

Might of the Masterful

This book will detail rules for the “Might of the Masterful” Roleplaying Game System.

Character Creation

Characters start with a number of HP equal to 20 + skills they take that are associated with increasing Hit Points.

Attack Rating: Certain classes gain an amount of “attack rating” which they add upon any “attack” skill.

Skill Checks: Roll a 1d20 + Skill Bonus to beat the Difficulty of a check.

Skills: Listed in the “Skills” section are skills you can take with your “Skills per Level”. Characters can only put as many skill ranks into a skill equal to their level.

Skill Subsets: Taking Skill Subsets gives the character a +5 bonus to the skill, but they must use the skill as the subset and can’t use it its broader aspect.

Avoid: A character’s avoid is equal to the points they spend into their Avoid Skill.

Level: Characters can start at any level the GM sees fit. The maximum level for a typical game is 10, however GMs may lift this level cap if they wish.

Battery: Each character has a magical battery living within them that fuels magic and their Essence Item. The maximum capacity of the battery is 100% and minimum of 0%.

Essence Items: These are items that all PCs gain at 1st level that grant special bonuses. Choose one of the Essence Items below.

Weapon-Type Essence: Deal 8 points of damage. This costs 5% battery each time the Weapon-Type Essence is used. This is associated to one weapon skill.

Healing-Type Essence: Heal 8 points of damage. This costs 5% battery each time the Healing-Type Essence is used.

Skill-Type Essence: Grant a +4 bonus to one skill. This costs 5% battery each time the Skill-Type Essence is used.

Multi-Type Essence: Deal 1d4 points of damage, heal 2 points of damage, or grant a +1 to one skill. This costs 5% battery each time the Multi-Type Essence is used. This is associated to one weapon skill.

Combat

Initiative: Roll 1d20 + Initiative Skill before combat is to start.

Turns per Round: Each character gets 2 actions. An attack costs 1 and a move costs 1.

Movement Speed: Each character has a movement speed of 4 squares + however many they gain from other skills that say they affect movement speed.

Attack Range: Attacks with melee weapons are resolved within 1 square of the character, and attacks with a ranged or thrown weapon are resolved within 2 squares. The Sniping skill however is the exception, being resolved at 8 squares away.

Death: If a character reaches -10 hit points, they are considered dead. Once they reach 0 hit points, the character is unconscious and falls to the ground *prone*.

Conditions

Prone: On the ground. A character can enter a prone state by spending 1 action, or if they are knocked unconscious they are automatically prone. Their Avoid is treated as 10 if they are unconscious and prone, or 5 less if conscious and prone.

Physically Drained: If a character is at 5 or less hit points, they are physically drained and reduce the amount of actions they can take by 1.

Magically Drained: If a character is at 15% or less of his magical battery, they is magically drained and reduces the amount of actions they can take by 1.

Exhausted: If a character has both conditions of Physically Drained and Magically Drained, they are not reduced to 0 actions however they can no longer attack and can only take a single move every round at half of their normal speed.

Classes

Striker		
Level	Skill Ranks	Attack Rating
1 st	6	+2
2 nd	8	+4
3 rd	10	+6
4 th	12	+8
5 th	14	+10
6 th	16	+12
7 th	18	+14
8 th	20	+16
9 th	22	+18
10 th	24	+20

Freelancer		
Level	Skill Ranks	Attack Rating
1 st	8	+1
2 nd	10	+2
3 rd	12	+4
4 th	14	+5
5 th	16	+6
6 th	18	+8
7 th	20	+9
8 th	22	+10
9 th	24	+12
10 th	26	+13

Schooler		
Level	Skill Ranks	Attack Rating
1 st	12	+1
2 nd	16	+1
3 rd	20	+2
4 th	24	+2
5 th	28	+3
6 th	32	+3
7 th	36	+4
8 th	40	+4
9 th	44	+5
10 th	48	+5

Skills

Craft (Common)

Uses: Used for making items, clothes, and the likes. Unlike most skills, a subset for this skill must be chosen.

Profession (Common)

Uses: Used for acting in a job. This allows one to figure out things related to their line of employment as well as do well at it. Unlike most skills, a subset for this skill must be chosen.

Perform (Common)

Uses: Used for performing and acting such as comedy or singing. Unlike most skills, a subset for this skill must be chosen.

Unarmed (Combat)

Subsets: Punch, Kick, Grapple, Trip

Uses: For fighting and generally using your body as your weapon.

Bladework (Combat)

Subsets: Light Blades, Heavy Blades, Fencing, Kendo

Uses: For attacking with a sword, and for bladework actions like parrying. Specific specializations in swords can be taken as subsets. (Ex: rapier, longsword)

Axework (Combat)

Subsets: Thrown Axes, Woodcutting, War Axes

Uses: For using axes in combat or everyday use. Specific specializations in axes can be taken as subsets. (Ex: tomahawk, battle-axe)

Lancework (Combat)

Subsets: Jousting, Bracing, Thrown Spears

Uses: For using lances and javelins in battle. Specific specializations in lances can be taken as subsets. (Ex: lance, javelin, short spear)

Practical Magic (Common)

Subsets: Healing Magic, Pyrotechnics, Geotechnics, Hydrotechnics, Spiritualism, Alchemy, Mysticism, Eldritch Knowledge

Uses: Useful for using magic in non-harmful ways (such as lighting fires, shifting waters, and healing wounds.) Though it's described as non-harmful, the magic itself isn't meant for causing harm yet some ways it's used can be dangerous and in such cases it uses Attack Rating.

Magic Blasts (Combat)

Subsets: Pyro Blast, Geo Blast, Hydro Blast, Static Blast, Aero Blast, Dark Blast, Light Blast

Uses: Using 5% of their magical battery, the user can fire a blast of magic energy at an enemy. This deals 5 damage. Every point of attack rating increases the cost and damage by 1.

Telekinesis (Common / Combat)

Subsets: Telekinetic Push, Telekinetic Pull, Telekinetic Slam, Telekinetic Crush

Uses: Used to grab and manipulate an enemy or object against its will. This costs 2% magic battery for every 5 lbs. lifted. If used against an object, this doesn't use attack rating. If hit against an object, slammed, or crushed they take 8 points of damage.

Hardened (Common)

Subsets: Immunized, Endurance, Tough

Uses: For blocking out diseases and poisons, taking punishment, and resisting physical urges. Every point put into this skill increases HP by 1 (or 4 if Tough is taken). Additionally every point adds 1 to the character's poison tolerance and disease tolerance.

Stealth (Common)

Subsets: Sleight of Hand, Hide, Move Silently

Uses: For sneaking, infiltrating, and stealing objects. Stealth can only be used for hiding when the character trying to stealth hasn't been seen/caught.

Deception (Common / Combat)

Subsets: Disguise, Bluff, Feint, Diversion, Pass Message

Uses: This can be used to lie, disguise oneself, pass messages without others noticing, create diversions (allowing the character an instant Stealth (Hide) check), and trick them mid-combat imposing a -4 to Avoid. If it is being used to feint, they add their attack rating to the skill, and it becomes a combat skill.

Persuasion (Common)

Subsets: Diplomacy, Gather Information, Handle Animal

Uses: This can be used to sway one to your side, gathering information from one or multiple sources, and calm or control animals to your will. Gather Information cannot be used in-combat, and this skill's use in combat does not make it a combat skill.

Heal (Common)

Subsets: First-Aid, Surgery, Detoxicate, Herbalism, Sterilization

Uses: Determine injuries and how to fix them, performing the surgeries required to fix them, healing minor wounds like scrapes and cuts, sterilizing injuries, and also detecting medicinal herbs.

Knowledge (Common)

Subsets: Magic, Tactics, Engineering, Geography, Local, Nature, Biology, Religion.

Uses: This can be used to know information on different subjects. A subset must be chosen.

Pilot (Common)

Subsets: Car, Plane, Boat, Spaceship, Small Mech, Large Mech

Uses: This is for riding in vehicles and other such things. This cannot be used to ride animals, as that has its own skill.

Ride (Common)

Subsets: Forced Riding, Horse, Pony, Giant Lizard

Uses: This can be used to ride animals whether they want to or not.

Archery (Combat)

Subsets: Shortbows, Longbows, Ballista, Crossbows, Sniping (Bow)

Uses: Used for indirect combat while wielding a bow. While used for sniping, using this skill imposes a -4 penalty (unless the Sniping subset is taken).

Gunmanship (Combat)

Subsets: Small Arms, Long Arms, Heavy Guns, Cannons, Sniping (Gun)

Uses: Used for indirect combat while wielding a gun. While used for sniping without a sniper rifle, using this skill imposes a -4 penalty (unless the Sniping subset is taken). Sniping with a sniper rifle adds a +4 bonus to the check.

Linguistics (Common)

Subsets: Forgery, Foreign Languages, Speech Patterns

Uses: This can be used for creating forgeries, understanding context from languages the character does not speak, or even seeing through someone's disguise based upon their speech patterns. Each rank gives the character a new language.

Example languages: English, Japanese, Spanish, French, Mandarin, German, Italian, Russian, Hebrew, Armenian, Greek, Lithuanian, Gaelic (Irish or Scots), Welsh, Cantonese, Finnish, Estonian, Afrikaans, Danish, Dutch, Flemish, Icelandic, Norwegian, Swedish, Yiddish, Hindi, Punjabi, Latvian, Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee, Apache, Chipewyan, Navaho, Urdu, Farsi, Pashto, Korean, Portuguese, Romanian, Arabic, Belorussian, Bulgarian, Czech, Polish, Serbo-Croatian, Slovak, Ukrainian, Burmese, Sherpa, Tibetan, Azerbaijani, Turkish, Uzbek, Hungarian, Draconic, Celestial, Hellish, and Moon-Speak.

Repair (Common)

Subsets: Machinery, Jury-Rig

Uses: Can be used to make minor or major repairs to cars, mechs, machinery, and the likes. Jury-rigging repairs an object temporarily and reduces the time to repair an object down to 1 action. Jury-rigged objects must be completely repaired after they are either used, or the scene in which they are used ends.

Sense Motive (Common)

Subsets: Lie Detection, Hunch, Detection

Uses: This can be used for discerning whether a person is trying to use bluff, when the character has a gut-feeling about a situation, or detecting whether or not a character is acting outside of their norm (such as being magically possessed).

Survival (Common)

Subsets: Hunting, Gathering, Navigation, Tracking

Uses: Used for surviving in the wild, hunting down game, gathering fruits and berries, navigating through natural domain, and tracking friends, foes, and beast alike.

Acrobatics (Common / Combat)

Subsets: Dodge, Balance, Jump, Climb, Swim, Tumble, Escape Artist

Uses: Used for many things including moving through enemy squares, dodging an incoming object (while not in combat), jumping, climbing, swimming, and escaping from bindings. If this skill is used to tumble through an enemies' square or escape from bindings it is counted as a combat skill. This cannot be used to dodge attacks in combat, however it can be used to dodge a falling object out of combat if it would already hit avoid. The roll of the dodge must pass the falling object's roll against the character's avoid.

Avoid (Special)

Starting: 10

Uses: This is the character's "what you need to hit me" score, however it is counted as a skill and can have points put into it. For every 1 point put into the Avoid skill, 2 points are added to their Avoid number.

Initiative (Common / Special)

Uses: This skill is used for acting first in combat as well as trying to do something out of combat before someone else does so (such as rolling an initiative check to press a button before another person can close the case over it).