

Knocking Out:

There are times a player may need to be knocked out by their fellow team members or to capture a target. To do this a player must make a strength check vs. a Con check of the opposing target. If the player fails they simply do unarmed damaged cut in half. If they succeed the target is knock unconscious for 1d6+ STR rounds plus an additional 10 rounds if they are suffering exhaustion penalties from techniques, chi loss, or ability. The target must not be Hostile to you at the time for this to be possible if they are hostile then you must defeat them with sub dual damage to knock them out.

MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature of a 6-foot tall man is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

Tactical Movement

Your speed is determined by your race, class and your armor. Your speed while unarmored is your base land speed.

Encumbrance:

A character encumbered by carrying treasure. A large amount of gear or fallen comrades may move slower than normal.

Hampered Movement:

Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat:

Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed (or three times your speed in heavy armor). If you do something that requires a full round, you can only take a 5-foot step.

Bonuses to Speed:

A barbarian has a +10-foot bonus to his speed (unless she's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many techniques, abilities and items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance

As a general rule, distance is measured assuming that 1 square equals 5 feet.

Diagonals:

When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on. You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature:

When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving Through a Square

You can move through an unoccupied square without difficulty in most circumstances. Difficult terrain and a number of spell effects might hamper your movement through open spaces.

Friend:

You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent:

You can't move through a square occupied by an opponent unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.

Ending Your Movement:

You can't end your movement in the same square as another creature unless it is helpless.

Overrun:

During your movement, you can attempt to move through a square occupied by an opponent.

Tumbling:

A trained character can attempt to use Acrobatics to move through a square occupied by an opponent (see the Acrobatics skill).

Very Small Creature:

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so. Square Occupied by Creature Three Sizes Larger or

Smaller:

Any creature can move through a square occupied by a creature three size categories larger than itself. A big creature can move through a square occupied by a creature three size categories smaller than it is. Creatures moving through squares occupied by other creatures provoke attacks of opportunity from those creatures.

Designated Exceptions:

Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Acrobatics skill or similar special abilities. Terrain and Obstacles From tangled plants to broken stone, there are a number of terrain features that can affect your movement.

Difficult Terrain:

Difficult terrain, such as heavy undergrowth, broken ground, or steep stairs, hampers movement. Each square of difficult terrain counts as 2 squares of movement. Each

diagonal move into a difficult terrain square counts as 3 squares. You can't run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow. Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles:

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the obstacle, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the obstacle and move into the square on the other side, you can't cross it. Some obstacles may also require a skill check to cross. On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle. Flying and incorporeal creatures are able to avoid most obstacles.

Squeezing:

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space, you take a -4 penalty on attack rolls and a -4 penalty to AC. When a Large creature (which normally takes up 4 squares) squeezes into a space that's 1 square wide, the creature's miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into. A creature can squeeze past a creature while moving but it can't end its movement in an occupied square.

Size	Tactical Speed	
	No Armor or Light Armor	Medium or Heavy Armor
Small	20 ft. (4 squares)	20 ft. (4 squares)
Medium	30 ft. (6 squares)	20 ft. (4 squares)
Large	50 ft. (10 squares)	30 ft. (4 squares)
Huge	70 ft. (14 squares)	40 ft. (6 squares)

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space:

Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost:

When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do). If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement:

Despite whatever penalties to movement you might have, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited. Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures:

Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. 25 Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures:

Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. This attack of opportunity is not provoked if you take a 5-foot step. Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

COMBAT MODIFIERS

A number of factors and conditions can influence an attack roll. Many of these situations grant a bonus or penalty on attack rolls or to a defender's Armor Class.

Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC). When making a melee attack against an adjacent target, your target has cover if any line from any corner of your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover:

A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity:

You can't execute an attack of opportunity against an opponent with cover relative to you.
Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out

Armor Class Modifiers		
Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2*	-2*
Concealed or invisible See Concealment Covering	-2*	-2*
Entangled	+0#	+0#
Flat-footed	+0*	+0*
Grappling (but attacker is not)	+0*	+0*
Helpless	-4^	+0^
Kneeling or sitting	-2	+2
Pinned	-4^	+0^
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2*	-2*

* The defender loses any Dexterity bonus to AC.

An entangled character takes a -4 penalty to Dexterity.

^ The defender is flat-footed and cannot add his Dexterity bonus to his Armor Class.

Creature Size and Scale		
Creature Size	Space*	Natural Reach*
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

* These values are typical for creatures of the indicated size. Some exceptions exist.

Attack Roll Modifiers		
Attacker is...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2*	-2*
Flanking defender	+2	—
Invisible	+2#	+2#
On higher ground	+1	+0
Prone	-4	— [^]
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

* An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

The defender loses any Dexterity bonus to AC.

[^] Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

From a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Stealth Checks:

You can use cover to make a Stealth check. Without cover, you usually need concealment (see below) to make a Stealth check.

Soft Cover:

Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Stealth check.

Big Creatures and Cover:

Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Partial Cover:

If a creature has cover, but more than half the creature is visible, its cover bonus is reduced to a +2 to AC and a +1 bonus on Reflex saving throws. This partial cover is subject to the GM's discretion.

Total Cover:

If you don't have line of effect to your target (that is, you cannot draw any line from your square to your target's square without crossing a solid barrier), he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Improved Cover:

In some cases, such as attacking a target hiding behind an arrow slit, cover may provide a greater bonus to AC and Reflex saves. In such situations, the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Stealth checks.

Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment. When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you, use the rules for determining concealment from ranged attacks. In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance:

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. Make the attack normally—if the attacker hits, the defender must make a miss chance d% roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks:

You can use concealment to make a Stealth check. Without concealment, you usually need cover to make a Stealth check.

Total Concealment:

If you have line of effect to a target but not line of sight, he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment:

Concealment isn't always effective. An area of dim lighting or darkness doesn't provide any concealment against an opponent with dark vision. Characters with low-light vision can see clearly for a greater distance than other characters with the same light source. Although invisibility provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual or auditory clues).

Varying Degrees of Concealment:

Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by another enemy character or creature on its opposite border or opposite corner. When in doubt about whether two characters flank an opponent in the middle, trace an imaginary line between the two attackers' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception:

If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack:

A helpless character takes a -4 penalty to AC against melee attacks. In addition, a helpless character is treated as having a Dexterity of 0, giving him a -5 penalty to AC against both melee and ranged attacks (for a total of -9 against melee and -5 against ranged). A helpless character is also flat-footed.

Coup de Grace:

As a full-round action, you can use a melee weapon to deliver a coup de grace (pronounced “coo day grahs”) to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace. Delivering a coup de grace provokes attacks of opportunity from threatening opponents. You can’t deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to “find” the creature once you’ve determined what square it’s in, and one to deliver the coup de grace).

SPECIAL ATTACKS

This section discusses all of the various standard maneuvers you can perform during combat other than normal attacks, casting techniques, or using other class abilities. Some of these special attacks can be made as part of another action (such as an attack) or as an attack of opportunity.

Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you’re in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent’s next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack. You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character’s skill check.

Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, carries tight restrictions on how you can move. Movement

During a Charge:

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. If you move a distance equal to your speed or less, you can also draw a weapon during a charge attack if your base attack bonus is at least +1. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

You must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you can't charge. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. Helpless creatures don't stop a charge. If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent. You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed) and you cannot draw a weapon unless you possess the Quick Draw feat. You can't use this option unless you are restricted to taking only a standard action on your turn.

Attacking on a Charge:

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn. A charging character gets a +2 bonus on combat maneuver attack rolls made to bull rush an opponent (see Bull Rush). Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks:

A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge:

Spears, tridents, and other weapons with the brace feature deal double damage when readied (set) and used against a charging character.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Performing a Combat Maneuver:

When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While many combat maneuvers can be performed as part of an attack action, full-attack action, or attack of opportunity (in place of a melee attack), others require a specific action. Unless otherwise noted, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If you are hit by the target, you take the damage normally and apply that amount as a penalty to the attack roll to perform the maneuver. If your target is immobilized,

unconscious, or otherwise incapacitated, your maneuver automatically succeeds (treat as if you rolled a natural 20 on the attack roll). If your target is stunned, you receive a +4 bonus on your attack roll to perform a combat maneuver against it.

All Combat Maneuvers have a DC based on the skill the user of the skill has plus their Stat Modifier based on that Maneuver and any bonuses they may get to this skill. (See Chart below)

Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Bull Rush

You can make a bull rush as a standard action or as part of a charge, in place of the melee attack. You can only bull rush an opponent who is no more than one size category larger than you. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of your maneuver. If your attack is successful, your target is pushed back 5 feet. For every 2 by which your attack exceeds your opponent's Roll you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target. An enemy being moved by a bull rush does not provoke an attack of opportunity because of the movement unless you possess the Greater Bull Rush feat. You cannot bull rush a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your bull rush, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If you are successful, you can continue to push the creatures a distance equal to the lesser result. For example, if a fighter bull rushes a goblin for a total of 15 feet, but there is another goblin 5 feet behind the first, he must make another combat maneuver check against the second goblin after having pushed the first 5 feet. If his check reveals that he can push the second goblin a total of 20 feet, he can continue to push both goblins another 10 feet (since the first goblin will have moved a total of 15 feet).

Disarm

You can attempt to disarm your opponent in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack. If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the Defensive roll of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you may automatically pick up the item dropped.

Grapple

As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a –4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures have the grappled condition, you can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple). A Grapple is rolled through making a Martial Arts Skill Check.

Move: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage: You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or non-lethal. While in a grapple either the one grappling or the grappled can attack with small weapons, unarmed or some techniques or powers.

Pin: You can give your opponent the pinned condition. Despite pinning your opponent, you still only have the grappled condition, but you lose your Dexterity bonus to AC.

Tie Up: If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + Use Rope Skill. The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie him up in ropes, but doing so requires a check at a –10 penalty. If the DC to escape from these bindings is higher than 20 + the user Use rope Skill, the target cannot escape from the bonds, even with a natural 20 on the check.

If You Are Grappled: If you are grappled, you can attempt to break the grapple as a opposed Martial Arts roll or Escape Artist check (with a DC equal to your opponent's). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making an martial arts skill roll, while you can). Instead of attempting to break or reverse the grapple, you can take any action

that requires only one hand to perform, such as cast a technique or make an attack with a light or one-handed weapon against any creature within your reach, including the creature that is grappling you.

See the grappled condition for additional details. If you are pinned, your actions are very limited. See the pinned condition in for additional details.

Multiple Creatures: Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +2 bonus on the grappled Martial arts check.

Overrun

As a standard action, taken during your move or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is no more than one size category larger than you. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver. If your overrun attempt fails, you stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space. When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver check as normal. If your maneuver is successful, you move through the target's space. If your attack exceeds your opponent's AC by 5 or more, you movethrough the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the AC of the attack roll for each additional leg it has.

Sunder

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver. If your attack is successful, you deal damage to the item normally. Damage that exceeds the object's Hardness is subtracted from its hit points. If an object has equal to or less than half its total hit points remaining, it gains the broken condition. If the damage you deal would reduce the object to less than 0 hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point and the broken condition.

Trip

You can attempt to trip your opponent in place of a melee attack. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver. If your attack exceeds the target's Opposed Roll done

with ether Martial Artist or Acrobat, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +5 to the opposed roll of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Feint

Feinting is a standard action. To feint, make a Bluff skill check. The DC of this check is equal to 10 + your opponent's Notice Skill, if higher. If successful, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn. When feinting against a non-humanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a creature lacking an Intelligence score, it's impossible. Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action.

Combat Maneuvers		
Maneuver	Skill/ Stat Check Attacker	Skill/ Stat/ Save Defender
Bull rush	Strength / Melee	Reflex vs. To hit roll
Disarm	Strength/ Melee	Strength/ Melee
Grapple	Martial Arts	Martial Arts/ Escape Artist
Over Run	Strength/ Melee	AC
Sunder	Martial Arts	Fort Save vs. breaking item
Trip	Martial Arts	Acrobatics/ Martial Arts
Feint	Bluff	Notice

Mounted Combat

These rules cover being mounted on a horse in combat but can also be applied to Bikes, Motorcycles and other vehicles or mode of transportation that requires a ride or Drive skill.

Mounts in Combat:

Horses, ponies, and riding dogs can serve readily as combat steeds. Mounts that do not possess combat training (see the Handle Animal skill) are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a mount. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full-round action, and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move. A horse (not a pony) is a Large creature and thus takes up

a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted:

With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge). You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed) at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Techniques/ spells While Mounted:

You can cast a technique/ spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a technique/ spell, then you're casting the technique/ spell while the mount is moving, and you have to make a concentration check due to the vigorous motion (see charts above) or lose the chi. If the mount is running (quadruple speed), you can cast a technique/ spells when your mount has moved up to twice its speed, but your concentration check is more difficult due to the violent motion.

If Your Mount Falls in Battle:

If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped:

If you are knocked unconscious, you have a 50% chance to stay in the saddle (75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown splash weapons require no weapon proficiency, so you don't take the -4 non-proficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target. Splash weapons cannot deal precision-based damage (such as the damage from the rogue's sneak attack class feature). You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature. If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in that square and in all adjacent squares.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways. First, if your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light. Second, the Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Double Weapons:

You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon was a light weapon.

Thrown Weapons:

The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

Two-Weapon Fighting Penalties		
Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You never get back the time you spend waiting to see what's going to happen. You also can't interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, a swift action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, anytime before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action. You can take a 5-foot step as

part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Technique/ spell Users: You can ready an attack against a technique/ spell user with the trigger "if she starts casting a technique/ spell." If you damage the caster, she may lose the technique/ spell she was trying to cast.

Readying to Counter: You may ready a counter against a technique/spell user (often with the trigger "if she starts casting a technique/ spell"). In this case, when the caster starts a technique/spell, you get a chance to identify it with a Martial Arts (Knowledge Occult for spells) check (DC 15 + level). If you do, and if you can cast that same technique/ spell or a similar one in rank or element, you can cast the technique/ spell as a counter and automatically ruin the other caster's technique/ spell. A power attack can also be used to counter another caster, but it doesn't always work.

Readying a Weapon against a Charge: You can ready weapons with the brace feature, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Vehicle and Ship Combat and Basic actions

Transportation Basics and their types.

In the game there are five set types of transportation types

Free floating	Ships, Blimps, Hot Air Balloon, Raft
Submersible / Aerial	Subs, Gliders, Planes, rockets
Free Movement Vehicle	Cars, Trucks, Motorcycles
Set Movement Vehicle	Trains, Subways, Monorails, Rollercoaster
Mounts / Personal Transport	Horses, Riding Birds, Dolphin, Bicycles, Skates

Of these five actions all have some similar things about them. All have a set Speed, Maneuver, HP, and require a skill to use. The first two listing require Pilot skill the next Two Drive skill and the last one is based on Ride. While Navigation is handy in the basics of operating the vehicles its not necessary, Only when planning on traveling a great distance is it important to have the skill for the vehicles to assure you stay on the right course.

Base Speed

First Thing all five of these categories have in common is a set Base Speed. This is the average speed of the vehicle. This number is figured upon crafting or given upon acquiring the transportation; the speed can be increased through abilities provided through tiers (One Piece Only) or in doing damage to the vehicle. For every 10 increase in speed beyond its base it does damage to the vehicle of 1 HP a round. Much like movement the squares around the transportation equal the distance it can travel a round. Larger vehicles tend to be slower in speed over the smaller ones but make up for it with space, and generally the amount of armaments, cargo room. Most vehicles have the power / wind to carry out a 12 hour movement rate, Mounts and Personal Transport differ on this as they are powered either by the animals or person's Constitution Score usually being 2 hours for every +1 in Con Mod.

Base Maneuver

The second is Maneuver, this is how many rounds it takes to make a 90 degree turn with the vehicle. Set Movement Vehicles while set going on a track or such still use this in making turns without falling off the tracks they are attached to. The larger the vehicle the more force it takes to turn the vehicle in time to make a turn so knowing the number is important to help in combat situations to avoid hitting another target or to avoid others by swerving and weaving around turns in temps to loose followers. Once again the smaller the transport the easier and soon it is to turn.

Base HP

All Transports have a set HP, most machines start at a base 100 HP (this number can be improved through skills, feats, 20 on skill rolls, and / or Tiers. Mounts are the single exception to gaining HP that way as they can level and gain HP much like a character the Mounts start with the Base HP of what kind of creature they are, and as they level they gain a bonus to their to hit, AC and an extra HP die.

Attacking in a Transport

Attacking Forwards

Attacking a target while in a vehicle and the target is in front of you is like attacking normally using the player manning the ranged weapons Base attack plus any bonuses from the pilot/ driver. Ramming another transport is based on the Driver/ Pilot's base attack doing both normal bashing damage, +1 for every 10 in Speed the transportation is going. Attacking a target in front while on mount or using a personal transport requires the user to attack using their normal attack score with no extra bonuses, they also need to make a skill check to maintain their steady course of action on the transportation. This is a compounding DC +10, this also comes into play if the Driver / Pilot of a different kind of vehicle is attacking. Mounts also can make attacks of their own, usually melee based attacks based on their type of normal attacks on their character sheet.

Attacking from the Sides

Attacking a target while in a transport and the target is on the side of you is considered harder, unless the target is running along parallel to you at an equal speed the attack suffers a -2 to hit for every 20 points in speed your transport is going. It is important to also note that this works both ways as your AC is looked on as higher to those you pass

as it takes perfect timing to hit the targets. Like when Attacking forward a Pilot / Driver / or someone operating a Mount or personal transport, must make a DC skill check roll while attacking a target at the side. The DC is 20 + compounding factors for this as it is slightly more difficult tasks to aim and shoot. Ramming a transport is possible this way to force them to make a sudden maneuver and possibly have their transport crash.

Attacking from Behind

Attacking from behind is similar to attacking forwards, only certain elements come into play, if your vehicle is faster then the attacks suffer a -2 to hit as the distance is growing, if their vehicle is faster then you gain a +2. If the vessel is unaware and person using the weapon has sneak attack, then they can count their sneak attack in the first attack on the ship only. Attacking this way is a compounding +50 to the skill of Ride or for the Driver/ Pilot if they are attacking while making the skill checks to stay on course.

Boarding a Transport

At times when two vehicles get within a reasonable distance from each other (about 20 or less ft) players can try to board the targeted vehicle. To do this they can jump, swing, fly, zip line, be hurled or any other means of getting on most often with the aid of Jump, Acrobat or Climb skills. The DC of doing this is compounding +20 since the crew of the vehicle plus motion will make trying to board a slightly difficult situation. Failing to meet the DC causes the player to miss the transport and fall. The fall no damage in the water, based on the crash rules for land transports and falling damage rules for aerial transports.

Fighting on a Transport

Fighting on most transports is considered normal. (Not one can not fight another on a Personal transport or Mount) many a famous fights occur on the decks of ships or roofs of trains. The motion of the ship comes into play and base on water conditions for ships, Road conditions for ground transport and speed for all depends on how quickly one can move about on the unprotected surfaces. The feat Sea Legs helps lessen this issue to only being a issue in sever cases IE fighting on deck in the middle of a Typhoon. Also any one with the ability to stick on the surface also will not suffer the movement penalties, other then that the fighting goes on as if it was a normal battle on normal ground.

Crashing

Damage to things hit by Transport

In the case of a crash a vehicle does damage based on its size and the speed it was going this runs down to as follows

Transport Size	Types in this Category	Damage per every 5 in Speed
Fine	Skateboard, Bicycle, Mule	1
Diminutive	Horse, Scooter	1d2
Tiny	Motorcycle, Warhorse, Tiny Ship	1d3
Small	Elephant, Car, Small Ship	1d4
Medium	SUV, Medium Ship	1d6
Large	Truck, Large Ship, Glider	1d8
Huge	Huge Ship, Blimp	1d10
Gargantuan	Gargantuan Ship, Plane	1d12
Colossal	Colossal Ship, Train, Rocket	1d20

Damage to transport

A crash will result in equal damage to the transport as it does what it hits, if it hits another transport moving in a opposing direction then the damage of the two is considered x3.

Damage to people in Transport

Targets within the transport have to make Reflex saves in some manner to keep from taking damage to themselves. The smaller the vehicle the higher the DC as there is less room to react. Damage is usually considered ½ of the damage the vehicle takes and if the player makes their save they take ¼ damage, this damage CAN NOT BE AVOIDED with evasion so don't crash.

Quick Exit

At any time a player can leap from a moving vehicle. However this has the player facing the chance of taking the same damage of the vehicle as if it crashed if they themselves hit a target, their damage they take is based on where they fall on the size category. In this case a player can take a Reflex roll to take ½ damage. Or if they have evasion ¼ damage. They can not fully avoid any damage but every little bit less damage the better.

Free Floating

Ship Basic Actions

A ship in the games is in reference to a Wind powered sail vessel. While Engine powered ones are possible they require a regular use of fuel to move, Sail based just require the wind to be blowing.

Docking

Docking a ship at a dock is a common thing but not always available ships of Small or Tiny or lesser sizes can land on any beach shore. Ships larger then small require a small vessel on board to move to shore. Small hill /cliff bases can provide a make shift dock for any vessel so long as the ship is watched not to smash into shore.

Drift

When the wind is low or the sails are down / destroyed, the ship can drift this is considered ¼ the base movement of the ship if at all, Calm waters + No Wind equals no movement.

Weapon Placements

Most ships have weapon placements on their ship and the weapons are stationary while this is the same with some other transports (Tanks, Construction Machines) this requires the ship to facing its enemy with where the weapons are placed, Rams and Torpedo placements are always at the front of the ship, while cannons, guns or other ranged weapons at the sides, and depth charges / Mines at the back end of the ship. When playing it out in the game its important in ship combats to pay attention to facing in combat.

Anchoring at Sea

While Sea floor depth isn't that important in the game that often its go to know at times the ships anchor is usable or not. In deep waters the anchor is unusable and is up to the players to set up pilot watches or drift for down time hours of rest, If they are in Shallow waters they can set anchor even if no land is near and the ship will not move till it is raised again.

Drag Net fishing and Salvaging from the Sea

A ship equip with drag nets can let out its nets at the rear of a ship in hopes to capture fish as they travel. This however lets them capture fish when a school is in the area. In shallow waters drag nets can be used to attempt to salvage from the ocean floor, this requires the ship to move slowly ½ or less Base speed and the GM to make a Fort Save for the net to prevent damage. Even if it is used it still may result in a small or no acquired salvages or fish.

Water Conditions

Depending on the condition of the water it will make piloting across seas more difficult and may even cause the ship damage at times from more sever conditions.

Submersible / Aerial

Diving / Flying

As the only kind of transport that possess a controlled 3rd axis of travel (IE Up and Down) it is important to play out distances as depths of 100 ft in flight 10 ft in submerging. And to keep this in mind as one pilots these craft of this added distance in their movement.

Wind Conditions

In the case of Aerial Vehicles Wind conditions will increase or decrease the DC of the Pilot checks made to operate the vehicle. Unlike water conditions the air conditions itself can't damage the Aerial vehicle yet these vehicles are highly likely to take damage from storm conditions such as lighting attacks. This is very likely and in a storm a Aerial vehicle has a 20% chance of being hit by lighting and taking damage.

Landing Aerial

Landing an Aerial vehicle requires an open flat field of at least 500 ft radius size.

Free Movement Vehicle

Road Conditions

Much like Sea travel has Water conditions and Aerial Air conditions, road conditions come into play for free movement vehicles, the worse shape of the roads the harder it is to move through making driving a harder thing to perform. Harsh roads can bring damage to vehicles, and off road conditions can cause the vehicle to get stuck and become useless.

Coming to a stop

A Vehicle of both Free movement and Set Movement that is not Aerial or Based on the sea can be brought to a quick stop with the use of breaks. The stopping distance is your speed divided by the Maneuver score of the vehicle.

Quick Reverse

A Free movement vehicle can suddenly switch from forwards to Backwards in the same time it takes to come to a stop.

Set Movement Vehicles

No Navigation

While other vehicle traveling distances to get from point A to Point B require Navigation, Set Movement Vehicles are built up on a stationary track system and ride along that, The pilot maintains the speed and control of the vehicle at all times but lets the actual tracks determine the direction of the vehicle.

Parking off tracks

When vehicle is not in use and brought to a halt it needs to be placed on a separate track from the main in case of any other vehicles needing to go by. These can be found at stations or train yards.

Comedy Rules

The rules of comedy are simple and used to lighten up the mood from severe survival to harsh battles that happens in the series. Thus the following rules can be placed in play to bring a lighter side to the game. For examples of how the rule apply I will use the Straw hats as the choice group.

Rule 1: Who's On first?

Know the type of personality of your character.

If your playing the serious straight laced character (example: Robin/ Nami in the series) your less likely to make a big show of gags and jokes and not even have joking quirks about you. Often these people are the but or victim of a joke then its source

The semi serious character (Example: Zoro / Franky) is serious in the general terms but has a few quirks that make them act in a comedy moment Zoro's two are his heated rivalry with Sanji and his nature of being able to get lost and denying its his fault

The comedic character (Example: Sanji / Luffy/ Chopper) is a less serious character that can take on a serious tone when danger is near and can still hold a serious attitude at times yet they tend to have a good amount of quirks that make them comedic in nature. In Sanji's case its his love and adoration for beautiful women to the point of near death blood loss, his heated strength of his perverted attacks and his hatred and unconscious state (in the case of Trannies) plus his rivalry of Zoro.

The Slap Stick Character (Example: Ussop/ Brook) The far from serious character is often the one causing a joke and rarely shows a degree of seriousness in their personality. The only serious times Ussop has shown was as ether Soge King or in a act of total fear from a situation and thus is often taken as a joke by the rest of the crew when he tries to be serious

Once you know what type of personality your character fits in its good to be sure to play that out in game. *Example*

The straw hats come to a fork in the road and turn right.

[Zoro Turns left]

There they hear the scream of a young Woman

[Sanji Runs off out front to get to her first]

The crew gets there only to find the scream is from a horrible massive Beast Bird

[Sanji is upset, Zoro is there first and claims the others where lost, Ussop panics causing Chopper and

Brook to join in on the panic, Luffy wants to eat it]

The Bird begins to fly off

[Luffy attacks it, Robin binds it, Sanji attacks it, Zoro attacks it Nami yells at Ussop, Brook and Chopper, Franky builds a bar-b-que pit while the others fight]

The Bird is defeated

[Sanji cooks it and offers the best stuff to Robin and Nami, Franky celebrates by striking a pose, Ussop recovers from a welt he gained from his earlier panic that Nami gave him, Luffy tries to take the best meat, Zoro takes a nap, Chopper treats Ussop's welt, Brook makes a joke with the punch line involving him being a skeleton , Nami complains about the crew, Robin laughs quietly]

The Reason for this rule is to understand if you portray your character as the serious type you less likely to do something off the wall comedic and if you do it may be taken as not a comedic action by the GM. And vice versa for a slap stick character acting serious. It may be a good idea to inform the GM ether ahead of time or through a note system of the switch in personality ahead of time for yours and others fellow players good.

Rule 2 : That Didn't hurtMuch

Through out the game one character may enrage another so much that they need to be taught a lesson. The character can then attack a player doing sub-dual damage to them with any of their attacks and the damage from this attack heals at Con +10 Hp a minute till its completely removed.

If the one attacked wishes to get revenge they can do so (this is strongly unadvised as it can just keep going till one or more are unconscious in a endless cycle) I suggest after the second revenge attack that its no longer a comedy moment and the GM switch the sub-dual damage to lethal instead. OR The person can be launched away with a attack (most commonly by the comedic use of a megaton Hammer) off into the night sky. The character launched is sent away to a safe location in some way (most likely the next island if at sea or to a great distance if on land (for which the character returns in 1d6 hours to the group no matter what reasons) and the attack actually does no damage and neither does the landing. Though the group may find them with their head stuck in the ground or elsewhere

These two only apply in the non combat parts of the game if the group is in combat these actions can not be performed without actually hurting your teammates. If combat occurs while one is suffering form one of the two they are instantly healed of the sub-dual damage they taken or find their way into the battle by means of falling or just happing by.

Rule 3: Dirty Deeds Done dirt cheep

When facing a battle or combat comedy actions can still be played out, Remember to check your quirks and defects to see if they react in a battle. The actions you choose can be silly. Like creating a new yet useless attack on the spot (Example: In the battle of Luffy vs. Enru part 1 Luffy creates a attack that inflates his head to monstrous size and stretches his limbs out calling it's the Gum Gum Octopus it has no use and cost him nothing but a lost action) At any point in a battle a player can declare a action of comedy its similar to taking a round of defense only your trying to freak out the target. This will cause the target to pull of a Will save vs. stunned for 1 round based on the character level +10 plus performance skill if the player has that skill (note a serious character can not do this) This action replaces the Taking a full defense action for (slap stick and comedy characters) but can be performed also by Semi Serious.

Rule 4: A loss for words

When one is defeated by a target then they can end up in a humiliating situation if they aren't killed before hand. (example: When fighting CP9 for the first time both Luffy and Zoro went flying off in the distance Zoro ended up stuck in a chimney and Luffy wedged in between a tiny alleyway) This humiliation can cause the target to seek a rematch and they gain a +2 to all rolls when in the rematch against this foe that humiliated them. This goes both ways it can ether be done to the players or by the players. If done by the players its up to the GM when and where the rematch occurs.

Rule 5: Snap out of it

If a fellow teammate falls prey of a will save based attack a player can do as a full action / regular attack on their teammate to bring them back to normal and only do sub-dual damage. This isn't a revenge attack but one to bring them back into play. This of course does not effect characters in a unconscious state from near death, damage or mass sub-dual which only adds more damage to them. The attack grants a +5 to a re-roll to snap out of the will based effect. If the player takes damage after receiving this attack the sub-dual becomes lethal.

Some Last minute Advice

No one likes a practical Joker. In RPGs these are the most annoying and likely to cause trouble type characters.

Learn Timing. The best jokes and moments can be played out at the right times any other time and it just seems like your trying for a cheep laugh.

Don't Hold grudges (or hold them for a really long time) its funnier if you strike back at another player at a much later time when their guard is down.

Get your facts straight. Don't got accusing others of pulling jokes on you unless you truly don't know or caught their character in the act.

Personal Quirks can be a great gag. Quirks/defects like heavy sleeper, pervert or any of the others in the defects / quirks section help establish a comedic level for your character and gives your jokes a ground to stand on.

Adventurer Basics

VITAL STATISTICS

The following section determines a character's starting age, height, and weight. The character's race and class influence these statistics. Consult your GM before making a character that does not conform to these statistics.

Age

Characters in a start of a game need to have an age that is fitting for the training, Since it is suggested level 1-3 to have the players take on the role of academy students then its important when choosing the characters age that the choice be around the ages of 8 – 13

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Aging Effects

Human – This covers Earthland and Endolas Humans

Age Category	Starting Age	+Roll
Child	4	1d6
Teenager	13	1d6
Adult	20	1d20
Old	41	1d20
Elderly	82	1d20

In Human – Covers Celestial and Demons

Child	4	1d10
Teenager	15	1d20
Adult	36	1d20
Old	57	1d20
Elderly	78	1d100

Exceed – This covers Animal Races.

Child	2	1d4
Adult	7	1d20
Old	28	1d20
Elderly	49	1d20

Characters of Child age start with a -2 to their Strength, INT, DEX and WIS they increase however at a greater pace that they gain one point in each with each game year passes. They also stand at a size category smaller then normal.

Character of Elderly Age each game year need to roll Will save DC 15 vs. a drain on one of their stats failure which stat is rolled on a d6. A roll of 1 is an automatic failure.

Height and Weight

To determine a character's height, roll the modifier dice indicated on chart below and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Random Height and Weight					
Race	Height	Modifier	Weight	Modifier	Multiplier
Human Adult, male	4 ft. 10 in.	2d12 in.	120 lbs.	2d10	× 2 lbs.
Human Adult, female	4 ft. 6 in.	2d12 in.	85 lbs.	2d10	× 2 lbs.
Human Child, male	2 ft. 6 in.	1d12 in.	55 lbs.	2d10	x 2 lbs.
Human Child, female	2 ft. 6 in.	1d12 in.	45 lbs.	2d10	x 2 lbs.
Exceed Adult, male	2 ft. 10 in.	2d12 in.	90 lbs.	2d10	x 2 lbs.
Exceed Adult, female	2 ft. 6 in.	2d12 in.	70 lbs.	2d10	x 2 lbs.
Exceed Child, male	1 ft. 0 in.	1d12 in.	50 lbs.	2d10	x 2 lbs.
Exceed Child, female	1 ft. 0 in.	1d12 in.	50 lbs.	2d10	x 2 lbs.

The human rate also applies to Celestials and Demons as well.

Carrying Capacity

These carrying capacity rules determine how much a character's equipment slows him down.

Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor determines his maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know; the extra gear your character carries won't slow him down any more than the armor already does. If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Weight: If you want to determine whether your character's gear is heavy enough to slow him down more than his armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength. Depending on the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on the chart below. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his maximum load over his head. A character's maximum load is the highest amount of weight listed for a character's Strength in the heavy load column.

A character can lift as much as double his maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them by half or more.

Bigger and Smaller Creatures:

A larger bipedal creature can carry more weight depending on its size category, as follows:

Large	×2
Huge	×4
Gargantuan	×8
Colossal	×16.

A smaller creature can carry less weight depending on its size category, as follows:

Small	×3/4
Tiny	×1/2
Diminutive	×1/4
Fine	×1/8

Quadrupeds can carry heavier loads than bipeds can. Multiply the values corresponding to the creature's Strength score as follows:

Fine	×1/4
Diminutive	×1/2
Tiny	×3/4
Small	×1
Medium	×1-1/2
Large	×3
Huge	×6
Gargantuan	×12
Colossal	×24

Carrying Capacity			
Strength Score	Max Light Load	Max Medium Load	Max Heavy Load
01	5 lbs	10 lbs	20 lbs
02	10 lbs	20 lbs	40 lbs
03	15 lbs	30 lbs	60 lbs
04	20 lbs	40 lbs	80 lbs
05	25 lbs	50 lbs	100 lbs
06	30 lbs	60 lbs	120 lbs
07	35 lbs	70 lbs	140 lbs
08	40 lbs	80 lbs	160 lbs
09	45 lbs	90 lbs	180 lbs
10	50 lbs	100 lbs	200 lbs
11	55 lbs	110 lbs	220 lbs
12	60 lbs	120 lbs	240 lbs
13	65 lbs	130 lbs	260 lbs
14	70 lbs	140 lbs	280 lbs
15	75 lbs	150 lbs	300 lbs
16	80 lbs	160 lbs	320 lbs
17	85 lbs	170 lbs	340 lbs
18	90 lbs	180 lbs	360 lbs
19	95 lbs	190 lbs	380 lbs
20	100 lbs	200 lbs	400 lbs
21	105 lbs	210 lbs	420 lbs
22	110 lbs	220 lbs	440 lbs
23	115 lbs	230 lbs	460 lbs
24	120 lbs	240 lbs	480 lbs
25	125 lbs	250 lbs	500 lbs
26	130 lbs	260 lbs	520 lbs
27	135 lbs	270 lbs	540 lbs
28	140 lbs	280 lbs	560 lbs
29	145 lbs	290 lbs	580 lbs
Beyond	x5	x10	x20

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 5 feet to 120 feet (in 5-foot increments).

Armor and Encumbrance for Other Base Speeds			
Base Speed	Reduced Speed	Base Speed	Reduced Speed
5 ft.	5 ft.	65 ft.	45 ft.
10 ft.–15 ft.	10 ft.	70 ft.–75 ft.	50 ft.
20 ft.	15 ft.	80 ft.	55 ft.
25 ft.–30 ft.	20 ft.	85 ft.–90 ft.	60 ft.
35 ft.	25 ft.	95 ft.	65 ft.
40 ft.–45 ft.	30 ft.	100 ft.–105 ft.	70 ft.
50 ft.	35 ft.	110 ft.	75 ft.
55 ft.–60 ft.	40 ft.	115 ft.–120 ft.	80 ft.

Movement

There are three movement scales, as follows:

- Tactical, for combat, measured in feet (or 5-foot squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement:

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement (3 miles per hour for an unencumbered adult human).

Hustle: A hustle is a jog (about 6 miles per hour for an unencumbered human). A character moving his speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action, is hustling when he or she moves.

Run (×3): Moving three times speed is a running pace for a character in heavy armor (about 7 miles per hour for a human in full plate).

Run (×4): Moving four times speed is a running pace for a character in light, medium, or no armor (about 12 miles per hour for an unencumbered human, or 9 miles per hour for a human in chain mail)

Tactical Movement

Tactical movement is used for combat. Characters generally don't walk during combat, for obvious reasons—they hustle or run instead. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, and poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one hampering condition applies, multiply all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.) You can't run or charge through any square that would hamper your movement.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See **Overland Movement**, below, for movement measured in miles per hour.

Run: A character can run for a number of rounds equal to his Constitution score on the local scale without needing to rest. See Chapter 8 for rules covering extended periods of running.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him out (see **Forced March**, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of non-lethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any non-lethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the non-lethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects the distance he can cover in an hour or a day. A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating. A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of non-lethal damage. A character who takes any non-lethal damage from a forced march becomes fatigued. Eliminating the non-lethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not non-lethal damage. The creature can also be ridden in a forced march, but it's Constitution checks automatically fail, and the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches. This does not effect vehicles.

Evasion and Pursuit

In round-by-round movement, when simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one. When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Load	Max Dex	Encumbrance Effects Speed			
		Penalty	(30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	×4
Heavy	+1	-6	20 ft.	15 ft.	×3

Movement and Distance				
Speed	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	N/A	N/A	N/A	N/A
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	N/A	N/A	N/A	N/A
Run	N/A	N/A	N/A	N/A

* Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Hampered Movement	
Condition Additional	Movement Cost
Difficult terrain	Half Movement
Obstacle*	Half Movement
Poor visibility	Half Movement
Impassable	Can't Move

* May require a skill check

Mounts and Vehicles		
Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse	6 miles	48 miles
Light horse (175–525 lbs.) ¹	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (229–690 lbs.) ¹	3-1/2 miles	28 miles
Pony	4 miles	32 miles
Pony (151–450 lbs.) ¹	3 miles	24 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lbs.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Sled/ Skies/ Snowboard	1 mile	10 miles
Raft or barge (poled or towed)	2 1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Boat Tiny	6 miles	72 miles
Boat Small	5 ½ miles	66 miles
Boat Medium	5 miles	60 miles
Boat Large	4 ½ miles	54 miles
Boat Huge	4 miles	48 miles
Boat Gargantuan	3 ½ miles	42 miles
Boat Colossal	3 miles	36 miles
Car	30 miles	240 miles
Motorcycle	40 miles	320 miles
Bicycle	5 miles	40 miles
Skates/ Skateboard	4 miles	24 miles
Train	50 miles	600 miles
Truck	30 miles	240 miles
Blimp ³	30 miles	240 miles
Glider ³	10 miles	80 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity.

2 Rafts, barges, keelboats, and rowboats are most often used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, adding an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

3 Air born transportation ignores terrain

Terrain Road Conditions and Movement			
Terrain	Highway	Road or Trail	Trackless
Forest	Normal	Normal	Half
Hills	Normal	Normal	Half
Ice	Half	Quarter	Quarter
Jungle	Normal	Half	Quarter
Moor	Normal	Normal	Half
Mountains	Half	Half	Quarter
Plains	Normal	Normal	Half
Sand	Half	Half	Quarter
Swamp	Normal	Half	Half
Tundra	Normal	Half	Half

EXPLORATION

Few rules are as vital to the success of adventurers than those pertaining to vision, lighting, and how to break things. Rules for each of these are explained below.

Vision and Light

Many character have darkvision to see by. See the table below for the radius that a light source illuminates and how long it lasts. The increased entry indicates an area outside the lit radius in which the light level is increased by one step (from darkness to dim light, for example). In an area of bright light, all characters can see clearly. Some creatures, such as those with light sensitivity and light blindness, take penalties while in areas of bright light. A creature can't use Stealth in an area of bright light unless it is invisible or has cover. Areas of bright light include outside in direct sunshine and inside the area of a daylight spell.

Normal light functions just like bright light, but characters with light sensitivity and light blindness do not take penalties. Areas of normal light include underneath a forest canopy during the day, within 20 feet of a torch, and inside the area of a light spell.

In an area of dim light, a character can see somewhat. Creatures within this area have concealment (20% miss chance in combat) from those without darkvision or the ability to see in darkness. A creature within an area of dim light can make a Stealth check to conceal itself. Areas of dim light include outside at night with a moon in the sky, bright starlight, and the area between 20 and 40 feet from a torch.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, and takes a -4 penalty on Perception checks that rely on sight and most Strength- and Dexterity-based skill checks. Areas of darkness include an unlit dungeon chamber, most caverns, and outside on a cloudy, moonless night.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light, normal light, and dim light for such characters. Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Light Sources and Illumination			
Object	Normal	Increased	Duration
Candle	N/A ¹	5 ft.	1 hr.
Phosphorous Dark Stick/ Paint	10 ft.	20 ft.	3 hr.
Lamp, common	15 ft.	30 ft.	6 hr./unit
Lantern, Bulls eye	60-ft. cone	120-ft. cone	6 hr./unit
Lantern, hooded	30 ft.	60 ft.	6 hr./unit
Hand Flare	30 ft.	60 ft.	3 hr.
Torch	20 ft.	40 ft.	1 hr.
Flash Light	60 ft. cone	120 ft. cone	8 hr. *
Electric Light	20 ft.	40 ft.	Day *

¹ A candle does not provide normal illumination, only dim illumination.

* Requires a power source per day / or with listed time

Breaking and Entering

When attempting to break an object, you have two choices:

smash it with a weapon or break it with sheer strength. Smashing an Object Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished with the sunder combat maneuver. Smashing an object is like sundering a weapon or shield, except that your combat maneuver check is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they don't usually move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier (see Table 7-11) + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC.

Size and Armor Class of Objects	
Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. When an object is damaged, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object’s hit points (see Table 7–12, Table 7–13, and Table 7–14).

Hit Points: An object’s hit point total depends on what it is made of and how big it is (see Table 7–12, Table 7–13, and Table 7–14). Objects that take damage equal to or greater than half their total hit points gain the broken condition (see Appendix 2). When an object’s hit points reach 0, it’s ruined. Very large objects have separate hit point totals for different sections.

Energy Attacks: Energy attacks deal half damage to most objects. Divide the damage by 2 before applying the object’s hardness. Some energy types might be particularly effective against certain objects, subject to GM discretion.

Common Armor, Weapon, and Shield Hardness and Hit Points		
Weapon or Shield	Hardness ¹	Hit Points ^{2, 3}
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ⁴	armor bonus × 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 Add +2 for each +1 enhancement bonus of magic items.

2 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

3 Add 10 hp for each +1 enhancement bonus of magic items.

4 Varies by material; see Table 7–13: Substance Hardness and Hit Points.

For example, fire might do full damage against parchment, cloth, and other objects that burn easily. Sonic might do full damage against glass and crystal objects.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects. For example, a bludgeoning weapon cannot be used to damage a rope. Likewise, most melee weapons have little effect on stone walls and doors, unless they are designed for breaking up stone, such as a pick or hammer.

Immunities: Objects are immune to non-lethal damage and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities. **Magic Armor, Shields, and Weapons:** Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield, and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains functional with the broken condition until the item's hit points are reduced to 0, at which point it is destroyed. Damaged (but not destroyed) objects can be repaired with the Craft skill and a number of spells.

Saving Throws: Non-magical, unattended items never make saving throws. They are considered to have failed their saving throws, so they are always fully affected by spells and other attacks that allow saving throws to resist or negate. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus). Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Substance Hardness and Hit Points	
Substance Hardness	Hit Points
Glass	1 - 1/in. of thickness
Paper or cloth	0 - 2/in. of thickness
Rope	0 - 2/in. of thickness
Ice	0 - 3/in. of thickness
Leather or hide	2 - 5/in. of thickness
Wood	5 - 10/in. of thickness
Stone	8 - 15/in. of thickness
Iron or steel	10 - 30/in. of thickness

Object Hardness and Hit Points Break			
Object	Hardness	Hit Points	DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Small wooden box	5	1	17
Good wooden door	5	15	18
Wooden chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	85	40	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break or burst something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to determine whether he succeeds. Since hardness doesn't affect an object's Break DC, this value depends more on the construction of the item than on the material the item is made of. Consult the Above Table for a list of common Break DCs. If an item has lost half or more of its hit points, the item gains the broken condition and the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows:

- Fine -16
- Diminutive -12
- Tiny -8
- Small -4
- Large +4
- Huge +8
- Gargantuan +12
- Colossal +16

A crowbar or portable ram improves a character's chance of breaking open a door.

DC's to Break or Burst Items	
Strength Check to:	DC
Break down simple door (most interior)	16
Break down good door	23
Break down strong door	26
Burst rope bonds	26
Bend iron bars	28
Break down barred door	35
Burst chain bonds	35
Break down iron door	40
Condition	DC Adjustment*
Hold Door	+5
Chi based Lock	+10
* If both apply, use the larger number.	

Starting Funds:

All characters start with the same amount of funds with the exception of Noble's, Samurai that have taken the Poverty Code, or characters with debt or credit based in their families history.

Starting Funds			
Character type	Starting funds	Average Funds per level	Bonus
Normal	30000	10000	N/A
Samurai (poverty)	Bonus	None	Weapon, Food, Basic Gear
Noble	100000	30000	Credit level 4
Debt / Red Tape	15000	5000	N/A
Family Heirloom	Bonus	N/A	Bonus item / funds = 100000

Weight of supplies and misc. items done in units:

A unit is a form of measurement throughout the game. The measurements are hard to figure out at times but its actually really simple measurement of

1 Unit = 1 lb of the item

Surviving The Sea Voyage Charts Food/Water Supplies

The Following is a listing of charts to roll on with food/water supplies along sea voyages

How much food can be stored 1 unit = 1 days worth of meals aka 3 meals a day per person It is not suggested or wise to store food in the hold of the ship unless its dry, dried, salted, canned or pickled. Note that dry, dried and salted foods can also still get destroyed or spoil due to rats or insects in the hold.

Storage				
Container	Type of Storage	Size of container	Basic Unit #	Expanded Unit #
Cooler	Dry Food/ Liquid	Small	10	15
Box	Dry Food / Supplies	Small	10	20
Barrel	Ammo/Dry Food/ Liquid	Medium	30	50
Crate	Dry Food/ Supplies	Large	50	75
Cabinets	Supplies	Large	30	50
Chest	Treasure/ Supplies	Medium	20	40
Sack	Dry Foods / Supplies	Small	5	10
Mini Fridge	Liquids / Dry Foods	Medium	10	15
Fridge	Liquids / Dry Foods	Large	25	40
Freezer	Dry Foods	Large	25	40
Walk-in Fridge	Liquids / Dry Foods	Huge	50 / 10ft	75 / 10ft
Walk-in Freezer	Dry Foods	Huge	50 / 10ft	75 / 10ft
Safe	Treasure/ Weapons	Medium	20	40
Shelves	Supplies	Large	30	50
Rack	Weapons / Supplies	Large	40	60

1 healing item aka potion, poison or salve will take 1/10 of a unit space in storage

Note: upon the gaining of food the GM will give a given week of how fresh the food is storing food does not add weeks to its time only slows it

Quality of Food / Supply	
Excellent	-20 Craft DC
Great	-15 Craft DC
Good	-10 Craft DC
Fine	-05 Craft DC
Ok	No bonus to Crafting
Needs Work	+10 Crafting DC
Going Bad	+20 Crafting DC
Spoil	+30 Crafting DC

Spoiled food treats its as a 1d4 hours 1d6 damage an hour, if the player rolls a 1 on this the poison effect is doubled

Water is less a issue as each person will need it equally and 1 barrel is enough for 1 person to last 30 days. Thus its simple math that each day one person drink 1/30 of the barrel.

Food/Water use				
Type Person	Regular	Rationed	Diet Plan*	Hunger Strike*
Normal	1 unit	2/3 unit	1/3 unit	0 units
Greater Fortitude	3 units	2 units	1 unit	0 units
Black Hole Stomach	5 units	2 ½ units	1 unit	0 units
Both	15 units	10 units	5 units	0 units

These numbers are increase by size category by x2 each category

A ship has a vast space to hold thing vital to the crew here, things like supplies, food, Ammo, and treasure are kept here a Ships size determines the amount a ship can carry. For this chart we measure the hold in crates each crate being a 5 ft sq in itself. When storing stuff ask the GM how much will fit in one crate.

On average One barrel of Water/wine/gun powder is one crate where a rack of meat is also a crate 10 bags of grain is one crate and such. If you don't know ASK the GM they can answer this. Units of food wise its 50 units of food can be stored in one crate

	Hold Space	
Ship Size	Normal Hull	Expanded / Modified Hull
Dingy	Up to 1 crate	Up to 3 crates
Tiny	Up to 5 crates	Up to 10 crates
Small	Up to 10 crates	Up to 20 crates
Medium	Up to 20 crates	Up to 30 crates
Large	Up to 30 crates	Up to 40 crates
Huge	Up to 40 crates	Up to 60 crates
Colossal	Up to 60 crates	Up to 100 crates
Gargantuan	Up to 100 crates	Up to 500 crates

Storage Methods		
Types / Lifespan	with out process in hull	Lifespan with process in
Dried	1 week	6 weeks
Dry Food	1 Year (1 week wet)	Same
Salted / Cured	1 week	1 year
Pickled	1 week	2 years
Smoked	1 week	10 weeks
Canned	1 week	Year
Frozen	1 week	10 weeks
Powder	1 week	10 years (unless wet ruin)
Pill	1 week	5 years
Food/ Supply Types	What it covers	
Grains	Wheat, Grass, Hay Feed, Oats other un processed grain	
Vegetables	Pumpkin, Pepper, Onion, Potato, Corn, ect.	
Fruits	Apples, Grapes, Banana, Coconut, ect.	
Meat	Fish, Meat, Pork, Fowl, ect.	
Sugars	Candy, Sugar, Pastries, Sweets, ect.	
Starch	Flour, Corn Starch, Dough, ect.	
Dairy	Milk, Cheese, Cream, ect.	
Liquor	Beer, Liquor, Ale, Wine, ect.	
Juice / Cola / Water	Fruit Juice, Vegetable juice, Water, Cola	
Spices	Cinnamon, Salt, Garlic, ect.	
Medicine	Pills, Salves, Poisons, Potions, ect.	
Building Supplies	Wood, Stone, Glass, Metal, ect.	
Tools	Power Tools, Crafting Tools, Repair kit, Med kit, ect.	
Equipment	Engine, Batteries, Storage containers, ect.	
Ammo	Bullets, Arrows, Gun Powder, Cannon Ball, ect.	
Weapons	Guns, Swords, Clubs, Bows, ect.	
Treasure	Gold, gems, Items	
Clothing	Armor, Clothing, Cloth, Leather, ect.	
Other	Plants, Artifacts, Maps, Letters newspapers, ect.	

Players Guide End