Free Rules

Written & Designed by: Joseph "Wraith" Fanning

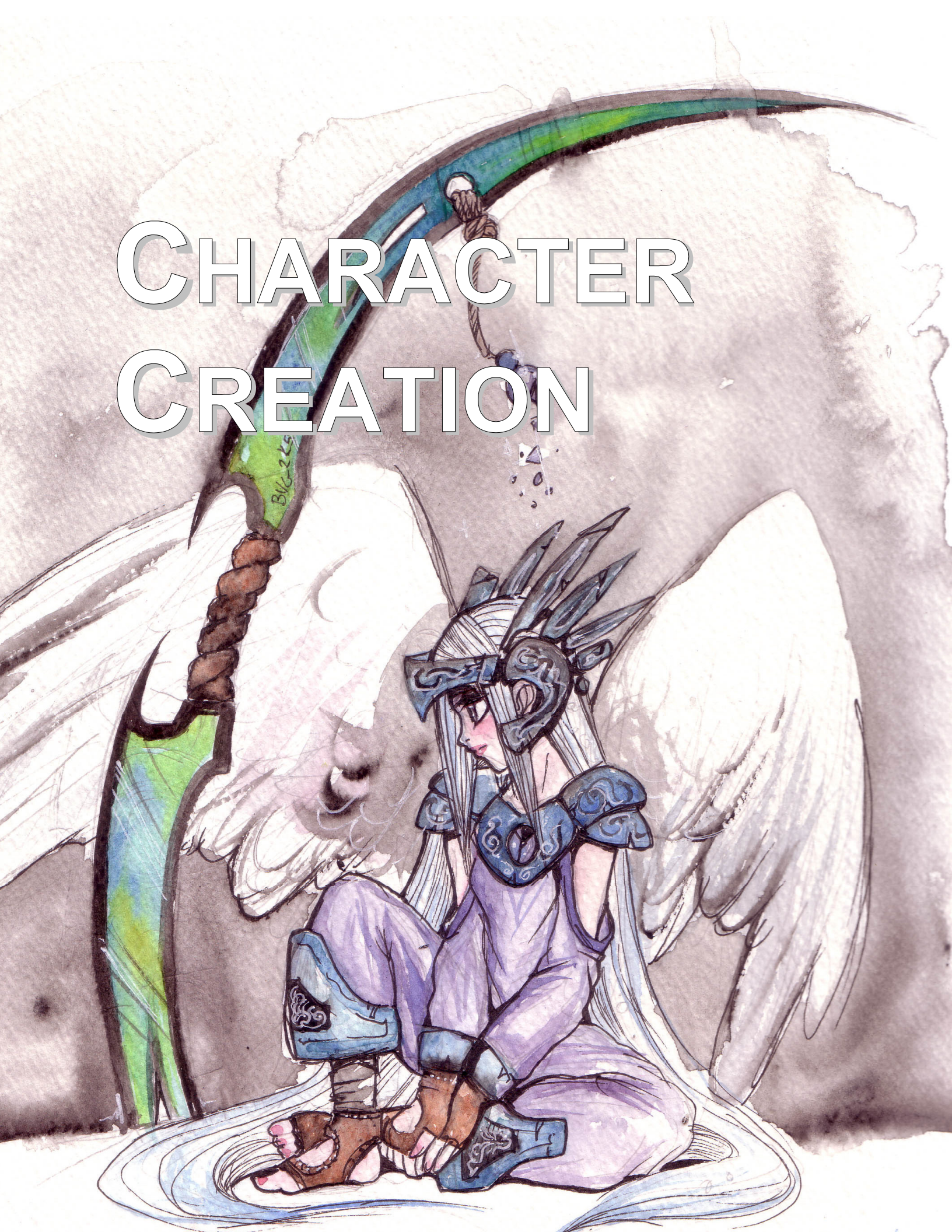**Editing:** Wraith, Keiri

Layout: Wraith

Cover Art: Braden Gregor

Logos: Braden Gregor, Joseph Fanning & Eirien

Interior Art: Allison Decker, Braden Gregor, Isaac Arroyo, Sentaiga, Ronald N. MacKinnon, Curt Jormban, Tselebar, Amanda Ingliss, Joseph Fanning

CHARACTER CREATION

Character Creation

Alright, so you've finally decided to make a character. As a pure coincidence, so has an experienced player that we will follow along in the examples to help show you the proper process for creating characters. If you're confused by the rules, read the examples to help figure out how you should interpret them.

Whenever you make a character, it's always a good idea to write down your progress on a sheet of paper rather than filling out directly to a character sheet. This allows you to fix any mistakes without damaging your sheet, and gives you extra space for any necessary math.

Part 1:Concept

Before you start making your character, it's a really good idea to first decide your character concept. The rules allow for any type of characters, and non-stereotypical mixes of race and purpose of character are rewarded with well-balanced stats that reduce weaknesses. During this time, it's a good idea to decide what kind of character you'd like to work toward, and begin from there. Really interesting and powerful characters don't just happen, they come into being only after lots of time and effort put into the character.

You may already have an established roleplaying character, and if this is the case, you may attempt to bring them into MSF High. Still, you must remember that all player characters must start at first level, so don't expect your character to have all their powers without a bit of work.

If you're playing as part of a group, it's fairly often that players fill certain niche roles within the party. Examples of these roles are usually as follows:

Tank: A tough character that can wade into battle and take the brunt of the damage for the party. To play this type of character, you should focus on strength, defense, and getting tons of hit points.

Healer: A mage specialized in healing magics, usually to keep the tank alive. Since priests use their intelligence stat to cast magic,

you should focus on that stat, as well as buying plenty of facet levels.

Tracker: A wilderness-attuned character who can keep the party surviving in the wild. A range of spells from all the elements would be useful, as well as certain racial abilities. Accuracy and Agility will likely be your primary stats.

Artillery: A mage specialized in attack spells, to pound an enemy from long range. Lots of MP are useful, but it's even more important to have one high facet level, so that you can cast the most powerful spells available.

Support: A character who specializes in helping the other characters by making their attacks stronger or weakening the enemies. A varied set of spells is needed for every possibility, including healing spells, defensive spells, spells that alter a character's stats, and maybe a few offensive spells as well.

Face: A socially adept character who helps the party get jobs, makes them look good, and convince others to help them. A high personality and some levels in a moneymaking facet(or a full-time job, for that matter) will serve a face-type character well.

So, what if you don't want to fit into one of these niches? What if you'd rather be a mage that uses his magic to augment his close-range attacks, or a fighter with supplemental healing abilities? That's great! Characters with extra abilities can cover more holes in a party, but spreading yourself too thin will leave you less powerful across the board.

What if, on the other hand, your friend's already made a mage skilled in the offensive magics, and that's what you wanted to play? This shouldn't stop you from making the character you want to play. Rivalries are great for in-character conflict and make a story more interesting, and nuances in your characters will make them each better in their own right. When your characters compete with each other but pull together in times of crisis, that's the meaning of a true anime rival. In short, don't worry too much about what the other players are playing.

Also, it's important to remember that the categories above only account for your character's role in battle. You should think in

broader terms when creating them, asking yourself not only what your character can do, but what they want, what they think about others and themselves, and how they interact with the environment around them. Think up a backstory for your character. Decide what their home planet was like, and whether or not they prefer the transition to MSF High.

With your character concept still fresh in your mind, print off a character sheet, found on page XXX in this book, find a piece of scrap paper, and keep your ideas in mind as we move onto the next step of character creation, determining stats.

Example: A player starts to make a character, and jots a few ideas down on a piece of scrap paper. After mulling around different ideas for a few minutes, the player decides that they would like to make a "support" type character. The player then decides that it will be a soft-spoken female with a penchant for singing, that was too shy in her previous life to become famous.

Part 2: Determining Base Stats

Now, we begin to actually make the character. The first part of character creation should be determining your base stats. There are six stats, each with their own importance.

Str(Strength): This stat represents your character's physical strength. This is important if they're trying to swim, climb, carry heavy things, or, of course, beat the crap out of people.

Def(Defense): This stat represents your character's overall health level, how well they can take a hit, stave off infection, or survive being smacked into oblivion with a giant hammer.

Agi (Agility): This stat represents your character's flexibility and energy. Determines how far you can bounce, how effective your glomps are, and how well you can dodge.

Acc(Accuracy): This stat represents your precision, steady hands, and good aim. It's very often used to determine how well you hit something, especially if the target's dodging.

Int (Intelligence): This stat represents your character's knowledge and intuition. Useful for recalling facts, solving puzzles, or, uh, doing…. smart…things.

Per(Personality): Not a description of your character's personality, but rather a rating of its power. Personality is used to produce creative works and resist mental effects.

Stats are used in pretty much every roll, and will be described in the Rules section(Page XXX). In addition, these stats are not set in stone, and will raise and lower as you advance and whenever your character is transformed. However, your base stats will only raise as you gain stat points from racial levels, as described on page XXX. That's why the base stats are separate from the modifiers listed on the character sheet.

The minimum for base stats is six. This is because, due to personality and race modifiers, a character with a base stat less than six could theoretically have a stat lowered below 2, the minimum for any stat. Therefore, starting out, the base for all a character's stats should be 6. With all stats at six, you may add twelve more points to your stats, divided as you wish, but you may not add more than four points to any single stat. You may balance the stats any way you wish, but it is a good idea to check the personality and race section to see how your stats will be further modified before adding the 12 bonus points.

Once you've finalized your base stats, which, if averaged, should come out to 8 each, copy the base stats to their corresponding box in the "base stats" line of the "Stats" section of your character sheet.

Example: Using the same concept described in the previous example, the player begins to assign their character's stats. The player writes down each stat on the scrap paper, then puts a "6" next to each stat name. Our player first decides that the character should have a high personality, and writes "+4" next to the "6" in the "personality" part of the scrap paper. Next, the player determines that the support character should be able to get out of the way(or run to the aid of her friends) quickly, and writes a "+3" in

the "agility" section. Taking the 4 and 3 away from the total 12 points leaves the player with 5 points to spend on stats. They decide to distribute these remaining points more evenly and put a "+2" next to "intelligence" and a "+1" in "Defense", "Strength", and "Accuracy". Totalling all the plusses assures the player that all 12 points have been spent, and they copy the totals for each stat onto the "base stats" section of their character sheet. Their base stats look like this:

Strength: 7
Defense: 7
Agility: 9
Accuracy: 7
Intelligence : 8
Personality: 10

Part 3:Choosing Disposition

Your character's disposition factors in determining your character's current stats. They change certain stats up or down, but always leave them balanced. A disposition's modifiers are shown below that disposition's description, and are written in this format:

Str+2, Def/Agi+1, Int-2, Acc/Per–1.

If you chose this set of stat mods, then you would raise your strength by two, and choose either your defense or agility to raise by one(but not both!). You would then subtract two from your intelligence, then subtract one from your accuracy or personality. Write these mods as positive or negative numbers on the "Per Mod" row in the stat section of your sheet. If your character's disposition ever changes, replace the current "Per mod" numbers with the ones for your new disposition, choosing each time from the two stats to raise or lower, even if you've been that disposition before.
Here's the different dispositions:

Adventurer-We've all seen these people somewhere or another, those blessed with huge imaginations, even after childhood. You've always suspected that, given the chance, they'd pick up a sword and a shield and set off into the world to gain their fortune by slaying dragons and saving the world over and over again. While

this may seem silly to most people in the normal world, at MSF High this is a perfectly valid career choice.
Modifiers:
Def/Agi+2, Str+1, Per/Acc-2, Int-1

Athletic-The character excels in tests of strength, such as sports or combat. Most of the athletic types at MSF High receive special attention in Phys Ed, where their abilities are honed to train them for possible warriorship. However, because their interests tend to lie in their chosen sport, their academic lives suffer, and this can have dire consequences for a student in MSF High.
Modifiers:
Str+2, Def/Agi+1, Int-2, Acc/Per-1

Caring-A caring person may not necessarily be a psychologist, but what's important is that they think enough about someone else to devoting their support—emotional or physical—to their friends, especially when they're in need of it. A caring person is the kind that people always count on, but caring and gullible can be closely related, and there are many people willing to take advantage. A caring person won't help out someone that they know has ill intent, usually.
Modifiers:
Per/Str+2, Def+1, Int/Agi-2, Acc-1

Hyper-Not usually a favorite of teachers(unless they themselves are also this way), hyper students are the kind that everyone knows, bouncing off the walls and generally causing trouble wherever they go. Most teachers don't have much respect for the well-being of hyper students, and they find themselves constantly dodging magical attacks from their instructors or annoyed magically-inclined students.
Modifiers:
Agi+2, Int/Per+1, Def-2, Acc/Str-1

Intellectual-Bookworm, nerd, geek, whatever you want to call them, these are the students that know more than most and are usually mocked for that. Of course, that's only in the normal world. At MSF High, their knowledge can be used to build incredible devices or cast spells, and then it's really not a good idea to make fun of them. All jocks know, however, that in a one-on-one fight with them the egghead would be at a severe disadvantage.
Modifiers:

Int+2, Per/Acc+1, Str-2, Def/Agi-1

Mentor-When a student has a problem, they might ask a teacher. But when the student's problem is too personal or they believe the teacher couldn't understand them, they turn to their mentor friend. They usually seem to have the answer to their dilemmas, or are willing to help them study for their next big test. Mentors take pleasure in giving good advice to their friends and seeing them succeed.
Modifiers:
Per/Acc+2, Int+1, Str/Agi-2, Def-1

Shy-We've seen these students in every single school. In fact, maybe you were(or still are) like this—not sociable enough to talk with the other students, so they sit back in the corner of the classroom, keeping to themselves and concentrating on their work. If anyone does come up to them, they hide in their shell and all but refuse to come out. There's a beautiful person waiting there, but as of now they're afraid to come out. Someday, this may change.
Modifiers:
Int/Def+2, Acc+1, Agi/Str-2, Per-1

Sociable-At the heart of every clique, the center of every lunchroom table, there's a talkative, strong-willed individual who's usually responsible for bringing a group together. These sociable students are the most strengthening element among the groups, clans, gangs, squads, teams, and other cohesive units of students that populate MSF High.
Modifiers:
Per/Def+2, Agi+1, Int/Acc-2, Str-1

Spirited-These students have strong personalities, more resistant to change by magical means. However, that's usually the way the teachers like 'em, testing the endurance of the students' spirits. Since all the teachers do this anyways, they're pretty well taught in all their classes. A high force of personality can start to influence their spellcasting preferences, tending to make their magic more dangerously erratic than others'.
Modifiers:
Per+2, Int/Agi+1, Acc-2, Def/Str-1

Stickler-There aren't many students like this in the school, but those that are are respected by most if not all their teachers. Meticulous and organized, most of these students came somehow from the outside world and have trouble adapting to life at MSF High. Their work may take longer to complete than that of other students, but when it's finished you can be assured that it will be of the highest quality possible.
Modifiers:
Acc+2, Int/Agi+1, Per-2, Str/Def-1

Tinkerer-After science class is over, the tinkerer remains behind, fiddling with the internal bits of his latest and greatest creation to date. No one said these devices were actually useful, but they work well and he puts so much of his spirit into the machines he builds, that at least gains him the respect of his fellow students.
Modifiers:
Int/Acc+2, Per+1, Def/Str-2, Agi-1

Tough-Students in the "tough" category can take a lot of abuse, and most have just learned to grin and bear it. Being physically sturdy also keeps many transformative magics from going into effect, which usually only serves to frustrate their teachers and cast until they either finally get the student or run out of magic. When faced with overwhelming force, however, these students are usually unable to get out of the way of a blast.
Modifiers:
Def+2, Per/Str+1, Agi-2, Int/Acc-1

Example: Looking over dispositions, the player decides that the character was shy in the past, but has gotten over it. They think the best disposition for their character would be "caring", so they copy that onto the "disposition" box of their character sheet. They then must decide whether to raise their Personality or Strength by 2, and to drop their intelligence or Agility by 2. Since the player wants as high a Personality as possible, they choose to raise it, and to lower their Intelligence by 2 to keep their Agility high. They also look on the Disposition's description and see that it always raises their Defense by 1 and drops their Accuracy by 1. They put these numbers in the corresponding boxes and note that their totals come to:
Strength: 7
Defense: 8

Agility: 9
Accuracy: 6
Intelligence : 6
Personality: 12

Part 4: Choosing Race

Now it's time to pick out your character's race. There's really two ways to go about this. The first is to pick the race that fits your character concept and gives a look that you like. The second, and likely more common method among veteran players is to choose the race that augments your stats in a way you prefer. Whichever way you prefer, look on over at the race section in chapter 4, beginning on page XXX and pick one that gives you stats and abilities that you like. Ask the GM to approve your own sub-race(If you want) to further define your character's race, then write it down in the sub-race box.

Each race has its own stat modifiers. Copy the stat mods for your chosen race into the corresponding boxes on the "race mods" row of your stats section. If your character's race ever changes, you must replace the modifiers in that row with your new race's modifiers.

Your base race also grants your character different important statistics, different from your "stats". They are cumulative with the ones you get from other races, but not with the previous levels of that race. These stats are:

HP: Health points, represents how much your body can take before you're exhausted. You can't die in MSF High as far as I know, so while these are important in keeping you conscious, don't concentrate on getting them as a lifesaver. Racial HP is also cumulative with any HP you gain from facets, as described on page XXX.

MP: If you guessed magic points, you're wrong! Actually, it's mental points. The difference is that mental points aren't always used by magic. A difficult question, a test of wills, or any other stressful situations can flood your brain until you lose the ability to concentrate. That's a fate about as bad as losing health points. Both are restored after a good night's sleep, though. Racial MP is also cumulative with any MP you gain from facets, as described on page XXX.

Skill Points: Skill points are used to buy skill dice, used in conjunction with your stats to make most rolls. Make sure to keep a running total of the skill points you've earned from racial levels, as you will need to save them to buy higher levels of skills. The skill list and their cost is described on page XXX. Using skills is explained on page XXX. The number on your race's level is the total skill points your character has gained from that race at that level. When you buy more levels of that race, subtract the amount of skill points on your level in that race from the level you are currently at to determine how many skill points you've gained.

Facet Levels: Your character's "Facet Levels" stat describes how well your character can harness their potential on their own. Facet levels, how to buy and use them, and how your racial facet level factors into this are described on page XXX.

Stat Points: Stat points represent your character's advancement in a general area, and are added directly to your base stats as soon as you gain them. Choose wisely which stats are raised by your racial stat points, as you cannot reassign them. The rating in the race's description is a total of the stat points you've gained at that level, not how many you've gained that level. Therefore, every time you get a racial level that has a stat point rating higher than its previous level, or if it has one stat point at first level, you gain a stat point.

Special Abilities: Each race has a set of special abilities that grow as you take levels in that race. How you want to develop them exactly is up to you. Each race's special abilities are described in that race's section of the book. Once again, these are running totals, not cumulative with the previous level.

Copy the first level row from the race of your choice onto that race's row on your character sheet.

Example: Our ever-diligent player reads through the race section and decides that the most appropriate race for the character that they wish to play is "Mythic". The player also decides that the character should be the most

common Mythic sub-race, Elf. She fills in the necessary boxes and her stats now read as follows:
Strength: 5
Defense: 6
Agility: 10
Accuracy: 6
Intelligence : 7
Personality: 14
HP:5
MP:13
Skill Points:3
Facet Levels:1
Stat Points:1
Special Abilities: Natural Grace x1
The character puts the Stat point into Agility, and thus raises the base to 10. Re-figuring the total, they change it to 11.

Part 5: Skill Point Distribution

Skill points represent how many dice you roll when you perform an action. There are ten skills, each with its own specialist facet and each with its own myriad of practical and combative abilities.

The skills are as follows:

Magic(Mag): Your knowledge of magic rituals, who wrote a spell, how other people use magic, how powerful a spell is, and anything otherwise related to magic. The specialty of mages.

Music(Mus): Your ability to sing, act, or do pretty much anything related to the theater. It also helps you to bluff your way out of bad situations or make peace through the spoken word. Idols specialize in this skill, for obvious reasons.

Gymnastics(Gym): Your knowledge of western weapons and physical fitness. Covers a wide variety of physical skills, from running and swimming to fencing and archery. Climbing and hiding are usually included in here as well. Specialty of warriors.

History(His): Knowledge of anything from the past. Lets you recall events that happened before you were even born, and also teaches you to use ancient weapons. The favored skill of priests.

Martial Arts(Mar): Represents your ability with eastern weapons, training styles, martial arts, and more cinematic forms of fitness than gym. Also dictates your ability to sneak past enemies, perform acrobatic maneuvers, and escape from tricky situations. Martial artists specialize in Martial Arts.

Science(Sci): Your proficiency with using technological devices, as well as repairing them and conceiving new technologies. Also used for most piloting and driving rolls. Not surprisingly, Scientists specialize in science.

Math(Mat): Your skill in computing things quickly, answering math equations, calculating trajectory, and other similarly nerdy things that relate to numbers and the manipulation thereof. Therefore, it should come as no shock that nerds are proficient in this skill.

Art(Art): Your ability to creatively express yourself through a non-physical means. Includes not only painting and sculpting, but also any type of creative writing or other form of art that relies on your mental abilities. Artists are specialized in art.

Home Economics(Hom): Your ability to cook, clean, and otherwise keep up a home. Can also be used outside the home to forage for food in the wilderness or use improvised weapons with relative ease. Home EC is a skill favored by maids.

Language(Lan): Your ability to speak, write, and understand other languages. This is used to understand the meaning of any word you don't understand, figure out sentence structure, and understand cultural references. If speed-reading ever comes into play, this'll be the skill you use. Mystics are specialists in this field.

Buying skills costs more skill points as they go higher. All skills begin at level 0, and using skills is covered on page XXX.

Skill level	Total Point Cost
1	1
2	3
3	6

4	10
5	15
6	21
7	28
8	36
9	45
10	55

This means that to buy the first point in the skill, you spend 1 skill point, but if you are at skill level 1 and wish to go to skill level 2, you would spend two more points, for a total of three points.

You do not have to spend all of your skill points. You may save any amount in the Skill Reservoir section of your character sheet, and spend them when you have enough.

Read the "Skills" part of the Rules chapter(Page XXX) to learn how to best use the skill dice you've bought.

Example: Our player looks where they wrote the "skill points" and notes that the character has three so far. Looking at the skills, and the skill point costs, they decide to spend all their points in one skill and get two skill points of Home Ec. This drains all three points from their skill reservoir, so they erase the "3" and put a "0" there.

Part 6: Advantages and Disadvantages

Your character begins play with 500 XP to spend as they wish. Your character may gain additional XP to start with by taking Disadvantages, which are explained on page XXX. The GM will usually limit the XP worth of disadvantages that you can take, so ask them the limit if you plan on taking many disadvantages. You may spend any of the XP you begin with or gain by buying Racial levels, explained on page XXX or Facet levels, explained on page XXX. You may also buy Advantages, explained on page XXX. It's a good idea to buy advantages during character creation, as they will usually cost more afterwards.

Example: Looking at the facets, our player really wants to buy the first level in Maid. Reading the Facet Level cost chart on page XXX,

they see that the first level of a facet costs 500XP, which is how much XP they have total to spend. Some of those advantages look really good, though, and so our player will take some disadvantages to gain the XP needed to pick up the advantages they want. The player asks the GM for the XP limit on disadvantages, and is told that the limit is 1000 XP worth of disadvantages. After going through the list of disadvantages starting on page XXX, they decide that their character will be a Pacifist(Page XXX) to gain 200 XP, and have a Weak Offhand(Page XXX) to get 250 more. They write these disadvantages down in the "disadvantages" section of the character sheet. With this 450 XP, the player buys the advantage Bishy(Page XXX) for 300 XP. They have 150 XP left, and write it down in the "XP" section of their character sheet.

Part 7: Starting money

Your character starts with a magical School Uniform of the appropriate gender, and 500 dollars cash to begin their classes. Buy any items you wish to start with. The list of available items begins on page XXX.

Example: The player goes over to the Items list on page XXX and quickly realizes that being a maid is an expensive profession They would have to spend all their money on the Maid's outfit, so they will just have to do without for now, and stick with the School Uniform. They write its stats into the armor portion of the character sheet and the slots it occupies, as well as the "closet" section of their item list. With 500 dollars left, the player checks out the weapon list on page XXX and decides that the giant spatula is the best weapon that they can afford. They write its stats into the appropriate boxes on the sheet and put it in the "backpack" section of their item list. They have no money left, and so put a 0 in their "money" box.

Part 8: Final Touches

Now, fill out the sections at the top of the page. Here's a quick hint for each of them:

Character Name: This is whatever you want everyone else to call your character. It can be anything from a full name to a first or last name or even just a nickname. A rose by any other name, and so on.

Player: That's you. If you're going for anonymity, leave it blank, but don't blame me when you end up an NPC.

Current Race: Whatever race you picked goes in here

Original Race: Were you something else before you came to MSF High? If so, put it here. If not, it's the same as your Current Race.

Sub Race: If you want to get specific, put the name of the race you are(Like Elf instead of Mythic). Elementals must put their chosen element as their subrace.

Previous Race: This box is here in case you forget what you'll return to when you get to sleep. Fill it out when you get transformed.

Level: This is the total of all your racial levels.

Sign: You see those signs with each of the races? Well, those are completely unimportant. Completely. You can pick your own, and not worry at all about what the one your race has means.

Disposition Type: You already picked this out. It gave you those Stat Mods, remember?

Hair: Any color you can think of. If you're playing someone with fur or scales, this could represent that's color too. This isn't just limited to a single color, either.

Eyes: Like with hair, anything goes. Any color or combinations of color you want, but get ready to explain it to anyone you see.

Gender: Really only two choices here. Unless you're going to be genderless. But even I'm still not sure on quite how that works.

Height: You can be tall and have a low strength. You can be short and have a high defense. Heck, If you're playing a pixie you could be three inches tall. It's all up to you, but if you plan to be shorter than 4' or taller than 8', special rules will apply and you'll need to buy the "Special Size" advantage on page XXX.

Weight: Hey, I'm not going to force it out of you. Something reasonable.

Age: Remember, you're a high school student. But, different races have different lifespans. A starting human character might be age 14, but an Elf might be 200. Pick an age that makes sense for your race.

Background: Each character at MSF High was taken there because of bad events in their past. Write these bad events here, as well as any other notes that may be important. If your character has no memory of these events, then leave this blank, and the GM might make something up for you. That's a warning, by the way.

Threat Level: This is a way of determining about how powerful you are and what the GM should throw against you. Your base threat level is the total of all your racial levels plus the total of any racially-granted facet levels you are using. Facet levels granted by magical clothing count towards your threat level. Certain advantages and disadvantages can raise or lower your threat level. These are described on page XXX.

Allowance: Every week, money magically appears in each student's desk, which they can use to buy weapons, armor, trading cards, better lunches, parts for building machines, tickets to shows, or anything else they can think of. The amount they get is equal to the total number of racial levels they have gained times five. The character may take a job(gained through gameplay) to increase the amount of money they make, but even then they still get the weekly allowance.

Example: Hmm, this is a whole lot of stuff for our player to fill out, isn't it? Rather than lead you through the process of picking out the character's height and weight, we'll just show you the finished product. The next two pages are an example of what a character sheet would look like filled out properly.

Michiko	Player
Character Name	Player Name

Turquoise	Dark Blue	Medium	Light
Hair	Eyes	Size	Skin

HP 12	MP 25	106	Taurus
		Age	Sign

Stats

Current	Stats	Str	Def	Agi	Acc	Int	Per
--------	Base	7	7	10	7	8	10
Caring	Disp	+0	+1	+0	-1	-2	+2
Mythic	Race	-2	-2	+1	+0	+1	+2
--------	Misc						
--------	Total	5	6	11	6	7	14

Character Portrait

Races

Race	Lvl	HP	MP	Fac	Spc
Mythic	1	5	12	1	Nat. Gracex1
Totals					

Current Race
  Mythic
Sub Race
  Elf
Previously

Originally
  Human

Skill	Dice	Bonus
Magic		
Music		
Gymnastics		
History		
Mart. Arts		
Science		
Math		
Art		
Home Ec	2	
Language		

Advantages
Bishy

Disadvantages
Pacifist, Weak Offhand

Experience Points
150

Skill Points
0

Weapons and Armor

Left Hand: Giant Spatula

Atk: Home Ec	Stances:S	Dam:d2Acc+1d10	Spc:

Right Hand: ""

Atk:	Stances:	Dam:	Spc:

Other:

Atk:	Stances:	Dam:	Spc:

Other:

Atk:	Stances:	Dam:	Spc:

Armor: School Uniform

Def: d6	Spc:

Other

Def:	Spc:

Gear Worn

Location	Gear	Facets	Special
Head			
Eyes			
Neck	Uniform	Student UL	
Shoulders	""	""	
Torso	""	""	
Arms			
Legs	Uniform	Student UL	
Feet	""	""	

Combat Modifiers

Allowance:$5
Total Cash:200

Attack Stance

Fast (Agi)
Double opponents' speed for free 1h attack
Strong (Str)
Double Opponent's defense for x2 dam
Precise (Acc)
Double opponent's defense for disarm

Defense Stance

Dodge(Agi)
+1 die vs. strong attacks
Block(Def)
+1 die vs. precise attacls
Parry(Acc)
+1 die vs. fast attacks

MSFhigh

Other Gear

Locker	Backpack	Closet	Etc
	Giant Spatula	School Uniform	

Facet Levels

Maid	Lvl	HP	MP	Abilities
Total	1	13	7	Loyalty +2, Cook (1 Serving)
Current	1	13	7	Loyalty +2, Cook (1 Serving)

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

Spells Learned:

Spell Name	Facet	MP	Page#	Spell Name	Facet	MP	Page#

Notes:

Rules

Rolls

When your character performs an action that may or may not work depending on the skill of a character and the tiny factors of the environment, we must have a way of determining whether or not your character is successful. For this game, we use sets of different-sided dice. Any other random number generator should work, but dice are the easiest to find and most traditionally used, so we will assume that your players are using dice. Gaming dice are available in any gaming shop, likely where you bought this book. Dice are referred to in this book as dX, where X is the number of sides on the die. There are 7 types of dice that you will need to play: d4s, d6s, d8s, d10s, d12s, d20s, and dt10s. The dt10 is a unique die that has ten sides, labeled 00-90. These dice are rolled in conjunction with a regular 10-sided die, and their results added to get a random number from 1 to 100. If the total comes up as 0, it is read as 100. The d10 is also labeled 0-9, when rolled separately the 0 is considered a 10. Most dice come in packs of 7, which include everything you need. It is recommended that you buy multiple dice, as most rolls in this game will require you to roll more than one die of the same type.

There's two elements to any dice roll: The number of dice, and the number of sides on each die. These are usually represented in XdY format, where X is the number of dice, and Y is the number of sides. 2d8, for example, means two eight-sided dice. When dice are rolled in MSF High, the result is the highest of those dice.

Example: If the 2d8 from earlier are rolled and they come up as 3 and 7, the result of that die roll is 7.

When we roll dice to determine whether your character accomplishes something, it is called a "skill roll". The GM may allow you to choose which stats or skills to roll, or they might tell you to roll a specific stat and skill.

When you make a skill roll, you roll X amount of dice, where X is the number of the skill rolled after any modifiers. Anything that penalizes your character's skill itself subtracts from the number of dice in each roll, not from the result of skill checks. If your character has 0

or less, due to lack of skill or modifiers on that skill, they roll two dice and take the lowest. This is called an *unskilled* roll. Otherwise, you will roll the dice and take the highest, as described above.

Example: Your character has 0 skill points in his roll and has a stat that gives a d10 to the roll. To roll that skill with that stat, you would roll 2d10 and take the lowest. If the dice came up 3 and 9, the result would be 9.

Y, or the type of die rolled on any stat portion of a check depends on stat your character is rolling for the skill check.. The stat/die correlation is as follows:

Stat	Die Type
2	d4-2
3-4	d4
5-6	d6
7-8	d8
9-10	d10
11-12	d12
12-14	d12+1
15-17	d12+2
18-20	d20
21-23	d20+1
24-26	d20+2
27-30	d20+3
31-35	d20+4
+5	+1

Example: A character whose skill for the check was 4 and had a 12 in the stat, which grants a d12, would roll 4d12 and take the highest.

When your character's die type is + or − a number, you add or subtract that number from the die's result. If you are adding a number of these dice together, you add the bonus or subtract the penalty to each die and take the highest.

Sometimes, a roll requires you to add the dice rolled, rather than take the highest. In this case, the format for rolling dice is X+dY.

Example: A roll of 2+d6 would have the player roll two six-sided dice and add the results. If the dice came up 3 and 5, the total would be 8.

When you roll any number of dice and any of them come up as the highest number that they can, you re-roll the dice that rolled that number and add the result.

Example: If a character rolls 4d4 and gets a 2, 1, 4, and 4, they re-roll the two dice that came up "4" by rolling 2d4. If the result of that roll was 2 and 4, they would re-roll the 4 again and continue to add. If, the third time the die rolled, it came up 1, then their total roll would be 9.

Occasionally, the GM will ask you to make a *nonskilled* stat roll. In this case, roll a single die corresponding to that stat. This die can be re-rolled on its highest result, like any other die rolled.

Now that you know how to roll dice and make skill checks, it's time to make a character to play through the game. If you haven't already, follow the character creation rules on page XXX to make your character. When you are done, return to this page.

Alright, now that we have our starting character, we can play. The rules are pretty simple, just act as your character and make rolls when the GM asks you to. Some more complicated rules, such as combat, are on page XXX, but you do not need to know them quite yet. But before we begin, you need to learn the facet system and how to level in both it and your races. First, let's worry about facets. You see, a starting character on their own is good and all, but normally, no matter how far they advance they can only use a few racial skills. However, by learning and using facets, you can use powerful magic-based abilities that would otherwise be unavailable. Facets represent a portion of your character's true potential, and different facets can be used depending on your character's racial level and the magical clothes they are wearing. A character can take levels in the same facet to boost a particular kind of magic, or they may spend their experience on multiple facets to broaden their area of expertise. In addition, you can take levels in a race for new natural powers, as well as permanent HP and MP, additional skill and stat points, and bonus facet levels to help use their facets.

Facet Levels

Upon gaining XP, your character can use it to buy levels in facets. There are eleven facets, noted on the second page of your character sheet. Here are the costs for each level of any facet:

Facet Levels
Level 1:500
Level 2:1500
Level 3:3000
Level 4:5000
Level 5:7500
Level 6:10500
Level 7:14000
Level 8:18000
Level 9:22500
Level 10:27000

This is the price per facet. Each facets levels are bought separately, and the XP cost remains constant for the Nth level of each class.

Example: A level 4 mage would pay 500 XP for the first level in idol.

Once again, these are total costs, not costs for the next level. To find the cost of your desired level, take its cost and subtract your current level's cost.

Example: That same level 4 mage would pay 2500(7500-5000) for his fifth level in mage.

Now, just because a character has levels in a facet doesn't necessarily mean they can use them. Beings of this universe, by nature, have a very small capacity to use facets that differs by race. This is represented by the bonus facet rating on the racial section of your character sheet. These bonus facets may be applied in any combination to the facet or facets of your choice, and may be reassigned each time your character changes clothing.

Example: The character with 4 levels in mage and 1 level in idol has a racial bonus facet rating of 2. He may choose to use two levels in mage or one level in mage and one level in idol. If he uses both levels in mage, he may change the setup to one each when he changes his clothes.

When your character is using a facet, it grants them access to magic, special abilities, increased skill usage, weapon stances, and extra HP and MP as listed in the appropriate level. Note that the HP and MP bonuses on each level's line are the total, and are not cumulative

with previous levels in that facet, though they do stack with the bonuses from other facets and the HP and MP they normally receive from their racial levels. Likewise, only the highest of any special abilities are used, and the bonuses they had in earlier levels are not added to the current ones.

Example: A level 5 Maid would get 65 HP, 35 MP, Loyalty +6, Cook(3 servings) and Magic 30MP (Cooking). If they were also a level 3 human, they would get 30 additional HP and 30 additional MP for a total of 95 HP and 65 MP.

The special abilities your character gets for their facet levels are described on that particular facet's second page.

Each facet also has a "specialty" and "subjects" rating. For every level you have in a facet, you get a +1 to all non-attack rolls made with that facet's specialty skill.

Example: A level 5 warrior rolling their Gym skill of 4 with their Strength die of d10 would roll 4d10+5. If the dice came up as 2, 3, 6, and 9, they would take the highest die of 9 and add 5, for a total of 14.

In addition, to use a weapon or shield properly, your character must have at least one level active in a facet that has one of that item's skills as a specialty or subject. If they do not, and use the weapon anyways, they may not use any weapon stances, as described on page XXX.

Racial Levels

To gain levels in a race, you must spend experience points while you are that race. Experience points represent time spent learning through experiences.   Experience points are earned by attending classes, completing quests, winning sanctioned duels, and defeating monsters. The cost for race levels is as follows:

Racial Levels
Level 1:--
Level 2:1000
Level 3:2000
Level 4:3000
Level 5:4000
Level 6:5000
Level 7:6000
Level 8:7000
Level 9:8000
Level 10:9000
Level 11:11000
Level 12:13000
Level 13:15000
Level 14:17000
Level 15:19000
Level 16:21000
Level 17:23000
Level 18:25000
Level 19:27000
Level 20:29000

Note this is the total level of all your races. Note also that these are total costs, not costs for the next level. Subtract the current level's cost from the cost of the next level to determine the next level's cost.

Example: A 10th-level human would pay 2000(11000-9000)XP for a level in spirit, as it is their eleventh total level.

You can level in any race while you're that race. You do not have to stay that race, you only need to spend the XP while it is your current race. This reflects experiences gleaned while in that body. When figuring your racial totals, add everything from all your races together.

When leveling in a race, replace that race's line in your character sheet with the level you've bought. Remember that the bonus skill and stat points are a total that you've gained as that race, not how many you get that level. If your race changes, you keep your skill and stat points, as well as any racial abilities.

Gaining/Losing Advantages and Disadvantages

If you no longer wish to have a particular disadvantage, you may buy it off, at a cost of five times the XP it gave you during

character creation. This cost may be lessened if you roleplay it well, and you should discuss removing a disadvantage with the GM. Conversely, if you wish to take on a new disadvantage, you may whenever you like, but you do not gain any XP from it.

If you wish to gain a new advantage, you must spend the advantage's normal XP cost to take it, and you should have a good reason to get the advantage in question. You should have your GM's approval before taking on new advantages, and remember that some advantages raise your threat level(described later).

Skills

There are ten skills, each of which was described in the character creation part of the book. Nearly every activity in which you interact with something should have a skill applicable to it. As described earlier, the number of points you have in a skill determines the number of dice rolled when using that skill. Oftentimes, especially in combat, where skills determine attacking and sometimes blocking, a specific skill is given to use, but other times, it is up to the GM's judgement as to what skills may be applicable in a particular situation. If you have no points in that skill, you must make an unskilled roll—that is, two dice with the stat in question are rolled, and the lowest result is taken.

Magical Clothing

Bonus facet levels are good enough for most people in the universe, but MSF High trains elite students who are able to quickly master magic, technology, and all other facets of their education. In fact, these students are instructed so well that their bodies are unable to properly reflect their true level of experience. For this reason, magical outfits were created to channel facets of the student's power. These outfits are the primary method of using power for a student.

Magical outfits are sold in many shops near MSF High, and prices range based on the power of the item as well as the article of clothing itself. Students may choose to purchase outfits that concentrate on a particular facet, or instead piece together outfits from different magical articles of clothing that reflect their style and abilities. In addition, each student is given a free personalized school outfit that allows them to use as many levels of their student facet as they have.

The facets that outfits provide are added to each other.

Example: A character wearing a magical pair of gloves that allows the use of 3 levels of Warrior and a headband that allows the use of 2 levels of Warrior may use 5 levels of Warrior. If the same character puts on a jacket that allows them to use 4 levels of mage, they then have access to 5 levels of warrior and 4 levels of mage, in addition to any bonus facet levels granted to them by their race.

The one restriction to magical outfits is that no two magical pieces of clothing may cover the same part of the body. There are eight sections which clothing may cover: Head, Eyes, Neck, Shoulders, Torso, Arms, Legs, and Feet. Next to the listings of the outfits are one or more letters that represent the parts of the body that the outfit covers. An outfit that uses every slot on the body, like a warrior's magic armor, is represented by HENSTALF. The list of magical clothing can be found on page XXX.

Using Facets

When a character wishes to switch which facets they use, they must usually change magical outfits in the process. If they instead wish to shuffle facets around, they must still take the same amount of time. When a facet that was being used is no longer used, the HP and MP bonuses that the facets added are subtracted from the character's total HP and MP and their current HP and MP. This can, on occasion, knock a character out. After the loss in HP and MP is resolved, add the HP and MP bonuses from the newly-added facets to the current and total HP and MP of the player. The end result should have them short the same amount of HP and MP that they were before they switched facets.

Exhaustion and HP/MP Regain

HP and MP are both needed to keep a student's body and mind functioning properly. Both of them slowly replenish themselves, but casting magic and fighting tend to take a quick toll on a student. A student who has reached 0 HP is physically exhausted. They're too worn out to take more than one move action per round, cannot attack or defend, and are lucky if they can even stand. If their hit points go below 0, into the negative numbers, they're knocked out, and cannot move, see or hear(though they might dream). In a similar fashion, characters must also keep tabs on their MP. A character with 0 MP is mentally exhausted and cannot concentrate. They cannot cast spells or otherwise spend MP, and all their rolls suffer a -2 penalty. If their MP drops below 0, they're pretty much brain-dead and can't do anything except babble incoherently. HP and MP both regain at a rate of 1 per hour, so if your numbers are too far down in the negatives, it's likely that your magical self-repair abilities will take effect before you regain everything.

Magical Self-repair

Every night, a student's body rejuvenates itself and purges any unwanted changes. This process is instant and happens halfway through their sleep cycle. Most students sleep 8 hours a night, so their repair occurs at the end of the fourth hour. This means that not only does your character regain their full HP and MP and the use of any daily special abilities, but any physical or mental transformations that they do not subconsciously desire are also reversed. A character who stays awake for more than a day remains drained, but gets the same benefits as normal when he finally does go to sleep. A character who sleeps more than once a day does not restore more than once.

How do you know whether a character "really" wants their transformations? It's up to you, the player, to act as the subconscious mind of the student.

Threat Levels

The GM needs to know about how powerful you are if he wants to throw anything at you. To give him a good estimation, you should keep track of your "threat level". To determine your threat level, add up your total number of racial levels and the number of facet levels you are currently using, as well as any enhancements to your threat level from advantages or disadvantages. Do not count any facet levels that you have purchased, but are not accessing at the time.

Combat

The time will come when your character will fight someone or something else. This is when things become a little more complex, and we'll need to use a few more boxes on your character sheet. Combat is broken into rounds, each round being about ten seconds. Here's an overview on combat:

1:Roll for initiative.

Each character makes a nonskilled Accuracy roll. The number they get represents their speed in noticing and taking part in the combat. While the characters are all technically acting simultaneously, characters are affected by the elements of combat in order of initiative, and a character that is knocked out before their turn comes up in a round may not act.

2:Choose stances.

In order from lowest number to highest number on the initiative roll, each character participating in the battle must declare their attack and defense stance(if any) for the turn. Any character wielding a weapon who chooses a stance different from their stance last turn(After the first turn of battle) is penalized -2 to attack or defense rolls, whichever type of stance they changed. A character can choose to have no attack or defense stance, and any character taking up a stance after they had no stance of the same type(Attack or Defense)the last turn or changes to having no stance is not penalized. There are three attack stances and three defense stances your character can take. If your character has taken no attack stance, they cannot attack, and they cannot defend if they have taken no defense stance.

The attack stances are:

Strong: Uses your Strength stat to attack. If your character's attack roll is double or more the target's defense roll in this stance, double the damage dealt (after armor and defense are applied to the damage).

Fast: Uses your Agility stat to attack. If your character's attack roll is double or more the target's defense roll while you are in this stance, you may take an extra action with the weapon used (Only once per round per hand).

Precise: Uses your Accuracy stat to attack. If your character's attack roll is double or more the target's defense roll while you are in this stance, you may cause them to lose their next primary hand, offhand, speak, or move action (your choice). If you cause them to lose a hand action in a hand that is carrying something, it is knocked out of their hand.

And the three defensive stances your character can take are:

Dodge: Uses 5 feet of your move(a single move action) and your agility stat to defend. If your opponent is making a strong attack, the skill they are using to attack is considered one point lower for the purposes of that attack.

Parry: Uses a hand action and your accuracy stat to defend. The hand you are using must be holding a melee weapon in order to parry. If your opponent is making a fast attack, the skill they are using to attack is considered one point lower for the purposes of that attack.

Block: Uses a hand action and your defense stat to defend. If your opponent is making a precise attack, the skill they are using to attack is considered one point lower for the purposes of that attack.

3: Take actions.

Once stances have been declared, characters take actions in order from highest initiative rolled to lowest. Most players have 4 types of actions they can use-Primary hand, Offhand, Speak, and Move. Some players cannot speak, some have extra arm actions, and other differences, and these work as described in the advantage or racial ability that gives them that difference. Large bold titles represent the different types of actions your character has, and small bold titles denote things that the character may use those actions for.

Primary Hand: Many spells or operating most machines require one or more hand actions. If it requires more primary hand actions than the player has primary hands, the action may take more than one round. You may also use your primary hand to attack, as described below.

Attack: Your character may attack using their primary hand if the enemy is within range of their weapon. Most weapons have a range of 5 feet, as do your bare fists if you're unarmed, but certain weapons have longer ranges, as determined by their listing in the items section beginning on page XXX. For Ranged weapons, there is no such thing as a target being out of range, but the target must be within your line of sight (meaning you can see him). If the target would normally be in your line of sight but your vision is blocked for another reason, like you're being blinded by a spell or someone's covering your eyes, your attack roll suffers a -6 penalty. When using a ranged weapon, if the target is beyond the range listed for the weapon, the attack roll is penalized -1 for every increment of the range the target is out of.

Example: A character is firing a gun with a range of 30 at a character 100 feet away. The firer suffers a penalty of -3 to the roll, because the target is over three times farther(but less than four) than the range of the gun.

The stat and skill used depend on the character's weapon and stance. An attack roll is made as XdY, where X is the skill used and Y is the Stat used. Fists use the Gym or Martial Arts skill. A character in the Strong stance uses their Strength stat, a character in the Fast stance uses their Agility, and a character in the Precise stance uses their Accuracy stat. The skill they use is usually their choice of two or more skills listed in the weapon's stats. A weapon with a skill reading –X subtracts X from their skill for the purposes of attacking with that weapon. If the target of your attack is taking a defensive action, then the attacking player must hit the number rolled. If the attacking character is attacking a target with that is not conscious, cannot defend, or has taken no defensive stance, they must roll a 5. The number you roll is also

modified by the size difference between you and your target. See page XXX for details.

If you hit your target, you deal damage. Roll the damage listed on your weapon, and the target rolls a soak roll. Soak rolls can be modified by armor, but by default are a nonskilled defense roll. If the character is wearing armor, roll the armor's dice as well and pick the highest result. Subtract the defense roll from the damage roll, and the hit target loses an amount of HP equal to the difference. If this is a negative number, it counts as 0.

Block: Your character may use their primary hand to block. This must be declared in the stance phase of a turn. Unless a special ability they are using states otherwise, the blocking character makes a nonskilled defense roll. A character attempting to hit someone who is blocking must hit this number. If that character is attacking with a precise stance, they lose a die from their attack. A character can also use a shield to block. In this case, the shield has a skill or a choice of skills which they roll with the defense stat as their defense roll.

Parry: Your character may use their primary hand to parry. This must be declared in the stance phase of a turn. Unless a special ability they are using states otherwise, the parrying character makes a nonskilled accuracy roll. A character attempting to hit someone who is parrying must hit this number. If that character is attacking with a fast stance, they lose a die from their attack. A character can also use certain shields to parry. In this case, the shield has a skill or a choice of skills which they roll with the accuracy stat as their defense roll.

Offhand:
You may take any actions with your offhand that you would normally be able to take with your primary hand, but all skills are considered one point lower for the purposes of any rolls made for offhand actions.

Both Hands:
Some actions require both hands to perform. If your character has extra hands, one of the hands used must be primary, or the action suffers a penalty of -1 to the skill. There is no bonus granted for using extra primary hands.

Grapple: This counts as an attack from your stance, which means the opponent's stance may cause a penalty. The grappler and their target must be within 5 feet of each other. The grappler makes the attack with their Gym or Martial Arts skill. If they beat the opponent's defensive roll, they have grappled the opponent. If the grappler is of equal size or larger than their opponent, the grappled character may not use any move actions and may only use all their hand actions to attempt to break free. If the opponent attempts to break free of a grapple on their turn, both characters make nonskilled strength rolls. If the grappled character makes the higher roll, the hold is broken and the character may participate in combat as normal. The grappling character must use at least one hand action on each of their turns to keep the grapple up. While grappling an opponent, a character gets +4 on all their attack rolls on that opponent. If the grappling character is smaller than the opponent, the opponent may still use all their actions normally, but if they attack the grappling opponent and miss, they hit themselves with the attack. Hits landed this way cannot have the special effect of the stance(no double damage, no attacking again, no precice hit), even though they technically hit themselves when they weren't trying to guard against themselves.

Talk:
Your character may speak for up to ten seconds during their turn. Some special abilities require the use of some of this time. Any character may attempt a distraction attempt, which uses their talk action for the turn and may lower the enemy's rolls.

Infatuate: Get someone's attention and distract them with your sexy body by using a talk action to make an infatuate attempt. First, tell the GM who you're trying to attract, generally by describing what you say to get their attention(The GM may deem that you get the attention of multiple characters if you say something like "Hey, cutie" or "Oh, Ladies"). You then make a nonskilled personality roll, adding in any bonuses you may have to infatuate attempts. Subtract 4 from this roll. This number is the Distraction rating. Anyone who is attracted to your character's gender makes a nonskilled intelligence roll. If their roll is less than the distraction rating, they suffer a penalty to all actions that turn equal to the difference. If the character is distracted successfully and the

difference is 10 or more, the character is smitten with yours, and will act accordingly, oftentimes switching sides to help your character out for at least two rounds(Though, sometimes the GM may decide that the infatuated character has decided to become your loyal slave for life). Any attempts to infatuate after the first time, whether it's the same character you're doing it to or not, in the same fight suffer a cumulative -2 penalty to the Distraction rating. Be careful with this if you've got friends who find you attractive.

Infuriate: You can also use your talk action to say all the wrong things. This distracts an enemy pretty well, too, but comes at more of a risk to you. Once again, you must use a talk action getting their attention with a rude comment about their mother or their martial arts style. Then you make a nonskilled personality roll, adding in any modifiers, and subtracting 4 to determine the Distraction rating. As before, anyone who is potentially distracted(though this time it's not biased by sexual preference) must make a nonskilled Intelligence roll. If their roll is less than the Distraction roll, they suffer a penalty to their actions for that turn equal to the difference. If the infuriated character failed and the difference is 6 or more, the affected character turns their full attention towards the character who is infuriating them and attempts to attack them for at least two rounds(or more if the GM deems). Infuriation attempts made after the first time, even if they're directed at someone else, in the same battle suffer a cumulative -2 penalty to the Distraction rating.

Intimidate: The final distracting talk action, scaring your opponents witless, requires a bit more finesse to do properly, but gives a more preferable result. By now you know the drill: Spend a talk action to talk some smack at one or more opponents(Determined by the GM) and make a nonskilled personality roll. Add your modifiers and subtract 4 to get the Distraction rating. Everyone affected makes a nonskilled intelligence check, and if they don't meet the distraction rating they suffer a penalty equal to the difference to all rolls that round. This time, if the character is intimidated and the difference between the intelligence roll and the Distraction rating is 10 or more, the intimidated character refuses to fight the character who intimidated him. If there is anyone else they can attack, they choose them instead, and if there's no one else,

they do their best to run away for at least two rounds(Though, if you did particularly well, the GM could decide that they're afraid of you for days or weeks to come). Intimidation attempts made in the same encounter after the first one, even if they're at different characters, have a cumulative -2 penalty to the Distraction rating.

Move:
Moving counts as an action, and depending on their method of movement can move in different directions. Unless you character has a special way of moving, assume that they can simply walk or run across ground.

Standard Moving: Your character can move up to five times their agility in feet per turn Every 5 feet of movement is considered a single move action. If you're using miniatures, 5 feet=1 inch, so everything should work out pretty well. Some special moves require the use of movement, some magic moves you, and so on, but any movement that you do not use yourself is not counted against your movement. Some types of ground may lower your movement rate, while some students can move by means other than walking. Flying, digging, slithering, and any other ways you propel yourself are still considered your move action.

Dodging: Your character may spend 5 feet of their move(a single move action) each turn to use a dodge stance. This must be declared in the stance phase of a turn. A dodging character makes a nonskilled agility roll, unless a special ability they are using says otherwise. A character attempting to hit someone who is dodging must hit this number. If that character is attacking with a Strong stance, they lose a die from their attack.

Hold:
Your character may choose to hold any of these actions for later. If they do this, they may choose at any time before their next turn to use their held actions. This is useful if your character is being attacked by someone who moves in and out too fast for them to approach.

Magic:
Casting spells is an important part of battle, and uses one or more actions just like attacking with a weapon or moving. Using magic is different depending on what facet you

use to cast that magic, and its use is explained in that facet's description.

4:Resolve non-character actions

After all characters have taken their actions in turn, the GM resolves any other events or effects that were not caused by the characters. Lightning in a rainstorm, rain putting out a fire, and so on. After this, the process restarts at #1. Combat ends when everyone's done fighting.

Cover

If, during combat, you manage to dive behind something when you're getting shot at, the GM may add a cover bonus based on how well you're protected. If you're behind a stop sign, you may get a +1. If you're hiding behind a wall, the GM may say that you're out of sight range and they cannot directly attack you until they move around to get to you.

Hazards

Someone hitting you with something else isn't the only thing you have to worry about. Hazards are created by the environment, crafty enemies, and the GM's sadistic streak to make sure you're on your toes. These can be applied in the middle of a fight, but hazards can happen anywhere, at any time.

Falling: This one's pretty bad, since once you realize it's happening there's not much you can do about it, and the more time you have to think about it the worse it's going to hurt. You need to worry about this if you fall 20 feet or more. For every 20 feet you fall, you take 1d8 damage. Therefore, falling 100 feet will deal 5+d8 damage. This damage can be cut in half if you're landing on something soft(or using someone to break your fall) or doubled if you land on something less pleasant than ground normally is. Now, having things fall on you is another story altogether. The damage it deals then depends on the size. Small and smaller objects deal x+d4 damage, where X is the number of feet fallen divided by 20. Medium and Large objects deal

x+d6 damage, L2 objects deal x+d8, L3 ones deal x+d10, and L4 objects and larger ones(unless they're ridiculously large) deal x+d12 damage. Luckily, the farther things are falling, the more of a chance your character might have to get out of its way. By the way, hitting the ground from a height of 20 feet or more is going to count as your action for the next round, unless you happen to pass anything you can hit on the way down. Similarly, someone who notices a falling object in that round it has to fall can spend a dodge action and make a nonskilled Agility roll. A roll of 7 or more dodges the falling object. As a side note, due to friction and the like, heights above 500 feet count as 500 feet for falling damage, objects smaller than an inch around deal no falling damage, and the GM may deem that an object is too light and creates too much friction to deal any damage as it falls. A bag of feathers from orbit will NOT kill an enemy.

Fire: If a character walks into a fire, they take 2+d10 damage every round they spend there. If the GM's feeling playful, he can decide that your clothes will catch on fire on a roll of 4 on a d4. If you yourself are on fire, you must make an Agility roll of 7 and spend all your move actions and your hand actions rolling to put yourself out. It's also fairly likely that you'll spend your speak action screaming in pain.

Ice: If the ground's slippery, you must make an agility roll every turn you move in order to stay up. This roll's difficulty is usually 5, but the GM can adjust it up or down as circumstances apply. If you fail, you're down on the ground and must spend a hand action and all your move action getting up. This can happen over and over, and it doesn't get any less annoying the umpteenth time.

Sight/Hearing obstructions: Not being able to see makes doing most stuff really hard. Normal combat rules assume that the characters can use their senses to tell where the each other are. If this isn't the case, things get harder. To this extent, you can apply a penalty to all rolls made by characters that cannot see(or hear or smell, depending on what sense they use to navigate). This penalty can range from -1(light fog, static, nasty smell) to -10(total darkness, vacuum), and when it applies to light, it's cancelled in part or

whole out by certain abilities, like the Redeemed ability "dark-everything".

Moving Things

Aside from the gear you have on you, you may need to move other things. For the purposes of moving things, a character's size affects this amount. If a character is small or smaller, their small number is subtracted from their strength. For large or larger characters, their large number is added to the strength score. Here is how you can affect these objects:

Throwing: You can throw things that weigh up to twice your strength in pounds. The distance you can throw them is equal to the weight in pounds divided by your strength score squared. Objects under half a pound count as half a pound; anything higher is rounded up to the next nearest pound.

Example: A medium character with a strength of 8 can throw a 1-pound object 64 feet. They can throw a half-pound object 128 feet, and they can throw a 2-pound object 32 feet.

Carrying: A character can carry their strength squared in pounds. This is the weight that they can carry while still moving their normal amount. If you cut the character's agility in half(round up) for purposes of movement, they can carry twice that.

Example: A size Small3 fairy with a strength of 6 can carry 9 pounds without affecting their move speed. They can carry up to 18 pounds if their movement is cut in half.

Characters can help each other when carrying objects. In this case, their total carrying ability is added together, and speed is only cut if the weight of the object being carried is greater than the combined carrying capacity of all characters. The GM may deem that only a limited number of characters may carry an object, depending on how massive it is and how many places there are to grab.

Pushing/Dragging: A character can push or drag an object that weighs up to four times their strength squared. Pushing an object moves it at one-quarter your character's normal movement.

Multiple characters may assist with a push, but the speed pushed is always one-quarter the lowest speed in the group.

Swimming: It counts as moving yourself, so we need to take care of it. When moving through water, your swim speed is equal to one quarter your agility score(round up) times five. This is before any modifiers for carrying, which affect your speed the same way. You can move any direction in the water, but if you go under, you start to suffer the effects of drowning.

Drowning: If your character stays under water for an extended amount of time, you must start making drown checks. After three minutes, you must make a nonskilled defense roll of 5. Every round after that, you must make the roll again. If you fail, you take 20 HP of damage. If you're reduced to 0 HP this way, you've drowned. Note that some characters are immune to drowning.

Currents: At times, the water you're in isn't still. The GM may deem that water is flowing. If this is the case, your character will move automatically while in the water. This movement does not count against your swim, though you will have to expend extra move if you're swimming against the current. You move five feet per round if in steadily moving water, and ten feet if in rapidly flowing currents. Flying characters may have the same problems with strong air currents.

Climbing: It's like walking, only up. While climbing gear can make it much easier, climbing up a 60 degree or steeper incline takes awhile longer. Like with swimming, you will move one quarter your agility, rounded up, times five. Flying characters need not worry themselves with climbing rules, most of the time. Totally unfair.

Hiding: You don't always want to be seen, and hiding can keep something far more powerful than you from beating the crap out of you. In order to hide, you must first declare to the GM how you plan to hide. Usually this means taking cover behind something or staying out of an enemy's range of sight, but in either case, you should make a nonskilled agility roll to find a good place to hide, whereas your opponent should make a nonskilled accuracy roll to try and

spot you. The GM should give bonuses to you if you've chosen a particularly good hiding spot or the opponent isn't actively looking for you, and give bonuses to the seeker if they saw you duck behind cover or you've chosen a particularly bad spot to hide in.

Sneaking: This works pretty much the same as hiding, only you start to move after you hide. Every time you move while hiding, you must make a non-skilled agility roll, with a penalty equal to the number of move actions you've taken. The result is the difficulty for someone else to spot you.

Riding Things: It's usually easier on you to let something else do the moving for you, so choosing to ride on another creature is a good idea. To ride a creature, it has to be at least one size larger than you. You then do not use any of your own move actions. If the thing you're riding is intelligent, like an ogre or somesuch, then they decide where to go, but if you're riding an animal, you need to make a nonskilled personality roll. A roll of 6 or better means that you control the animal, whereas a roll of less than that means that it decides where it wants to go. The roll should be given penalties or bonuses, based on the GM's discretion, depending on whether the creature wants to be ridden, is trained to handle a rider, or whether or not it likes you.

Sizes:

Not everyone's the same size. That's true not only on most planets throughout the galaxy, but even more so here in MSF High. But, most people of the same race are around the same height range, so we can easily determine what size category your character is. For most races, unless you are exceptionally short or tall, your size is "medium", or between four and eight feet tall. Because it's the height range most races fit into, we will base the size system on medium creatures. Creatures with their largest dimension(measured head to toe, or tail, or whatever) smaller than 4' are one of the Small sizes, and creatures with their largest dimension greater than 8' are one of the Large sizes. What size they are exactly depends on that largest dimension. Look at your character's height(unless you're really long, like a snake, then take that measurement) and compare it to

the first row of the height chart on the previous page.

If the creature or object in question is smaller or larger than the chart goes, there's an easy pattern to follow when determining something's size. Multiply the maximum height of the previous size by 1.5 to get the next larger size, if it is over medium. If the size is less than medium, take half of the previous size's minimum size.

Example: Small4's minimum size is three inches. Therefore, Small5's minimum size would be one and a half inches. A two-inch insect would be a Small5 creature.

Your character's size matters when trying to get through doorways, obviously, but it has one crucial difference in combat. It's harder to hit something smaller to you, but damage will be proportionally greater. Likewise, larger creatures will be easier to hit, but the damage you do will be lessened. When two creatures with different sizes attack each other, the attack roll and damage dealt are modified according to the size chart on the previous page. To use this chart, find the attacker's size on the left side of the chart, and find the defender's size on the top side of the chart. The point where their row and column meet shows the difference in attack and damage. This modifier cannot lower damage under 1, but other modifiers can.

Example: A size small3 Fairy is attacking a medium Human. He looks on the chart where size3 and medium meet and sees that it says "A+3 D-3". When he attacks, he adds three to his attack roll, but subtracts three from his damage.

If the attacker or defender are larger or smaller than the chart shows, there is an easy way to determine the bonuses or penalties to attack and damage. Find the difference in size between the two characters. If one of the characters is medium, the difference is simply the size number of the creature. If one is a large size and the other is small, simply add the two size numbers. If both are large or both are small, subtract the smaller size number from the larger one. This will leave you with a positive number. The larger creature subtracts this number from their attack and adds it to their damage, and, conversely, the smaller creature adds that

number to their attack and subtracts it from their damage.

In addition, as noted in the combat section of the rules, being a different size than your opponent can affect grappling. There are other advantages and disadvantages to being oddly sized, but they tend to balance out one way or another. If you want a character with a size other than medium, you must purchase the Advantage "Odd-sized," though there are spells that give the same effect.

Large1:Orc
13'9"

Medium:Human
6'0"

Small:Chibi
3'7"

Small2:Gremlin
1'4"

Small3:Fairy
9"

Size	Small4 3"-6"	Small3 6"-1'	Small2 1'-2'	Small 2'-4'	Medium 4'-8'	Large 8'-12'	Large2 12'-18'	Large3 18'27'	Large4 27'-40'
Small4	None	A+1 D-1	A+2 D-2	A+3 D-3	A+4 D-4	A+5 D-5	A+6 D-6	A+7 D-7	A+8 D-8
Small3	A-1 D+1	None	A+1 D-1	A+2 D-2	A+3 D-3	A+4 D-4	A+5 D-5	A+6 D-6	A+7 D-7
Small2	A-2 D+2	A-1 D+1	None	A+1 D-1	A+2 D-2	A+3 D-3	A+4 D-4	A+5 D-5	A+6 D-6
Small	A-3 D+3	A-2 D+2	A-1 D+1	None	A+1 D-1	A+2 D-2	A+3 D-3	A+4 D-4	A+5 D-5
Medium	A-4 D+4	A-3 D+3	A-2 D+2	A-1 D+1	None	A+1 D-1	A+2 D-2	A+3 D-3	A+4 D-4
Large	A-5 D+5	A-4 D+4	A-3 D+3	A-2 D+2	A-1 D+1	None	A+1 D-1	A+2 D-2	A+3 D-3
Large2	A-6 D+6	A-5 D+5	A-4 D+4	A-3 D+3	A-2 D+2	A-1 D+1	None	A+1 D-1	A+2 D-2
Large3	A-7 D+7	A-6 D+6	A-5 D+5	A-4 D+4	A-3 D+3	A-2 D+2	A-1 D+1	None	A+1 D-1
Large4	A-8 D+8	A-7 D+7	A-6 D+6	A-5 D+5	A-4 D+4	A-3 D+3	A-2 D+2	A-1 D+1	None

MSFHIGH

Advantages and Disadvantages

Disadvantages:

During character creation, you may take one or more disadvantages in order to get some extra XP to spend on good things. Disadvantages take something away from your character, but they also make them more interesting. You should be awarded with extra XP for playing your character well. On the other hand, if you take too many disadvantages, your character will simply be a pile of defects that isn't any fun to play. The GM will probably cap the amount of XP worth of disadvantages you can take, usually to 2000. You may take disadvantages after character creation, but you do not gain any XP for it. You may also use XP to buy off disadvantages, though at a much higher cost and the GM's discretion. Buying off a disadvantage costs five times the amount of XP you paid for it, unless it's roleplayed out well, in which cast the GM may give you a discount or even remove it for free.

The bonus XP gained from taking the disadvantage is listed before the name of the disadvantage. If, next to the XP bonus, there is a set of parenthesis with "TL –X" inside, taking that disadvantage lowers your threat level by that number.

Remember that though these disadvantages have obvious game statistic effects, they also imply parts of your character's personality that should be roleplayed whenever possible. If you choose a Disadvantage and do not roleplay as though you had it, the GM may assign you new ones(And let you keep the game effects of the old) that better suit your character's personality.

+250 XP: Bad Timing: You've never quite gotten the hand of using two weapons at once. Your character can hold two or more weapons, but cannot use more than one weapon to attack per round. That hand's probably better off holding a shield or a spellbook.

+250 XP: Poor Grip: That extra-large handle on the sword must mean that it's for characters bigger than you, because you're no good at using both hands to handle a weapon. You can use a two-handed weapon and even wield capable weapons two-handed, but you don't get the bonus damage die for it.

+250 XP: Weak Offhand: You've trained very well with your dominant hand, but in doing so have neglected the other(or others, if you've got more than two arms.) To take this flaw, you must have at least one offhand. Attacks made by your character with any of their offhands are made with one less skill die than normal. If this brings their skill dice down to 0 or lower, consider it unskilled.

+500XP: Xenophobe: Your character doesn't care for the way any other races look, or is just plain scared of everyone that doesn't look like them. You're pretty sure that all the other students here are representative of evil aliens that want to take over the galaxy. You're at –2 to all your rolls to interact with(in a non-combat sense) anyone whose race isn't your own.

+300XP No Depth Perception: Your character Is particularly bad at judging distance, either by means of poor judgment or simply not having two eyes. Whenever your character makes a ranged attack with a weapon, subtract one skill die from that attack. If this leaves you with zero or less skill dice, roll the skill unskilled.

+300XP: Bad Luck: Your character seems to be followed by bad luck. When your character fails their roll and at least one die is a one, they have a spectacular failure, as if all their dice came up 1s. Additional effects may occur as determined by the GM.

+300XP: Itchy Trigger Finger: Once you've lined up the shot, you have a tendency to take it. Aiming is a waste of time for your character, and while it doesn't affect his damage too much, it shows if you need to take care of someone's weapon. The added effects for an accuracy critical during a precise attack do not apply to your character.

+300XP: No Follow-Through: You've figured out the part where you hit your enemy, but for some reason you always pull back before you've dealt your full damage. Maybe you're afraid of hurting your fellow students too much, maybe you figure all the damage has been dealt, but when your sword should have gone all the way through, you pull back halfway. Because of this, your character does not deal double damage when getting a strength critical with a strong attack.

+300XP: Obsession: Your character has an unhealthy obsession with a particular item, person, or so on. You will do whatever it takes to get that item, and when it's within your sight range, you're at –1 to ALL rolls due to distraction.

+300XP: Slow-Witted: They may call you a lot of things, but an opportunist is not one of them. No matter how hard you try, you can never seem to grab that window of opportunity for the extra attack. Therefore, your character does not get their extra attack when making an agility critical on a fast attack.

+500 XP: Damage Magnet: For some reason, enemies always seem to go after you. It's not anything personal, it's just that they seem to pick you first. This isn't such a bad thing when you're trying to protect everyone else in your party, though. When the GM rolls to see who an enemy attacks, you count as two targets.

+500 XP: Natural Swimmer: You're used to swimming as your main form of transportation. Your running speed(after any modifiers) and swimming speed(after any modifiers) are switched.

+500XP: Allergies: Your character has very bad allergies. Up to three times per game session, the GM may declare that you sneeze during a roll, subtracting a die from that roll. If the roll is reduced to zero dice or less, roll as though you were unskilled.

+500XP: Slow-paced: Running is nor your forte, and while you're in just a little trouble if you miss the bus in the morning, you're really screwed when you're being chased by something huge. Remember, your friends don't have to outrun it, they just have to outrun you. Your character's run speed is half what it should be.

+500XP: Unwanted Companion: There is someone or something following you around that you don't want there. They're usually of little use to you and have a tendency to get captured or get you in trouble. Yet, you never have the heart to leave them to their own mess, you'll always help them out. Discuss this disadvantage with your GM before taking it.

+100XP: Weak Rival: Someone is always challenging you. However, this person is weaker than you and usually only serves as a nuisance, albeit a constant one.

+500 XP: Poor Hearing: What? Your ears don't work too well, either because you're not used to hearing things at all, or you've listened to too many loud noises. Either way, you suffer a -4 penalty to any hearing-based roll.

+500XP: Elemental Weakness: Your character is weak against a particular element, one that you've chosen when you take this advantage. You cannot cast spells of this element, any damage dealt to you by spells of this element is doubled, and any beneficial spells of that element harm you instead(and do so with double damage, of course!). You may take this disadvantage multiple times, each time for a new element, but you may not take it for an element opposed to another element that you are already weak against.

+250 XP: Unattractive: Characters like this aren't simply a race that has an unattractive appearance to most; they wouldn't be winning any pageants on their home planet either. The competition's even fiercer at MSF High, so the best idea's just to let your winning personality make you some friends. Unattractive characters cannot attempt infatuate actions. A character cannot be both Bishy and Unattractive.

+250 XP: Big Softy: With this disadvantage, a character just doesn't have it in them to act mean or scary. While some people admire this trait in a person, it's not a good idea for these types of characters to try and scare off enemies. Big softies get a cannot attempt intimidate actions.

The same character cannot simultaneously be a big softy and imposing.

+250 XP: No-nonsense: Some people can't take a joke, and some can't make one. No-nonsense characters are the latter. To them, fooling around, especially in battle, is a great way to end up unconscious, so acting like a fool is simply out of the question. No-nonsense characters cannot attempt infuriate actions. A character cannot be both a No-nonsense character and a button-pusher.

+300 XP: Coward: Courage is important for a hero to have, however some just have it in too short supply to be taken as serious adventurers. Cowardly characters can often be scared away with a mean face or some harsh words, and some are so bad that they have to be tied to the other members of their party to make sure they haven't bolted at the first sign of danger. Characters who have this disadvantage get a -4 penalty on their rolls to resist intimidation attempts. A character cannot be both a coward and have nerves of steel.

+300 XP: Testy: The joke is always on some people, or at least they think so. The reason, of course, is that testy characters are so easy to rile up, and it's a trait that is often taken advantage of. These characters are a few unkind words away from becoming raging berserkers, and their friends know to tread lightly when making conversation around them. Testy characters get a -4 penalty on intelligence rolls made to resist infuriation rolls. If you guessed that a character can't be unflappable and testy, you're right.

+300 XP: Cutie Lover: Beauty is an admirable trait, but sometimes the admiring gets out of hand. You could call a character with this disadvantage a "connoisseur of all things pretty", but you could also call them a dirty pervert. These characters tend to get themselves into stupid situations trying to work their way towards the object of their affections, and can easily be twirled around the finger of someone they're attracted to. Cutie lovers get a -4 penalty on their intelligence rolls made to resist infatuation attempts. For obvious reasons, a character cannot be a cutie lover and have no libido.

Advantages:

Advantages may be bought at any time, though most are usually bought at character creation. To the left of the name of the advantage is the XP cost of that advantage. Some advantages raise your threat level, as indicated by "TL +X" in parenthesis. If you take any of these advantages, raise your threat level by X. Your character may drop an advantage, but does not gain any XP in doing so. However, losing an advantage may be a part of the game's story, and you will either gain it back or get bonus XP for roleplaying the loss properly.

500XP: Super-Strong: As long as your Strength is 10 or higher, you may re-roll and add

Whoa, datsa big pixie!
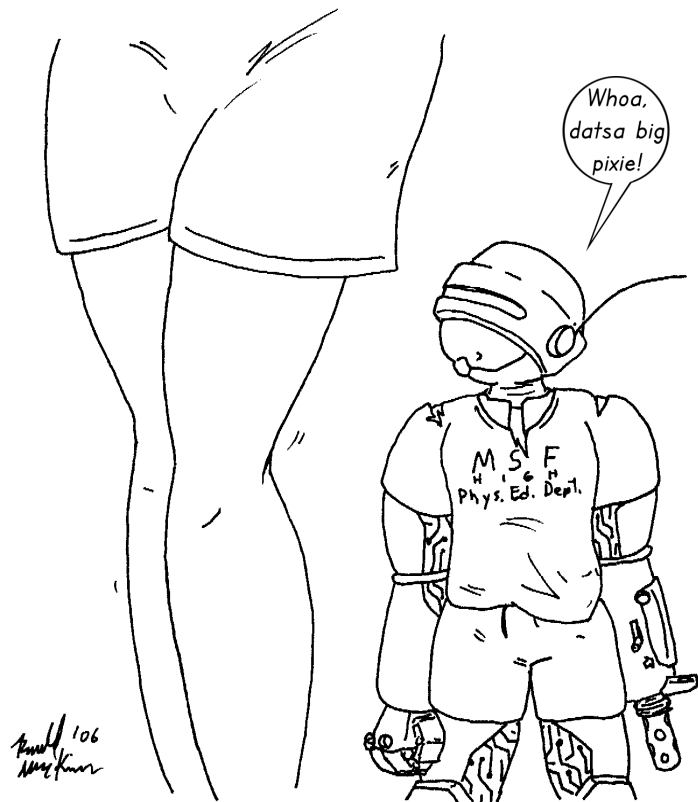
Advantage: Odd-Sized

dice in your Strength checks that come up as their second-highest number.

500XP: Thick-Skinned: As long as your

Defense is 10 or higher, you may re-roll and add dice in your Defense checks that come up as their second-highest number.

500XP: Double-Jointed: As long as your Agility is 10 or higher, you may re-roll and add dice in your Agility checks that come up as their second-highest number.

500XP: Quick-Witted: As long as your Intelligence is 10 or higher, you may re-roll and add dice in your Intelligence checks that come up as their second-highest number.

500XP: Eagle-Eyed: As long as your Accuracy is 10 or higher, you may re-roll and add dice in your Accuracy checks that come up as their second-highest number.

500XP: Honey-Voiced: As long as your Personality is 10 or higher, you may re-roll and add dice in your Personality checks that come up as their second-highest number.

Varies: Odd-Sized: Your character is a different size than usual.

Size	XP Cost
Small/Large	100
Small2/Large2	250
Small3/Large3	500
Small4/Large4	1000

Varies: Extra run speed: Your character runs faster than their Agility normally allows. Most characters move 5 feet for every point of agility they have, but yours moves a bit faster, depending on how much you paid for this advantage.

Run Speed	XP Cost
Normal x 1.5	500
Normal x 2.0	1000
Normal x 3.0	2000

2000XP(TL +1): Hover: Rather than walking along the ground, you hover. This doesn't affect your speed, or your jump height for that matter, but you're unaffected by spells that hurt people standing on the ground, and slippery or hard-to-pass-through ground are no problem to you.

5000XP(TL +3): Flight: While there are spells that allow you to take flight, it's much better to be able to fly all day. Your character, for some reason, be it wings, helium sacs, or propeller-head, can fly indefinitely. This character may make their move in any direction they choose. Remember, if you're knocked out while in the sky, you're going to have a real fun trip down.

500XP: Water Breather: Instead of, or probably in addition to, lungs you've got gills or something else that keeps you alive underwater. Because of this, your character is immune to

Advantage: Flight

drowning.

2000XP(TL +1): Elemental Specialization: Your character can use spells of one element to a far greater extent. You choose this element when you pick this ability. All spells of that element have their MP cost lowered by 5, to a minimum of 1. Note that this character can only use spells that are naturally that particular element, not spells that have that element added on due to a special ability. You can take this multiple times, each time for a different element, but cannot specialize in an element that is opposed to an element you have already specialized in.

Varies: Companion: If you want a cat, a dog, an army of penguins, or a loyal servant to look after you, this is the advantage to take. When you get a human companion, you must spend 1500 XP on them, and then make them through normal character creation. If you want them to advance, or have any extra advantages, you must spend the XP on them as you would yourself. To get a non-human companion, ask the GM to look for your animal in the back of the book, and they will tell you the XP cost and stats of the animal in question.

300 XP: Imposing: Your character, usually either due to sheer size or shoulder width, tends to make small children cry and animals run away in terror just by looking at them. The effect isn't as pronounced with the students at MSF High, but it helps them scare the crap out of people. A character with this advantage gets a +2 to all personality rolls made to intimidate.

300 XP: Bishy: A sparkling smile, long hair, beautiful eyes, and perfect curves are usually considered sexy, and your character--male or female--has them all. Even if you're changed to another race, it still looks good on you. People pay more attention to a Bishy character(though it's hard to tell if this is a good or a bad thing at times) and you can get weak-willed people to do your bidding in the hopes of getting a single date with you. Characters who are Bishy get +2 to all personality rolls made to infatuate.

300 XP: Button-pusher: Most people try and stay on others' good sides, not to make people angry, especially when any student could be carrying a giant mallet or a spell to blow you

fifty feet away if you're too annoying. Your character, however, is a master of saying the wrong thing, stepping on toes, and otherwise pissing people off. While using this amazing ability most of the time is just a good way to get you beaten up, in battle it can draw enemies away from your injured friends. Characters with this advantage get a +2 bonus to personality rolls made to infuriate.

500 XP: Androgynous: Some attractive traits are universal to males and females, and a character with this advantage has all of them, without any easy way to determine, exactly, which gender they are. This leads to a lot of confusion on everyone's behalf, and can be of great use in battle. Androgynous characters can attempt to infatuate people attracted to either gender, until they've figured out what you are.

500 XP: No Libido: For races in general, not having any kind of sex drive tends to be an evolutionary dead-end, as it's kind of one of those things that's necessary for reproduction. However, when you're surrounded by cute girls at MSF High, all of whom want to beat you up and take your lunch money, being able to concentrate on your escape, rather than the sexy outfits they're wearing might give you the advantage you need to get away. Characters with no libido get a +6 on their intelligence rolls to resist infatuation attempts.

500 XP: Unflappable: Taking things in stride can make your life easier, and a character with this advantage doesn't let anything get to them. It's great because it keeps you from being goaded into traps and keeps you feeling better all the time. Characters who are unflappable get a +6 on their intelligence rolls to resist infuriation attempts.

500 XP: Nerves of Steel: Characters with this advantage seem to have outgrown the "flight" part of their "fight-or-flight" reflexes, and can stand their ground when all their buddies have run. Of course, being the last one left is never really a good thing, but it's at least admirable when someone can stare down a dragon without flinching. A character who has nerves of steel gets a +6 on intelligence rolls made to resist intimidation attempts.

RACES

Human

Stat Mods

STR	+0
DEF	+0
AGI	+0
ACC	+0
INT	+0
PER	+0

♌

Sign: Leo

Level-Based Scores

Level	Base HP	Base MP	Skill Points	Facet Levels	Stat Points	Special Abilities
1	10	10	4	0	0	Blend In +1
2	20	20	8	1	0	Blend In +1, Techno-Aptitude +1
3	30	30	12	1	1	Blend In +2, Techno-Aptitude +1
4	40	40	16	2	1	Blend In +2, Techno-Aptitude +2
5	50	50	20	2	1	Blend In +3, Techno-Aptitude +2
6	60	60	24	3	2	Blend In +3, Techno-Aptitude +3
7	70	70	28	3	2	Blend In +4, Techno-Aptitude +3
8	80	80	32	4	2	Blend In +4, Techno-Aptitude +4
9	90	90	36	4	3	Blend In +5, Techno-Aptitude +4
10	100	100	40	5	3	Blend In +5, Techno-Aptitude +5
11	110	110	44	5	3	Blend In +6, Techno-Aptitude +5
12	120	120	48	6	4	Blend In +6, Techno-Aptitude +6
13	130	130	52	6	4	Blend In +7, Techno-Aptitude +6
14	140	140	56	7	4	Blend In +7, Techno-Aptitude +7
15	150	150	60	7	5	Blend In +8, Techno-Aptitude +7
16	160	160	64	8	5	Blend In +8, Techno-Aptitude +8
17	170	170	68	8	5	Blend In +9, Techno-Aptitude +8
18	180	180	72	9	6	Blend In +9, Techno-Aptitude +9
19	190	190	76	9	6	Blend In +10, Techno-Aptitude +9
20	200	200	80	10	6	Blend In +10, Techno-Aptitude +10

msfhigh

Special Abilities

Blend In: Since there are so many humans around, and to most other races they look pretty similar, humans get a bonus to rolls not to be noticed in a crowd. This is useful, for example, when a teacher's looking for a guinea pig.

Techno-Aptitude: Humans are amazingly able to use any technology, even stuff they've never seen before. Therefore, penalties to using any machine they're not skilled in are reduced up to the bonus of this special ability.

Aah, Humans. What can one possibly say about them that hasn't already been said? For sure, they're the most populous race in the universe. Humans are usually described as adaptable and expansionist, able to take nearly any environment as their next conquest and live there comfortably. History classes tell stories of ruthless human dictators ruling groups of star systems with an iron fist, then being overturned by other groups of humans. However, in MSF High, this history of galactic rule amounts to less than a hill of beans—here, Humans are on equal footing with every other race.

It is also worthy of note that Humans seem to play the comedic role of universal straight man. Mankind's been the brunt of many a joke, the target of more transformation spells than any can remember, and is almost always the one designated to take the fall in a crisis situation. Such is a Human's lot in life, and may contribute to their usual desire for change.

In terms of balance, Humans are quite simply the most average race. With no stat bonuses or penalties, the range of their stats is defined almost entirely by their disposition. While this limits starting stats from going above 12 or below 4, it doesn't impose as strict a minimum or maximum as other race's stats. In addition, humans gain stat points, skill points, and bonus facet levels at a decent rate compared to any other race.

Some of the teachers at MSF High find human students too plain for their tastes. They delight in finding any excuse for changing a human's race, which is why the humans' other ability, blend in, comes in handy. If a Human wishes to sink into the crowd they gain a bonus to their hiding rolls thanks to this special ability. This ability may also have more creative uses based on the GM's allowance. If the GM allows, this bonus may be added to rolls to disguise your Human as a member of another race.

Humans also played an important role in history, taking care of the technological side of the Golden Alliance. The one area that they're known as being better than everyone else is when dealing with machines. It's claimed that humans are born with the ability to figure out anything, and this natural advantage is what helped them evolve on their planets of origin. It's also well-known that many heroic human pilots first hopped into their ships without having any idea what they were doing and triumphed by pure luck.

Demi-Human

Stat Mods

STR	-2
DEF	-2
AGI	+2
ACC	-2
INT	+2
PER	+2

$$\Upsilon$$

Sign: Aries

Level-Based Scores

Level	Base HP	Base MP	Skill Points	Facet Levels	Stat Points	Special Abilities
1	7	8	3	1	1	Pounce +1
2	14	16	6	2	1	Pounce +1, Stalk +1
3	21	24	9	3	2	Pounce +2, Stalk +1
4	28	32	12	3	2	Pounce +2, Stalk +2
5	35	40	15	4	2	Pounce +3, Stalk +2
6	42	48	18	5	3	Pounce +3, Stalk +3
7	49	56	21	6	3	Pounce +4, Stalk +3
8	56	64	24	6	4	Pounce +4, Stalk +4
9	63	72	27	7	4	Pounce +5, Stalk +4
10	70	80	30	8	4	Pounce +5, Stalk +5
11	77	88	33	9	5	Pounce +6, Stalk +5
12	84	96	36	9	5	Pounce +6, Stalk +6
13	91	104	39	10	6	Pounce +7, Stalk +6
14	98	112	42	11	6	Pounce +7, Stalk +7
15	105	120	45	12	6	Pounce +8, Stalk +7
16	112	128	48	12	7	Pounce +8, Stalk +8
17	119	136	51	13	7	Pounce +9, Stalk +8
18	126	144	54	14	8	Pounce +9, Stalk +9
19	133	152	57	15	8	Pounce +10, Stalk +9
20	140	160	60	15	8	Pounce +10, Stalk +10

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Pounce: Once per day, a Demi-Human may make an attack roll with the added pounce bonus, as they unexpectedly hop at their target. This only applies if their target could not see them before the pounce attack was made.
Stalk: Demi-humans get a bonus to rolls made when tracking a person in secret, both to the rolls to follow that person and to stay hidden.

There is one other advantage to humans. It seems as through part of their adaptability is related to the fact that their DNA is very easily modified. Because of this, making genetic splices of Humans with animals was a relatively simple task. Thanks to a project thousands of years ago, many of these splices were created. The results of these genetic mixings are called "Demi-humans".

Not all Demi-humans were created by humans, but at this point most of the similar races have interbred to such a point that it's impossible to tell one way or another. Demi-humans, therefore, include all of the near-humans with animal traits that don't seem to have any other outstanding magic powers. Notable differences are between Vixens, who are fox-tailed and eared Humans, and Kitsunes, who can actually take the form of a fox.

Of all the Demi-human races, Neko is the most populous. They're also the stereotype of the race—active, curious, and cute. If there was a Pandora's box in the universe, it was likely a Neko—not a Human—that opened it. Nekos rarely seem to age a day over their teenage years, though whether this is because they do not age further or rarely make it past this age is not widely known. In the world of MSF High, Nekos are an integral element to the general feeling of cuteness.

There are two types of any kind of Demi-human, Martial and Domestic. Martial Demi-humans were originally bred for military operations and more closely resemble the animal they were created from, and are often covered in fur, scales, or feathers. Domestic Demi-humans were created to be sold commercially, and look nearly human, with slight differences such as fangs, tails, and animal ears.

Demi-humans can use their pounce ability to get the drop on unsuspecting targets, though many use it to hop on their friends after even a short time apart. Such a use is usually a waste, but the carefree Nekos are unlikely to care. Other Demi-human races get this ability too, but it's usually used in a more conservative matter.

The other ability of Demi-humans is stalk. With many animal traits, Demi-humans are good at tracking by smells, far enough behind their target to keep from being seen. Stalking is also able to be used more often than pounce, and the day's pounce is often used in conjunction with a nice, long stalk.

Mythic

Stat Mods

STR	-2
DEF	-2
AGI	+1
ACC	+0
INT	+1
PER	+2

Sign: Aquarius

Level-Based Scores

Level	Base HP	Base MP	Skill Points	Facet Levels	Stat Points	Special Abilities
1	5	12	3	1	1	Natural Grace x1
2	10	24	6	1	1	Natural Grace x1, Enhanced Senses +1
3	15	36	9	2	2	Natural Grace x2, Enhanced Senses +1
4	20	48	12	2	2	Natural Grace x2, Enhanced Senses +2
5	25	60	15	3	3	Natural Grace x3, Enhanced Senses +2
6	30	72	18	4	3	Natural Grace x3, Enhanced Senses +3
7	35	84	21	4	4	Natural Grace x4, Enhanced Senses +3
8	40	96	24	5	4	Natural Grace x4, Enhanced Senses +4
9	45	108	27	5	5	Natural Grace x5, Enhanced Senses +4
10	50	120	30	6	5	Natural Grace x5, Enhanced Senses +5
11	55	132	33	7	6	Natural Grace x6, Enhanced Senses +5
12	60	144	36	7	6	Natural Grace x6, Enhanced Senses +6
13	65	156	39	8	7	Natural Grace x7, Enhanced Senses +6
14	70	168	42	8	7	Natural Grace x7, Enhanced Senses +7
15	75	180	45	9	8	Natural Grace x8, Enhanced Senses +7
16	80	192	48	10	8	Natural Grace x8, Enhanced Senses +8
17	85	204	51	10	9	Natural Grace x9, Enhanced Senses +8
18	90	216	54	11	9	Natural Grace x9, Enhanced Senses +9
19	95	228	57	11	10	Natural Grace x10, Enhanced Senses +9
20	100	240	60	12	10	Natural Grace x10, Enhanced Senses +10

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Natural Grace: A Mythic may avoid embarrassment with this ability a certain number of times per day. It does not stop them from losing a roll, it just makes them lose with style.

Enhanced Senses: Mythics are more attuned to the environment than other races, and therefore gain a bonus to their rolls to notice any dim or small sounds, sights, tastes, or smells.

Mythics have cemented themselves in the imaginations of nearly everyone in the universe. As naturally-attuned beings of goodness and light, Elves, pixies, sprites, nixies, and any number of the other "nature races" are very good at perpetuating the legends. While some dismiss their existence as "fairy tales" or other such nonsense, the truth of the matter is that Mythics really do exist on many worlds, living in the forests where none will see them.

The Faye, as they are also often called, have a natural grace, which they use to keep from looking foolish. While this ability seems natural to other Mythics, humans and other races can be surprised when pranks set up against them backfire with startling regularity. In addition, their being attuned with nature give them more acute senses than average. They're suited for living in the woods, and most of these aloof creatures do such, but occasionally Mythics set up mystical courts and play the roles of an Arthurian age over and over again. They're adept enough with technology, but usually prefer not to involve themselves with such vulgar violations of their implied contract with the forces of nature.

In game terms, Mythics are generally physically fragile and mentally adept creatures. They gain facet levels quickly, but this is used more often for using their primary facet without using magical clothing than it is for assigning secondary facets.

This brings up another point; Mythics aren't the most financially well-off race. This isn't exactly because they're lazy, but rather due to their closeness to nature. They hate desk jobs along with anything else as banal.

Some Faye, especially the sprites and pixies, associate very well with Nekos and other Demi-humans, as well as Shapeshifters and elementals. This is likely because of their closeness to nature. The other, more graceful Mythics, however, tend to think that the Nekos are a bit too energetic.

Stat-wise, Mythics are terribly frail. Their lower-than average strength and defense require that an elf train athletically to be on the same level as most races, and even then their health points will be lower. This is made up for, though, by their innate gearing towards magic. While Mythics are stereotypically mages and long-range fighters, they can be well-suites to any job.

The exotic yet not impossible look of the long ears and pale skin that the Elves possess is considered exotic by most humans, and are almost held dearly as girlfriends or boyfriends by members of the opposite sex of many other species.

Facets
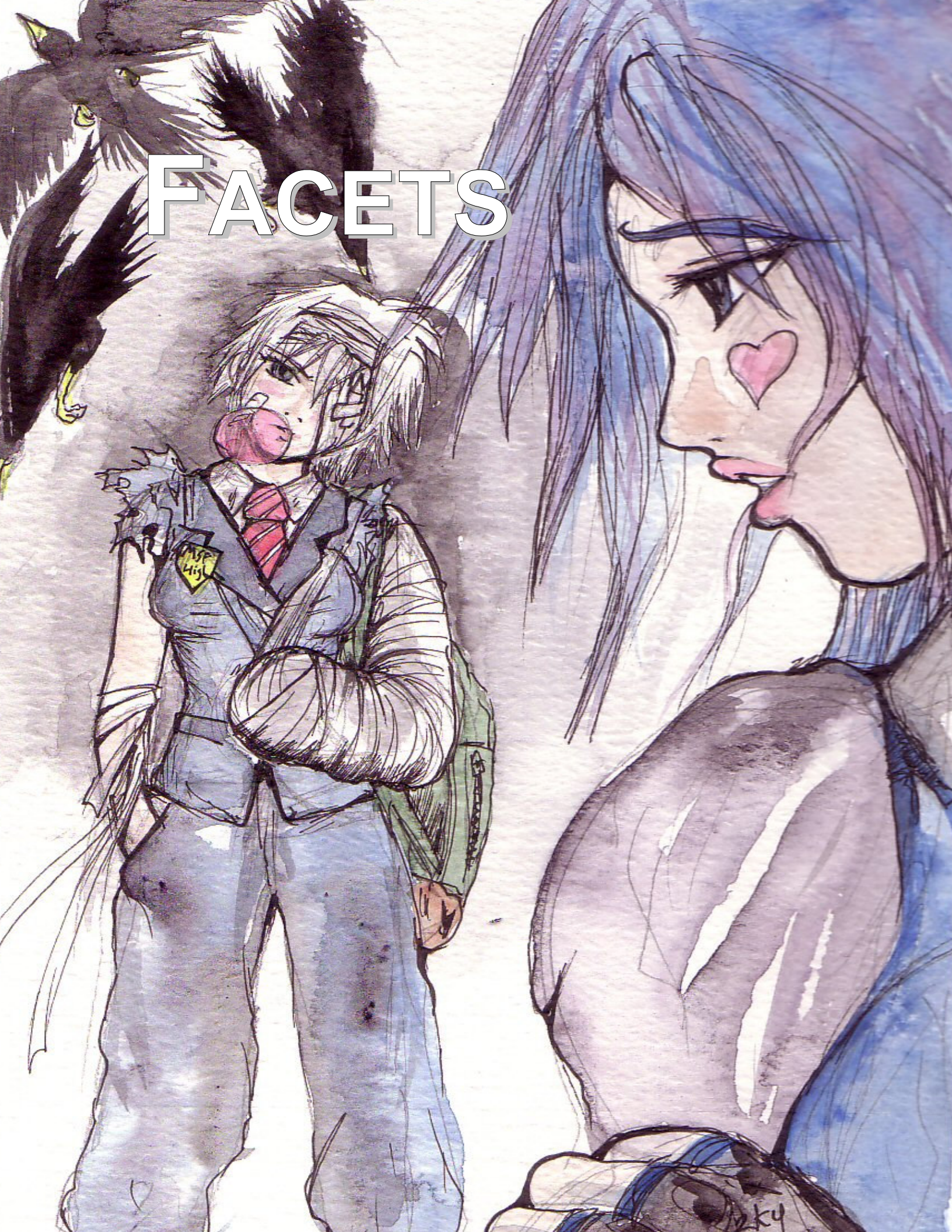
Understanding the facet descriptions can be a little difficult, so here's a list of what will show up on each facet's description pages and what these things mean.

Specialty: The most important skill to the facet. In addition to being able to use all stances with weapons that use this skill, you also get a bonus to skill rolls for that skill equal to the number of levels active in that facet.

Subjects: Other skills that the facet is predisposed to using. As long as you have a level of the facet active, you may use stances with any weapons that have a skill that is listed here.

HP: The total HP bonus gained from activating that level of the facet.

MP: The total MP bonus gained from activating that level of the facet.

Special Abilities: Powers your character gains from having the facet active. These can be related to spells, but are usually a bonus applied in certain situations.

Spells(X) X MP: Shows the max MP cost of spells that your character can cast using this facet's method. How the facet casts magic is described on the following page, and uses the listings below.

Restrictions: Shows what spells or summons your character cannot perform using that facet. It may also explain when the restrictions may be subjective, or when a character must choose restrictions.

Casting Cost: This section shows what your character needs to pay in order to cast spells. This can be a one-time deal or they might have to pay every time. In addition, it also tells you whether you can cast spontaneously, or whether you have to have materials paid for and prepared before the casting.

Casting Actions/Skill/Stat: Describes what your character has to go through in order to cast the spell. Usually this entails using a certain number of actions, but it may be split into two parts or have different rules for different types of spells. In addition, it also tells you which skill

and stat combinations you may use to make the casting roll of the spell.

Learning Spells: Some facets can memorize spells, some cannot, and others don't need to. How your facet remembers or invents spells and what it takes to learn them is listed here.

Student

Specialty: None

Subjects: All

Level	HP	MP	Special Abilities
1	10	10	Study +2 (1 Class)
2	20	20	Study +4
3	30	30	Study +6 , Concentrate (+1/10 MP)
4	40	40	Study +8
5	50	50	Study +10 (2 Classes)
6	60	60	Study +12, Concentrate(+2/20 MP)
7	70	70	Study +14
8	80	80	Study +16
9	90	90	Study +18, Concentrate (+3/30 MP)
10	100	100	Study +20 (3 Classes)

Given all the choices available for a new student at MSF High, it's understandable that a few might not be able to decide yet and try for a little bit of everything. While that's the general view of those known only as "students", one should also consider the second type of student—one who has devoted their training towards their academic skills. In every galaxy across the universe, in every planetbound and space-based institution, there's people like this, who seem so suited to the school environment that it's difficult to picture them doing much else. These are the masters of the final exam, the prodigies who excel in any class but seem to have little appreciable abilities outside of school. This is the true essence of a student.

Of course, this isn't to say that a student is weak. On the contrary, students have much power in their diversity. With the ability to use all their skills at their full potential and their free outfit, students can effectively use any weapon or shield they choose. If they've studied well, their array of skills also comes in handy when they're on the bad end of an attack, as they will be able to guard with their full ability against any assault.

The path to academia is especially enticing to the less wealthy among students, as all students are given their own outfit when they begin the school year. While this lets them use as many levels of student as they wish, the outfit covers too much of their body to let them use much of another facet. To overcome the student's lack of non-school technicals, many students wear along with their uniforms any number of accessories including necklaces, bracelets, hats, or anything else they might even think will fit.

The student's ability to concentrate is likely their most useful technical outside of class, though even then its use is limited to times when they have plenty of time to think. Therefore, it's pretty worthless in all but the most honorable of duels.

Special Abilities:

Study +X(Y Classes): The primary ability of the student is their amazing study habits. A student may use their study ability to prepare for a test the next day, giving them an advantage on other students. The two important factors with this ability are the bonus given to the test roll and the number of classes a student may study any given night. The bonus granted by studying only applies for test rolls made in that class the next day, therefore a student may not stack study attempts over more than a day. In addition, the student may not study more than once per night for a single class. A student may study for a number of classes equal to the "Y Classes" indicated by their student level.

The student's study bonus is a total modifier that the student may divide as they wish among all rolls related to the test. If the test is a single intelligence roll, for example, a student with a +6 bonus would apply the entire bonus of +6 to that roll. If a test was a triathlon in Gym, however, the student might choose add +6 to one of the three rolls or distribute the +6 bonus to the three events as they see fit. These bonus points must be spent before the roll is made.

Concentrate (+X/Y MP): After studying properly in class, a student learns to apply common sense and work logically through problems, both in school and in other situations. To reflect this ability, high-level students may, given ample time to concentrate, expend Mental Points to gain bonuses to their skill checks. This ability costs 10 MP per bonus point gained, and has a maximum amount spent/bonus gained listed in the facet's special abilities section. In general, whether this ability can be used is up to your GM, though he should allow use of the ability whenever your character is allowed to take their time, regardless of how stressful the situation is. As a general rule, if your character has at least a minute to prepare and "psych up" for a task, they may use their concentrate ability. When a student expends MP on a check, they may use any multiple of ten up to their maximum, and they will get that multiple as a bonus to their total roll. Only one bonus may be applied to a single roll, even if the character has more than a minute to prepare. In addition, the player may not spend additional MP on the concentrate attempt after the roll has been made.

Mage

Specialty: Magic

Subjects: Language, Math, Science

Level	HP	MP	Special Abilities
1	5	15	Spells 10MP (Any)
2	10	30	Spells 20MP (Any)
3	15	45	Spells 30MP (Any)
4	20	60	Spells 40MP (Any)
5	25	75	Spells 50MP (Any)
6	30	90	Spells 60MP (Any)
7	35	105	Spells 70MP (Any)
8	40	120	Spells 80MP (Any)
9	45	135	Spells 90MP (Any)
10	50	150	Spells 100MP (Any)

Magic comes in lots of different forms. From the dumb luck of a bumbling hero to the spiritual healing of a prayer, the ways to use magic, wittingly or not, are countless. The drain that casting "true" magic is considerable, though, and the magic practiced by idols, scientists, priests, and everyone else is both limited and inefficient. To that extent, there are a number of students that have devoted their studies to casting magic in its purest form. Among them are witches, cardmasters, summoners, and a number of other wizards. Collectively, they're known as mages.

While all mages are devoted to learning "pure" magic, there are many disputes over exactly what pure magic is. Generally, there are two widely-held beliefs among mages as to the nature of pure magic. The first camp belives that purity of magic rests in casting the most powerful spells with the least amount of mental strain. These mages lower the MP costs of their spells either by randomizing their casting abilities, giving them a number of spells that they can't always choose between but can be powerful if used in the right way, or by having a spellbook full of spells pre-researched by famous mages of years past. The second camp of mages holds the belief that pure magic is simply knowing when to cast, what to cast, and exactly how much.

Special Abilities:
Restrictions: None. Mages can learn and cast any spell, and can summon normally.

Casting Cost: None. Mages cast spells for free.

Spell Alterations: Again, none. Mages cast spells in the most pure form.

Casting Actions/Stat/Skill: One hand action and one talk action. Mages may use their magic skill with either their personality or intelligence stat to overcome the casting difficulty of the spell.

Learning spells: Mages know all of the spells in their spellbook, and the time it takes the mage to write the spell in their book is equal to the MP cost of the spell in minutes. They must take the time to write the spell down in their spellbook before they have truly learned it, though they may cast spells that are written down somewhere else as long as they can see them. If this is a textbook or the teacher's blackboard, there is no penalty for casting, but if it is another spellbook, there is a -5 penalty to cast these spells as the mage must wade through the other writer's handwriting. Mages need not keep their spellbooks on them, but if they can see the spell in their book, they get a +3 bonus to casting it. Remember that holding a spellbook up takes a hand action, and even if the spellbook's held up some other way, it takes a hand action to turn the page if the mage chooses to cast another spell.

Priest

Specialty: History

Subjects: Magic, Language, Music, Science

Level	HP	MP	Special Abilities
1	10	10	Spells 15MP (Divine)
2	20	20	Spells 30MP (Divine)
3	30	30	Spells 45MP (Divine)
4	40	40	Spells 60MP (Divine)
5	50	50	Spells 75MP (Divine)
6	60	60	Spells 90MP (Divine)
7	70	70	Spells 105MP (Divine)
8	80	80	Spells 120MP (Divine)
9	90	90	Spells 135MP (Divine)
10	100	100	Spells 150MP (Divine)

While many of the students take quickly to a role based on fighting, there's still others who would rather hang back and make sure their friends get properly patched up after they've had the snot knocked out of them to a sufficient degree. This is the usual justification for someone taking up the job of healer, though there is the occasional exception. These are the weird ones. You'll know them when you see them, as they tend to have a fanatical gleam in their eye and can use the few attack spells they can use with the moral justification of being on the side of "truth and justice". This, however, is not your typical priest. More often then not, someone becomes a priest out of genuine care for the well-being of others, and would much rather heal than harm. This is usually a good thing for a priest in the middle of a massive fight, as even a party's priest is sometimes considered "neutral", and attacking them such bad karma that most enemies with even a shred of moral fiber will leave a priest to healing. A warning, though: The more ruthless opponents realize that a healer will keep all the other party members from falling over first and will likely attempt to knock out that character first. In this situation, a priest should feel no reservations in joining the fight to save themselves. Priests are moral, not stupid.

Priests tend to cast relatively powerful spells, but are limited in their range and can't do much other than heal and attempt to scare away their foes. Usually, though, they have a big holy trick up their sleeve, and should not be taken lightly under any circumstances. In other words, attack with caution. If at all.

Restrictions: When a character takes their first level as a priest, they must pick an element other than light, purity, or entropy. This element should represent whatever deity or deity they call power from. This chosen element, along with light and purity, are the only elements from which a priest may choose to cast priest spells. If a priest wishes to summon, the creature they are attempting to summon must also be attuned with at least one of these elements, and may not be attuned with any element other than the light, purity, and the priest's chosen element. The priest may also choose to be a doctor, in which cast they cannot choose an element and may only cast purity, mind and body spells, and may not summon. If a character wishes to be both a priest and a doctor, they must take two different versions of the Priest facet, treating both as though they were seperate facets.

Casting Cost: Casting a spell normally require the donation of small items equal in value to at least half the cost of the spell(round up to the nearest dollar). These donated items must be set on the ground or held in the hand of the priest and must belong to the priest, and when the casting roll is made, the items disappear. There is, however, a way for priests to cast spells without incurring these costs. Whenever a priest performs a good deed or one that would otherwise please their deity or deities, the GM assigns them a number of karma points from one to ten. The more the priest sacrifices(as in, gives or puts self in danger, etc.) to perform the deed, the more karma points they are awarded. These karma points can take the place of donations to their deity or deities, and each karma point counts as ten dollars toward casting a spell. Karma points generally don't go away until they are used by the priest, although particularly evil acts can penalize a priest's karma points. Priests who are holding a symbol of their deity in their hand or are wearing it on their person gain a +2 to their casting rolls. Doctors do not follow any of these rules. Instead, they must purchase their spells as injections(in sharp needles) and the like before they can use them, at a cost of 1/10 of the spell's cost.

Spell Alterations: Both priests and doctors' spells function normally, though doctor spells can only affect the target hit with the needle. Needles count as weapons, and are listed in the weapons section, along with how to use them offensively.

Casting Actions/Stat/Skill:: Priests must make a single speak action and a single hand action to cast their spells. Doctors need to make a single attack action, and successfully hit the target.

Learning spells: Neither priests nor doctors need to learn spells. Doctors can only cast a spell, however, if they have already paid for at least one dose of the spell and have it on them.

Martial Artist

Specialty: Martial Arts

Subjects: Gym, History

Level	HP	MP	Special Abilities
1	15	5	Bare-Handed +2
2	30	10	Chi Attack (30 MP)
3	45	15	Resist Magic +2
4	60	20	Bare-Handed +4
5	75	25	Chi Attack (60 MP)
6	90	30	Resist Magic +4
7	105	35	Bare-Handed +6
8	120	40	Chi Attack (100 MP)
9	135	45	Resist Magic +6
10	150	50	Bare-Handed +8

Within the hallowed halls of MSF High there is a group that rivals the warriors when it comes to pure fighting power and determination. Making up for their lack of magic weapons by honing their bodies into precision fighting instruments, they're the only students that the magically-enhanced warriors will call equals in the field of battle. Trained in Eastern fighting styles and weapons, from the common Martial Arts and akkido to tae kwan do, judo and even sumo, their wide base of training affords them flexibility and agility, and can fight well with or without weapons. These students are known as martial artists.

Even armed with little more than a sense of self-righteousness and their bare fists, a high-level martial artist is still a force to be reckoned with and is impossible to catch unarmed. Having trained diligently, they can pummel even the most well-armed opponents into submission or unleash their school's own specialized chi attacks when punches and kicks won't cut it. Though these special attacks are powerful, especially when used to enhance their normal attacks, they have their weakness-a rapidly depleting source of power that is separate from the energy other facets draw upon for their own magic.

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Restrictions: The only restrictions to martial arts "spells" a martial artist may use are those imposed by whatever school of martial arts they study under. Even then, that's more a case of their master not knowing the spells in question. Martial artists may not, however, summon.

Casting Cost: Martial artist "spells" do not cost anything.

Spell Alterations: Martial artist "spells" are not altered through their casting; Though their power comes from a more specific source than most spells(the martial artist's personal chi), they still act the same as a normal spell.

Casting Actions/Stat/Skill: Martial artist spells take two hand actions, a speak action, and a single move action to perform. After using all these actions, they may use their Martial Arts skill with either their Intelligence or Personality as their stat.

Learning spells: The martial artist learns spells, or chi attacks, from a master, who usually charges the cost of the spell to teach it to them, taking a minute for each MP the spell costs. They may also learn attacks from scrolls, which usually cost ten times the spell's cost. A martial artist may learn any spell as a chi attack, regardless of MP cost, even if they do not have a chi pool large enough to cast the spell. A martial artist usually follows a specific martial art, which the GM may define as only being able to use specific spells, specific elements, or any other restrictions appropriate for the art. For a martial artist to learn a chi attack that is not covered by his discipline may cost extra cash and takes five times as long to learn. In this case, the martial artist may have to find another master to learn the spell from, as his usual master may not even know the spell. A martial artist may teach their chi attacks to another martial artist, in effect acting as a teacher. To do this, however, the martial artist must use the chi attack as though it costs triple the MP to cast, as they must use the move in a way that demonstrates it to the student. A martial artist teaching the move to a group of students must pay the move's cost times two plus the number of students. For example, a martial artist attempting to teach a 10 MP move to 4 students must use 60 MP from their chi pool, 20 for the move and 10 each for 4 students. The time to teach the move to a group of students using the same school of martial arts as your character is equal to the spell's MP cost in minutes, while if any of the students are from another discipline, the time required to teach to the group is multiplied by three. Martial artists have no natural way of temporarily learning chi attacks, though from time to time the GM may declare in times of duress and extreme physical exertion that the character may improvise a martial art. In this case, the GM assigns a spell to be that chi attack, adjusts it as necessary, and gives the character access to that move. Moves that are created as improvised chi attacks are instantly memorized and count as an attack of that discipline. Also, in these cases, the spell is usually cast for free the first time, so a martial artist may improvise a chi attack that they will not be able to put into regular use until they've gained a few more levels.

Special Abilities:

Bare-Handed +X: Though the use of the Martial Arts skill affords the martial artist the use of a large selection of weapons, a true martial artist's calling lies within the use of their own fists—as a martial artist gains levels, they gain an increasing bonus to their to-hit or damage rolls when using their bare hands. This bonus is also applied if the martial artist is using punching weapons—I.E. boxing gloves or brass knuckles. The player may choose whether every point of the bare-handed bonus goes to the attack roll or the damage roll, but once this is chosen, it cannot be changed.

Resist Magic +X: Since martial artists don't have magical armor or much in the way of counter-spells, they must compensate for this deficiency by strengthening their bodies against magical attacks. The martial artist may add this bonus to any defense roll versus magic.
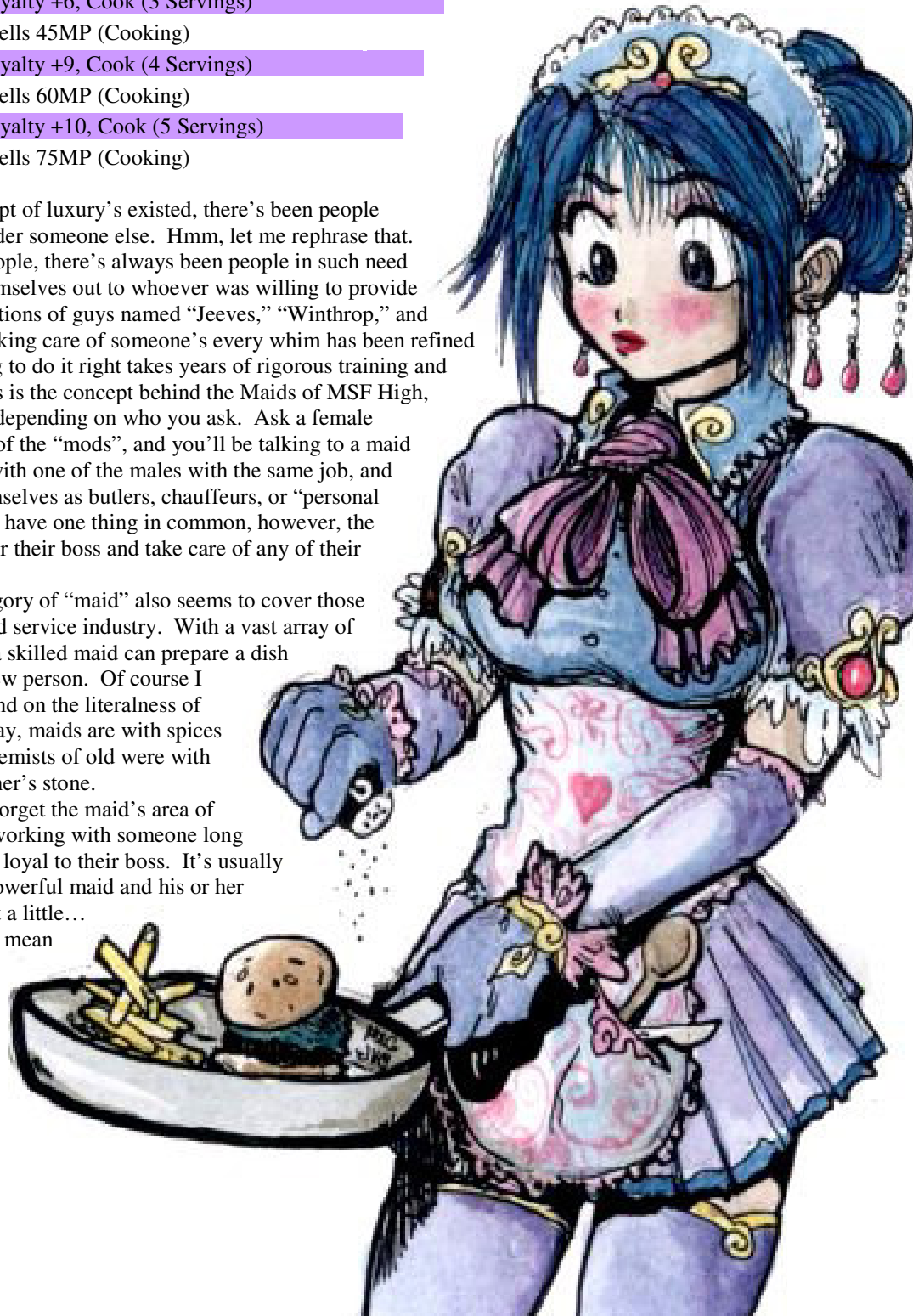
Maid

Specialty: Home EC

Subjects: Art, Music, Gym, Language

Level	HP	MP	Special Abilities
1	13	7	Loyalty +2, Cook (1 Serving)
2	26	14	Spells 15MP (Cooking)
3	39	21	Loyalty +4, Cook (2 Servings)
4	52	28	Spells 30MP (Cooking)
5	65	35	Loyalty +6, Cook (3 Servings)
6	78	42	Spells 45MP (Cooking)
7	91	49	Loyalty +9, Cook (4 Servings)
8	104	56	Spells 60MP (Cooking)
9	117	63	Loyalty +10, Cook (5 Servings)
10	130	70	Spells 75MP (Cooking)

Ever since the concept of luxury's existed, there's been people willing and ready to serve under someone else. Hmm, let me rephrase that. Ever since there were rich people, there's always been people in such need of money that they'd hire themselves out to whoever was willing to provide for them. Throughout generations of guys named "Jeeves," "Winthrop," and "Throckmorton," the art of taking care of someone's every whim has been refined to such a science that learning to do it right takes years of rigorous training and an expensive black suit. Thus is the concept behind the Maids of MSF High, which have a different name depending on who you ask. Ask a female student in the employ of one of the "mods", and you'll be talking to a maid or a housekeeper, but speak with one of the males with the same job, and you'll hear them refer to themselves as butlers, chauffeurs, or "personal bishounen." All these groups have one thing in common, however, the ability to know what's best for their boss and take care of any of their problems.

In addition, the category of "maid" also seems to cover those who've taken a job in the food service industry. With a vast array of ingredients at their disposal, a skilled maid can prepare a dish that'll make you feel like a new person. Of course I doubt it's necessary to expound on the literalness of that statement. Suffice it to say, maids are with spices and cooking oil what the alchemists of old were with lead and a chunk of philosopher's stone.

Of course, let's not forget the maid's area of employment. Usually, after working with someone long enough, a maid'll get fiercely loyal to their boss. It's usually a bad idea to get between a powerful maid and his or her favorite person. They can get a little… overprotective. And by that I mean they can rip your limbs out of their sockets if you're stupid enough to mess with their boss.

Restrictions: Maids can cast any spell, but the effects of the spell may change due to the spell alterations, and it may be difficult to convince enemies to eat the maid's magic food. They may also summon, though the rules for this change as well(see Spell Alterations).

Casting Cost: Every time a maid casts a spell, it costs one tenth the spell's listed cost in ingredients. Some spells written specifically as maid recipies have an ingredient cost of their own. In this case, use that cost instead. Also, the school's home ec class will usually supply you with one spell's worth of ingredients every day the student attends that class.

Spell Alterations: Maid spells are not cast when the maid finishes her actions, although that is when the maid makes their casting roll. Instead, the spell is cast when someone eats the food in question. Whoever eats the food becomes the target of the spell, and must make the oppose roll then. Even if the spell normally does not target a person, the spell is still cast, but in a way that only affects the target...spells that light up an area shine a light on the target alone, weather-changing spells would cause a localized phenomenon just a few inches above their hear, and geography-altering spells do so only underneath the target's feet. When a maid uses one of these spells as a summon spell and someone eats the magical food, They transform into the summoned creature, though they still act as they did before, and in no way are obligated to change their attitude toward that maid. If a PC is transformed in this way, they control the summoned character, and if the summoned character was a humanoid, the transformed character may choose to retain the new gender, race, disposition, or size of their temporary form.

Casting Actions/Stat/Skill: Maid spellcasting technically takes place in two parts--cooking and eating. The maid first must cook the spell, which takes twenty hand actions, and must be performed around proper cooking equipment. Better cooking equipment may lessen the time it takes to cook, and certain types may even be portable, but they may also limit the type of spells the maid can cook. At the end of the twenty hand actions, the maid makes their casting roll. For this roll, they use their Home Ec skill with their choice of Accuracy or Personality as the stat. Depending on the level of the maid, cooking will produce a certain number of servings, each of which from this point counts as a seperate spell(the maid has already made the casting roll, and it applies to the whole batch). For up to a day from their creation, these food items retain their magical power, but after that it has faded and the food is simply...food. However, if anyone eats the food, it enters into the final part of the spellcasting, where the eater must make their oppose roll(See Spell Alterations).

Learning spells: Maids need a recipie visible to them the first couple of times they cast a particular spell, but eventually they've memorized it and no longer need the recipe. The number of times this takes is equal to twelve minus their Accuracy stat, down to a minimum of two times. The maid may also attempt to create a new recipe, casting a spell of their choice without the recipie in front of them, but doing this incurs a -4 penalty to their casting roll. Also, it should be noted that food made with a failed casting roll generally doesn't taste very good.

Special Abilities:
 Loyalty: True maids are fiercely loyal to whoever has hired them to be their master(or in the case of some Mecha, whoever owns them), and will fight with all their might to protect them. When you first buy this facet, choose one person to apply the loyalty bonus to. Whenever this character's master is threatened, the maid gains their loyalty bonus to all attack and damage rolls against anyone causing the threat. At times, it is a little ambiguous when this bonus should apply, so it's up to the GM to decide. You obviously cannot choose yourself as your master, but you can choose anyone you know at MSF High, including other party members.

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Magical Clothing

Magical clothing is a great way to enhance your power by allowing you a level of use of your facets that does not come naturally. Using magical clothing is detailed on page XXX, and here is a list of the magical outfits. The terms on this sheet are as follows:

Outfit Name: Simple enough. It's what the outfit is called. Look below the list for this name, and the shopkeeper's description will follow.

Covers: What parts of the body the outfit covers. Remember: Head, Eyes, Neck, Shoulders, Torso, Arms, Legs, Feet. These are all abbreviated by their first letter. Outfits that cover the torso also provide armor to the character. Using armor is described on page XXX.

Facets: What facets the outfit allows you to use without using your racial bonus facets. The levels of facet the outfit unlocks is directly after the name of the facet. If the level reads "UL" then you may use all your levels in that facet with that outfit.

Armor: If an outfit covers the torso, it provides armor. When your character is hit, roll the armor dice with the defense roll and take the highest. If you're wearing two outfits that provide armor, you may choose which to roll with your defense roll.

Price: This is the cost of the outfit in dollars. Pretty self-explanatory.

Outfit Name	Covers	Facets	Armor	Price
Uniform	NSTLF	Student UL	d6	N/A
Lab Coat	ST	Scientist UL	d6	$300
Maid's Dress	HNSTALF	Maid UL	2d6	$500
Butler's Tux	NSTALF	Maid UL	2d6	$600
Vestments	STLF	Priest UL	d6	$350
Scholar Robes	STAL	Mystic UL	d6	$400
Battle Robes	STL	Mage UL	d8	$300
Art Smock	TL	Artist UL	d4	$250
Dress Shirt and Slacks	TLF	Nerd UL	d4	$150
Gi	STL	Martial Artist UL	d6	$250
Full Plate	HNSTALF	Warrior UL	d12	$700
Stage Getup	HENSTALF	Idol UL	2d6	$950

Uniform: In most private schools, a uniform is sort of a required thing, and by definition all of them should look the same. MSF High's definitely a private school, but the first thing most students notice that tips them off about MSF High's weirdness is that while there are uniforms given to every student, they don't all look the same and it's not required that they be worn. But that's not to say there's no advantages to the free uniform given to each student—for one, it's free. Then there's the fact that it powers all of a students' levels in the student facet, which is a big help in any class. Finally, it doesn't cover everything, so a student can use the open head, eyes, and arms slots to accessorize and use levels of another facet.

Lab Coat: Sure, lab coats have their place in the scientific community—that's why they unlock levels in the scientist facet, after all—but there's a reason that all the cool physicians opt for the long white coat instead of a vest. It just looks awesome to stand there, laughing maniacally, while your coat is flapping in the breeze and a lightning storm is raging behind you. Then again, maybe that's just one of those things that non-scientists can't comprehend. Also, this coat doesn't cover much of the body at all and is

relatively cheap, making scientist the facet of choice for students on a tight budget.

Maid Dress: The clothing used to power the maid facet is unique in its difference as far as the genders are concerned. Even though most of the facet-specific outfits have variations that are made specifically for males or females, usually there's a single type of outfit that works for both guys and girls. Not the case with the Maid facet. Perhaps this is linked to the fact that they're referred to differently depending on gender, too. With that in mind, the Maid's outfit is generally used by girls(Though there are exceptions), and with that in mind was designed to maximize cuteness.

Butler's Tux: On the other side of the gender line are the male maids, of "Butlers", as they're most commonly called. Butlers and Maids have the same special facet abilities and stats, but it's worthy of note that their "boss" will likely set different job qualifications for males than they would for females. That's probably why the tuxedo-like outfit worn by most butlers is less "cute" and more "sharp".

Vestments: Though your character's particular religion may have a specific name for the outfit their clerics wear, they'll all cost the same and have the same stats as the vestments. Other outfits may appear to cover more or less, but they're designed with the magic running through the same areas and will count as covering the same body parts as the vestments listed above. Wearing these will pretty clearly show off your religion to anyone near, and while they can function when covered by other clothing, your status in the church of your choice should be something you're proud of.

Scholar Robes: It's a set of big robes that cover most of you, and give you the appearance of a wizened and intelligent student or a crazed and unstable hermit, depending on how you wear them and whether or not you keep well-maintained facial hair. It comes with a hood, but it doesn't count as covering you for the magical purposes of the clothing. As another plus, it keeps rain off your head! That would make it worth the money even if it didn't unlock all your Mystic levels.

Battle Robes: Let's face it: for many of the facets, magic is something that can't just be done on a whim. Mystics have to spend big bucks on their spells, Scientists spend tons of time researching and designing their devices, and Nerds have to cast reactively. Mages, on the other hand, are custom-tailored for casting in battle, and it shows in their outfits. The battle robes aren't as loose and flowing as the mystics' robes, and allow for unobstructed spellcasting while armoring the mage as best as is reasonable. Did we mention that they usually come with shoulder pads and a cape? Very dramatic.

Art Smock: It doesn't matter how good an artist you are or how carefully you paint, you're going to get some on your clothes. That's why a smock is practically a necessity for an artist, even more so if they plan on casting spells during battle. Some artists consider the stains on your smock to be badges of honor, or a mark of how long you've been at your work. Although white smocks are nice, clean, and pretty, they're also the mark of newbie artists.

Dress Shirt and Slacks: Though it's hard to really consider anything a "uniform" for Nerds, this is as close as anything has ever come. It's comfortable, relatively stylish, and features a pocket up front to store needed materials like pencils, pens, sextants, compasses(be careful, ouch!), tiny computers, or whatever else you need.

Gi: Though some styles of martial arts call it something else, most refer to their uniform as a Gi. It's loose-fitting enough to allow for maximum flexibility but isn't going to fall off anytime soon, either. Unless it's one of the female models that has been cut to maximize sexiness, then the student runs the constant risk of self-exposure, but that's the price one pays for utility and beauty.

Full Plate: Part of becoming a true warrior is knowing how to maneuver in the heavy armor that you have to wear. It offers maximum protection against everything physical and magical, covers every part of the body, and costs a whole lot of money. Remember, though, that your main suit of armor will power up along with your character, so it's definitely worth the investment.

Stage Getup: Ridiculously elaborate costumes are the order of the day for Idols. Unnecessary ribbons, bows, straps, buckles, buttons, and frills make up the majority of the costume, and while it does provide decent protection in battle(As lots of things tend to deflect off the excess metal), it's really made for little more than good looks. This is a relative concept, of course, as some may prefer a more simplistic Idol outfit, or one that resembles another costume.

Armor Enhancements

Once you've picked up a few levels, you'll start wanting protection against bigger things with sharper claws and more acidic spit. Armor enhancements are supposed to keep you from keeling over some way or another. Armor enhancements are given an Enhancement Rating, read as the +x next to the enhancement's name. To get the cost of enhancement, take the total enhancement rating, square it, and multiply by 100 dollars. If your armor's already enhanced, you pay the difference in enhancement ratings to add more.

Hardened: +1 to +10: The armor has been made to withstand impact better and absorb more damage. For every point taken in this enhancement, the armor reduces damage dealt to the character wearing it by -1. If the armor is elementally attuned, the damage reduction is counted as being that element. Elemental oppositions are explained on page XXX.

Elementally Attuned: +1: Choose an element. Enhancing armor with elemental attunement makes the wearer of the armor gain elemental defense against all attacks, physical and magical. Elements, their oppositions, and how to use them are described on page XXX. You may enhance an armor with this enhancement multiple times, but each time you must choose another element, and you may not choose an element which opposes an element that that armor is already attuned with.

Sexy: +1 to +5: The armor has been custom tailored to be more strategically revealing, which can be of great advantage when you're trying to distract an enemy with your body. For every point spent on this enhancement, the character

wearing the armor gains +2 to all Personality rolls made to infatuate other characters.

Scary: +1 to +5: The armor's been festooned with enough spikes, brushed metal, and black dye to make it more frightening to look at than it would be normally. For every point spent on this enhancement, the character wearing the armor gains +2 to all Personality rolls made to intimidate other characters.

Silly: +1 to +5: The armor has been colored garishly and has so many nonsensical attachments that just looking at it can annoy some people. For every point spent on this enhancement, the character wearing the armor gains +2 to all Personality rolls made to infuriate other characters.

Stat-Enhancing: +1 to +10: Pick a stat. For every point in this enhancement the armor has, the character wearing it gets a bonus of +1 to that stat. You may assign points to different stats, but the points assigned may not total more than 10.

Melee Weapons

If you want to prepare for battle, getting a good weapon to bring along should probably be one of the first steps. Here's a list of the melee weapons commonly available in stores around the city. The list works as follows:

Weapon Name: The most commonly used name for the weapon. If it's in bold, it means it's a weapon group. After the list, the shopkeeper is going to tell you about each and every one of these.

Skills: The skills used when handling this weapon. Remember that you may choose either of the skills listed, and if the skill on this chart is marked with a -1, that skill is considered 1 lower when attacking with this weapon. It's definitely preferred to choose a skill that is the specialty or one of the subjects of one of your facets, as if you choose a skill that is not, you cannot use attack stances(see below)

F/P/S: Whether the weapon can be used to make Fast, Precise, or Strong attacks. These are necessary to use particular stances. Weapons

with an F in this category can be used with a fast stance. If they have a P here, they can be used in a precise stance, and if they have an S, they can be used in a strong stance. Weapons can have more than one letter in this category, or all. In order to use attack stances with the weapon, you must have at least one level in an active facet that has one of the weapon's skills as its specialty or subjects.

Damage: The damage the weapon deals if it hits. Usually this has a stat in it, that's the stat of the person using the weapon. Remember, use the highest die unless there is a + before the d in your die types. Note that this means that different die types are separated by + symbols and are therefore added. 2d6+2d10 means to roll two 6-sided dice and two 10-sided dice, take the highest of each set, and add them together.

Cost: How much the weapon costs. They're not cheap, but the 500 dollars you start out with should be enough to get you something useful. That is, of course, you didn't already spend all that you got on armor.

Hands: How many hands you need to use when holding the weapon. Some weapons are two-handed. If this is the case with your weapon, the rules for offhand don't apply if at least one of the hands holding the weapon is your primary hand. Understandably, 2-handed weapons require two hand actions to wield, whereas one-handed weapons only need one. I wouldn't have to say things like that except that it's not obvious to everyone.

Weapon Name	Skills	F/P/S	Damage	Cost	Hands
Slashy Weapons					
Shortsword	Gym/His	F,P	1dStr+1d4	$75	1
Rapier	Gym/His	F,P	1dStr+1d6	$80	1
Longsword	Gym/His	F,P,S	2dStr+1d6	$100	1
Scimitar	Gym/His	F,S	2dstr+2d4	$100	1
Broadsword	Gym/His	S,P	1dStr+2d8	$150	2
Greatsword	Gym/His-1	S	2dStr+1d8	$200	2
Bastard Sword	Gym/His-1	S	2+dStr+1d6	$350	2
Dagger	Gym/Mar	F,P	1dStr+1d3*	$50	1
Pokey Weapons					
Lance	Gym/His-1	S	2dStr+2d6	$400	2
Trident	Art/Mag-1	S,P	1dStr+1d10	$150	2
Giant Fork	Hom	S	1dStr+2d8	$300	2
Smashy Weapons					
Hammer	Sci/Hom	F,S	1dStr+2d6	$250	1
Giant Mallet	Hom/Mus-1	S	2+dStr+2d4	$600	2
Warhammer	Sci/Hom-1	S	3+dStr	$750	2
Giant Spatula	Hom/Mag-1	S	2dAcc+1d10	$300	2

Punchy Weapons					
Fist**	Gym/Mar	F,S,P	1dStr	N/A	1
Boxing Gloves	Mar/Gym	F,S,P	1dStr+2d3*	$100	1
Brass Knuckles	Gym/Hom	F,S,P	1dStr+2d4	$125	1
Tangly Weapons					
Whip	Mus/Mat	P	1dAcc+2d4	$75	1
Net	Mat/Hom	P	1dAcc+2d3*	$75	1
Acrobatic Ribbon	Art/Mus-1	F,P	1dAgi+1d6	$125	1
Chain	Hom/Lan-1	S,P	1dStr+1d8	$100	1
Sai	Mar/Mat	F,P	1dAcc+1d4	$100	1

*A d2 is half a d4 roll, rounded up. A d3 is half a d6 roll, rounded up.

**These are the stats for fighting bare-handed.

***This weapon is a carving tool for artists.

Slashy Weapons

Slashy weapons do their damage by hitting the enemy with a bladed side of the weapon. Usually this is accomplished by slashing the weapon at the target.

Shortsword: It's easy to use, and smaller races can use it like it's a broadsword! This has been the standard equipment for many races' foot soldiers throughout history due to its ease of use and simple mass production. These ones, of course, are individually hand-crafted, giving them a superior quality over ones found in museums or private collections.

Rapier: While the short sword tends to give the user the authentic look of a grunt, a rapier seems more suited for the sophisticates, high-society swordsmen who likely practice duels as a hobby. While the quality of the one using the sword diminishes when they're not fighting for their lives, the craftsmanship on the sword improves significantly when the buyer is loaded.

Longsword: Longswords are generally considered the standard for not only swords, but weapons everywhere. Historically, they're used by knights and other high-ranking warriors, and many of the galaxy's most famous artifacts are longswords. Although it's called a longsword, you'll see quickly that there are many that are, in fact, longer.

Scimitar: Long before space was the frontier to be explored for each planet, there was the sea. Exploration on the seas led to commerce, and commerce led to piracy. The Scimitar is the classic weapon of the pirate, useful for cutting ropes and vegetation as well as enemies. It's got an odd shape, and fits well into a scabbard.

Broadsword: Take a longsword and make it thicker, and you basically have a broadsword. There are versions available where a single edge is sharpened and where both are, but both do the same damage when you attack with them. You can also smack someone with the broad side of the sword, which is more likely to knock them out than deal any real damage.

Greatsword: If the broadsword isn't big enough for you, extend it in all directions and you have a greatsword. What's so great about it? Well, the damage it deals, for one. The not-so-great part is that a sheath to hold it at your side would likely drag along the ground, so you have to strap it behind you when you're not using it.

Bastard Sword: People thought using a sword like this was going overboard, until they got their first look at the buster sword. Wielding a sword like this one-handed is a great way to break your arm and requires tremendous physical strength, generally possessed by creatures of a larger size category. However, the bastard swords made for those creatures are also too big for them.

Holding this weapon in your hands(or anything that counts as hands for you) gives you a -1 penalty to Agility.

Dagger: The preferred weapon of rogues everywhere is also the holdout weapon of many warriors. Somoene may knock the sword out of your hand, but that matters little when you've got a dozen daggers just in case. I've also seen some students that can throw daggers and do some very impressive tricks with them.

Pokey Weapons

Pokey weapons are longer than most and have a sharp point at the end. They deal the most damage by being jabbed into their target.

Lance: Normally, this would have the same sort of problems as the buster sword, but this weapon isn't designed to be used by someone who's just walking around. Someone using this weapon should be on a horse or some other mount, or at least have someone running at them at top speed. Holding this weapon in your hands(or anything that counts as hands for you) gives you a -1 penalty to Agility. With this weapon, you may attack enemies up to two spaces away from you.

Trident: Wield this weapon and you become god of the sea! Well, not really, but you can at least spear yourself some fish to eat! It's got three points, as it name implies, and works best from a distance. With this weapon, you may attack enemies up to two spaces away from you. However, You deal only 1dStr damage to anyone you attack within one space of you.

Smashy Weapons

Smashy weapons have a point at which all the energy from an attack is concentrated, and damage is dealt with it by swinging the handle of the weapon with as much force as possible to make the focus of the weapon hit the enemy in an extremely painful manner.

Hammer: It's a bit small for a primary weapon, really, but it's got an extra use. Hammering nails may be something you need to do someday, and it has a prybar on the opposite side to remove said nails. It deals all its damage at the flat surface, which is good for the nails, but bad for anyone you hit with the hammer.

Giant Mallet: This weapon is predominantly used by females against less-than gentlemanly males. The amazing this about this weapon is its ability to disappear when the girl's not holding it, and suddenly re-appear whenever she reaches back for it. Holding this weapon in your hands(or anything that counts as hands for you) gives you a -1 penalty to Agility.

Warhammer: It's a hammer, all right, but it shouldn't be used on nails. This thing is absolutely huge, and swinging it like a golf club will practically knock anyone you hit into the sky. Being such a large weapon, it's hard to use any way other than just clobbering bad guys. Holding this weapon in your hands(or anything that counts as hands for you) gives you a -2 penalty to Agility.
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Giant Spatula: Whether you're cooking pizza or okonomiyaki, this spatula will serve you well, and when you're not cooking with it, it can be used as a huge paddle to beat the crap out of people. As an added bonus, try hitting someone with it right after it's been in the oven for an extra-hot attack. Just make sure you wash it afterwards. Holding this weapon in your hands(or anything that counts as hands for you) gives you a -1 penalty to Agility.

Punchy Weapons

Punchy weapons are the most naturally easy to use. They fit over your fists and are designed to make your punches hit harder than they normally would.

Fist: This isn't exactly something you can buy, but most people already have a couple(or something that functions in much the same fashion). These work pretty much like any other weapon except for one thing. Remember how switching attack stances when wielding a weapon incurs a -2 penalty to attacks for the turn? Well, if you're bare-handed, that penalty doesn't apply. I suppose the versatility almost makes up for the lack of power, but then if fists were so great then we wouldn't have weapons in the first place. Also, fists can't be enchanted.

Boxing Gloves: Usually, these are padded and keep your fists from dealing deadly damage to your opponent. However, these are combat gloves, and are made with knuckle plates to deal extra damage right where your fist strikes first. Note that using these during an actual boxing match is a really good way to get disqualified.

Brass Knuckles: Of course, you could always go the no-nonsense approach and buy these, a set of rings that connect together and go around your fingers to add a lot more damage to your knuckles. But please don't wear them all the time. That's a little unsettling.

Tangly Weapons

If you'd rather incapacitate an enemy than just beat the crap out of them, tangly weapons may be the solution you're looking for. They're rarely designed to deal damage, but have secondary functions that can entrap an enemy or their weapon.

Whip: This weapon has a lot of different uses, and some of them have led to different images being associated with it. For one, it can entangle limbs and weapons very well. Secondly, it can deal a lot of damage when the handle is snapped. Lastly, it can grip tightly around perches, chandeliers, and random branches and can then be used to swing from place to place. However, a lot of people think this weapon's sexy, for reasons I shouldn't go into. With this weapon, you may attack enemies up to two spaces away from you.

Net: Don't expect to do much damage with this as a weapon, as its real purpose lies in tangling people up. Throw a net over most bad guys, and they're trapped until you can take care of their boss. But even if someone can use a sword well enough to cut through a net, it will still take awhile to cut a hole large enough to escape. If this weapon hits, rather than dealing damage, you may choose for it to entangle the person hit. They must then deal 30 HP of damage to the net before they can move. This ruins the net, and it can't be used again.

Acrobatic Ribbon: I'm not entirely sure how some gymnasts use this thing as a weapon, but I've seen it myself and can confirm that, in the hands of a trained professional, a ribbon can actually do some damage. It also has many of the same uses as a whip, but doesn't deal as much damage as it's designed to flow beautifully though the air when swung around. With this weapon, you may attack enemies up to two spaces away from you.

Chain: This weapon's heavier than a whip, and can't snap as quickly, but it requires much less skill to use as an actual weapon. Just swing it as hard as you can at someone. It's guaranteed to hurt. Using over ten feet of chain makes it ineffective as a weapon, though. With this weapon, you may attack enemies up to two spaces away from you.

Sai: While it may look like it's used for stabbing, it has a secondary purpose that really makes this weapon worth using. A sai can parry really easily, and is used to stop someone from using a weapon, twisting it to a bad angle or sometimes snapping it completely. If this weapon is used to parry successfully, the character wielding the sai may make a nonskilled strength roll against the attacker. If the sai-wielding character is successful, the attacker loses that hand action the next turn. The character wielding the sai may continue to hold the other character's action this way, as long as they spend the proper hand action and make another successful strength check against the trapped character.

Ranged Weapons

Sometimes, you don't really want to get up close and personal with your enemy. You're not a chicken or anything, but you are smart enough to realize that the one who can hit the enemy from far away has the definite advantage in a fight. That's why ranged weapons are so useful. If you have a minute to hit your opponent before they can hit you, you've got the upper hand. Unfortunately, as tough as students are around here, getting shot at with arrows or bullets isn't as effective as getting hit with a sword or giant hammer, but sacrifices must be made in the name of safety. Following is a list of weapons available, along with descriptions of each. The list works like this:

Weapon Name, Skill, F/P/S, Damage, Cost, Hands: Really, do I have to go over this again? Look a few pages back, at the melee weapons. These parts work the exact same way, so let's concentrate on the new parts.

Range: The most effective range of the weapon. If you're farther away than this, you suffer penalties to your attack roll. The penalty suffered is equal to the number of ranges you would have to add to the first to put the target within range. Always round up to the nearest range increment. Attacking past the first range of a ranged weapon is not possible with certain weapons.

Example: To hit a target 110 feet away with a weapon that has a range of 30, you would suffer a penalty of -3 to that attack roll(30+30x3=120, the range that would be necessary to hit the target).

Ammo: How many times the weapon can be used before you have to reload it. Reloading a weapon takes 1 hand action. Also, if you want to buy ammo, most shops are going to make it easy for you. Ammo for any weapon is 10 for a dollar. Ten arrows, ten bullets, whatever. Unless it's on sale. Arrows and sandbags can often be re-used, assuming you can find it and it's not broken(half the time it's lost or broken), but bullets can not.

Weapon Name	Skill	F/P/S	Damage	Cost	Range	Hands	Ammo
Bows							
Shortbow	Mat/His	F,P	1dAcc+1d6	$100	30	2	1
Longbow	Mat/His	P	1dAcc+1d8	$200	60	2	1
Guns							
Pistol	Sci/Mat	F,P	1dAcc+3d6	$100	30	1	10
Rifle	Sci/Mat	F,P	2dAcc+3d8	$200	50	2	20
Shotgun	Sci/Mat-1	P	1dAcc+5d4	$200	20	1	1
SMG	Sci/Mat	F	1dAcc+4d6	$400	30	1	30

When firing a gun, keep its ammo into consideration. After you have made a number of attacks equal to the ammo of the weapon, you must spend a hand action to reload the weapon. This is, of course, assuming you have more ammo to load into it.

Shortbow: A simple bow designed for novices to fire off arrows quickly and with some degree of accuracy. It doesn't require too much in the way of strength to operate and, at the very least, has a longer range than any melee weapon.

Longbow: Longbows have a much longer range and can handle more strength being used to pull back the arrow, but this makes them take a bit longer to fire than a shortbow. Normally, using one of these takes a lifetime of practice, but learning times here always do seem a bit accelerated.

Pistol: The most basic and easy-to use of guns, a pistol is affordable and its ammo supply is such that most who use it won't be running out in the middle of a fight. There's dozens of brands, but the cost and damage dealt is about the same with each. The same goes for Laser-shot varieties,

which drain batteries as quickly as a bullet-shooting pistol expels its ammunition.

Rifle: A definite step up from the pistol, a rifle boasts superior range, damage, and ammo storage. The downside to all this? It's a two-handed weapon. Rifles require a bit more effort to use than a pistol, and doesn't look as cinematically cool, but it makes the perfect weapon to use in an ambush or when battling an army of giant insects.

Shotgun: Nothing says "stopping power" like a face full of shot. Used by police officers and hillbillies alike, the shotgun is a close range weapon with enough force to blow a hole in just about anything. The only problem is its range—the stuff it shoots spreads far and is pretty likely to hit its target, but the farther away that target, the less damage it'll do. Slugs can be loaded into a shotgun, this doubles the range of the

weapon but lowers the skill you are attacking with by 1. Since the weapon's one handed and only has a single shot before it needs reloading, it may be a good idea to keep that other hand free.

SMG: That acronym there stands for "submachine gun," for any of you who haven't seen one before. Slightly larger than a pistol, yet still fits nicely into a single hand, a SMG is designed with the purpose of spraying a lot of lead into the air as quickly as possible. However, gunsmiths here found out that you would generally empty one of these in about 1.8 seconds, which is less than one combat round. That's why these fire significantly slower than most models—expending all your ammo in one shot is really bad if all the shots miss. These deal more damage than a pistol and last a bit longer, ammo-wise, so if you can afford the step up, I'd recommend one of these.

Weapon Enhancements

Higher-leveled fighting-types may often find that their weapons simply aren't cutting it against the massively destructive spells that their mage buddies can fling around with reckless abandon. Well, that's alright, because for the right sum, you can have your weapon enhanced to deal extra damage, hit better, be elementally aligned, or even to cast spells themselves! Here's how it works: Enhancements are given an Enhancement Rating, read as the +x next to the enhancement's name. Take the total enhancement rating, square it, and multiply by 100 dollars to get the cost of enhancement. If your weapon's already enhanced, you pay the difference in enhancement ratings to add more.

Damage Increase: +1 to +10: For every enhancement rating point spent on damage increase, the weapon's damage rolls are raised by 1. If the weapon is fully elementally attuned(see below), this damage also has that element.

Lighten: +1 to +10: The weapon becomes easier to use and is more likely to hit enemies. For every enhancement rating point spent on lighten, rolls made to hit with this weapon are increased by 1. This increase may apply to getting crirical hits, but do not alter the results of your dice rolls and therefore do not alter the probability of the dice getting their highest number.

Full Elemental Attunement: +1: Choose an element. Enhancing a weapon with full elemental attunement makes the damage that the weapon deals gain the properties of that element. This makes them weak against similar elements, but stronger against the opposite element. Elemental opposition, and the effects of elemental attunement, are described on page XXX. Note that damage dealt by your character's stats(the STR damage on a weapon, for example) are not attuned in this way unless your character has that particular attunement as well. This may be put on the same weapon multiple times, but you may not choose an element that is opposed to an element that the weapon is already attuned to, an element that belongs to a spell that the weapon casts, or an element that is dealt as extra elemental damage.

Extra Elemental Damage: +2 to +4: Taking this enhancement causes your weapon to deal extra damage of an element of your choice. At +2, the additional damage is equal to a d4. At +3, the damage is a d6, and at +4, the damage is a d8. This damage is not affected by Full Elemental Attunement, and may be taken multiple times. Each time you may choose any element you please, so long as you do not have this enhancement or full elemental attunement on the weapon for an element that is opposed to that element.

Intelligence: +4: The weapon can speak to the character, either verbally or through telepathy. The personality of the weapon is up to the GM, though. An intelligent weapon has ten points to distribute in accuracy, intelligence, and personality, as the player sees fit, and a single point in one skill of the player's choice. The GM may deem that the sword gains skill or stat points throughout play or roleplaying. An intelligent sword can also cast any spells it has without using the character's hand action, though it takes a talk action for the character to tell the sword to cast the spell. Intelligent weapons can be hard to play with, so ask your GM's permission before purchasing one.

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CHAPTER 8
SPELLS

Using Magic

Just about everyone here learns to use magic sometime or another. The fact that the word magic is part of the school's name should serve as testament to that. Using magic is different for each facet, and is described on page XXX.

Elements

There are ten different elements in which spells can be described. Each spell has one or more element, and may be modified to have more. Here is a description of each element:

Fire: Magic that tends to cause fires which may deal extra damage rounds after it has been cast. Spells with the element of fire are opposite of water-based spells. Fire magics can also produce smoke or steam, which can obscure the battlefield. Mages who specialize in fire magic are assumed to be rash and hotheaded, with a penchant for destruction.

Water: Magic that changes the battlefield, makes weapons harder to see, and obscures vision. Water spells are opposed by fire-based magics. Water spells also often use coldness to create ice, which is great for freezing enemies in their tracks. Water mages are seen as introverted and stalwart.

Earth: Magic that alters the land itself, able to hinder movement or change terrain as necessary. Earth magic is opposite wind. In addition to messing with the ground, Earth magic helps plants grow and thrive, and can even call upon them for assistance. Earth mages are assumed to be one with nature, or, to put it in less friendly terms, hippies.

Wind: Magic that tends to hit multiple targets with invisible gusts of air or allows movement through the sky as easily as one walks along the ground. The opposite element of Earth. The entire sky is the realm of the Wind mage, and they can illicit powerful lightning storms. Wind mages are described by most as flighty and whimsical.

Light: Magic that illuminates an area, reveals hidden objects or enemies, or blinds enemies. Light spells are opposite sound-based spells. Some of the light spells help a mage with their speed, or are simply cosmetic spells that change the look of other spells. Light mages are stereotyped as being obsessed with appearance and neatness.

Sound: Magic that carries through the air to multiple targets, shakes apart objects with vibrations, and overpowers mages' ability to concentrate. Opposite of light magics. Sound spells are impressive, like stage productions, and their mages tend to put on a show for anyone who might be watching, even if it's only their target.

Purity: Magic that heals targets, purifies areas, and calls down holy power to enhance one's abilities or punish the wicked. Opposite of entropy magic. Often seen as the ultimate good element, purity mages are blessed with reputations that precede them for goodness and happiness.

Entropy: Magic that takes advantage of natural chaos, causing targets to break down, people to become confused and act erratically, and luck to enhance. Opposite of purity magic. Entropy spells are unpredictable, and oftentimes so are the mages that cast them.

Mind: Magic that affects a target's mind, either enhancing it, degrading it, or changing it

entirely. The element opposite of body magic. Many of the mind spells are taboo, and those who specialize in them are not received in the most warm of fashions, as there are many who are scared of losing their identity to them. It's worthy of note that a lot of these spells have "permanent" effects, with a N/A duration. These spells can be cured with another casting of the same spell by a mage wishing to fix the problem(Even ones like memory block), or they can be removed by the student's self-repair system when they sleep that night. In either of these cases, whether to change back is the choice of the target.

Body: Magic that affects the target's body, empowering or weakening it, or in some cases giving it a new shape altogether. Opposite of mind magic. Body mages can have a playful yet(hopefully) harmless sadistic streak that shows in their penchant for random transformations. These transformations can be reversed, at the choice of the student, by a

reverse-casting or a night's sleep, like with the similar mind spells.

Spells

The details of each spell are as follows:

MP: The MP cost to cast the spell. When the spell is successfully cast, reduce your character's MP by this amount. You may cast a spell that costs more MP than your character has available. If your character falls below 0 MP, they'll suffer

from mental exhaustion(see page XXX). This cost is also used to determine what spells your character can cast based on their level.

Cost: This is what the spell costs to buy in a store. Some facets must pay this cost once, some must pay it every time, some must pay fractions each time they cast, and others may not have to pay at all. It all depends on the facet itself, but this is the base cost of the spell, before modifications.

Difficulty: This is how hard it is for a mage to cast the spell. When the mage makes a casting roll, as described in each facet's special abilities section, this is the number they must beat with that roll in order to cast the spell. If they fail, they do not waste any components in the spell or any of the spell's cost, but they do waste any actions it took to cast the spell.

Oppose: If you'd rather not suffer the effects of the spell but are being targeted, whether or not you're casting the spell yourself, you must beat the oppose number with a nonskilled roll of the stat that appears before the number. If you fail, you're hit by the spell. Some spells you may want to get hit by. In this case, you may choose to fail automatically. Opposing a spell does not take an action.

Range: How far out you can cast the target of the spell. This is represented in feet, and is usually in multiples of 5, which is great, considering mini scale puts 5 feet to one inch. The range also may be "touch", in which case the caster must be touching the target(within 5 feet), or the caster themselves, in which case the spell isn't being cast on anyone else anytime soon.

Targets: How many people can be hit by the spell. It's most likely either 1, or everyone in an area. The area is centered around the square chosen by the mage that's within the range of the spell(see above).

Damage: How much damage the spell does to its targets. Some spells heal, and those have a negative number.

Duration: How long the spell lasts. Usually, it's in rounds. A round represents ten seconds of time.

Fire Spells

Fireball level 1
MP: 8
Cost: $50
Difficulty: 6
Oppose: Agi 9
Range: 60
Targets: 1
Damage: 2d10
Duration: N/A

The fireball is the staple of any fire mage, and is one of the standard elemental attacks for mages that diversify their spells, too. Fire magic is able to inherently cause more damage than most elements, so it is understandable that this basic spell is written in the spellbooks of most attack mages, even ones that specialize in other elements. When cast, the fireball itself forms about two feet in front of the caster and moves in a forward direction, making it impossible for a mage to use a fireball on anyone grappling him. In its least powerful incarnation, the fireball is about the size of a baseball and, unless the mage has learned a themed version of the spell, a blazing orange color. Unlike a baseball, however, the fireball is not thrown; rather, the spell instantly heads in the direction the caster aims it, and does not sway from its path for anything or anyone. Because of this, the spell is all but useless when the target has taken non-flammable cover, and care must be exercised when cast near anyone friendly to the mage. In addition, the fireball behaves at least somewhat like real fire--if it passes completely through a body of water, it is extinguished instantly, making the spell worthless underwater. In rain or other cases where less than the entire fireball is surrounded by water, though, the

spell still works fine and the fireball heads towards it designated target. If the spell misses near materials that the GM deems flammable, there is usually a 1 in 4 chance that it will catch fire.

Fireball level 2
MP: 25
Cost: $150
Difficulty: 9
Oppose: Agi 11
Range: 80
Targets: 1
Damage: 2+d12
Duration: N/A

This beefed-up version of fireball, usually used when the smaller one doesn't pack enough punch, behaves just like a level one fireball. The only difference is that the level two fireball is slightly larger than the level one version--a level two fireball is the size of a basketball. This makes it harder to squeeze a fireball into a small opening, as it explodes on impact with cover just as easily as it does with a target.

Flaming weapon
MP: 20
Cost: $250
Difficulty: 8
Oppose: Agi 5
Range: 20
Targets: 1
Damage:+1d6
Duration:1d10 minutes

Until a party's warrior can get an artifact weapon

powerful enough to keep up elemental effects full-time, it's usually the mage's job to turn on the heat when circumstances deem it necessary to not only plunge a blade into the blackened heart of your enemy, but to plunge a flaming blade into the blackened heart of your enemy. Many warriors prefer to use flame as their weapon's elemental property not only because of the extra damage it deals(especially to cold-based creatures or bad-lucked ice sculptures), but also because of the lighting it provides in darkened areas, the use in cooking food on the go, and the sweet-looking effect of the striking area of the weapon being bathed in magical flames. The only downside to this is that, unless the effect is permanent(which I'm going to say it isn't for all you players), the flames "turn off" if the sword is sheathed. This only counts, though if the weapon is actually put into a sheath. Being stuck in other things, like doors, water, and, of course, enemies, does not end the flaming effect, though this can cause problems on its own if the wielder does not have a sheath ready to hold the flaming weapon. Using this spell on a weapon gives it additional fire damage, but only this additional damage is counted as fire damage, and not the base damage of the weapon itself or the damage added by the wielder's strength. Certain individuals trained in martial arts consider their fists to be weapons; This spell works on one's hands if they have an actual magical bonus, such as that granted by levels in Martial Artist, but not otherwise. By this same token, impromptu weapons such as uprooted trees and once-parked cars cannot be affected by this spell unless they otherwise grant a bonus as a weapon.

Fire Beam
MP: 15
Cost: $40
Difficulty: 5
Oppose: N/A
Range: 30
Targets: N/A
Damage:3+d4
Duration:1d12 rounds

Sometimes, a mage needs to let others know that he's the one bringing the flames. Other times, they might want to carve their name into their targets(or the landscape) for future reference. And sometimes, they just want to play space cowboy with their spells and have an old fashioned laser shoot-out with real beams. In any of these cases, the spell for the job is Fire Beam. Fire beam appears as a narrow ray that continuously streams from the caster's index finger. The ray continues to spout out of their finger until the spell ends, allowing the caster to attack multiple targets as if using a ranged weapon in their primary hand(Mag, F/S, Damage as in the description, reach is unlimited). This ray is not affected by gravity, and will go as far as its range in whatever direction it's pointed. It's a good idea for the mage casting this spell to keep their concentration on where their finger is pointed, as an errant fist-clenching(Or, heaven forbid, nose-picking) will bring the caster quite a bit of hurt. Since the spell is constantly controlled by the caster, they may end it any time during their turn with no trouble, or at any other time with an intelligence roll of 11. Since this kind of fire is designed with the likelihood of it not being on-target all the time, the possibility of most background objects catching on fire is rather low, save any open gas tanks or helium-filled life forms their finger might lead the beam across.

Firestorm
MP: 95
Cost: $5000
Difficulty: 20
Oppose: Agi 16
Range: 60'
Targets: 50'x50' area, excluding the caster
Damage: 20+d6
Duration: 2d6 Rounds

Aah, here we go. This is quite possibly the ultimate fire spell, and many mages-in-training skim through their textbooks searching for this spell only to be dismayed that they will not have the power to cast this for a long, long time. This is really a good thing, though, as most people would agree that first-year students should not be flinging around spells this powerful. Firestorm is used when there are a lot of things around that just need to be hit with huge balls of fire. It's also an interesting note that a large chunk of the power used to cast firestorm lies in the fact that the ensuing shower of pain and destruction goes

out of its way to avoid the caster--even if the caster is in the center of the storm or moving through it. Aside from the caster, though, the storm is indiscriminate; it hits plants, animals, henchmen, anything that isn't the caster himself. The "storm" is not really so much a phenomenon of the weather as it is a magical meteor storm, though. The fire falls from space, and anyone in the area, regardless of height, is subject to its torrential flames. To this effect, anyone inside the area of firestorm who is not the caster must make an oppose roll each and every turn. Every turn they fail the roll, they take 20+d6 fire-based damage. When the duration of the spell runs out, fireballs stop falling from the uppermost parts of the atmosphere and the caster is left with a heck of a lot of property damage and, likely, a lot of explaining to do. While the cost to learn this spell is high, it's usually nowhere near as high as it is to pay for damages incurred by the firestorm. That being said, use this spell not only with caution, but with moderation, if at all. Our city's fire department has its hands full with all the accidental fires, so we'd rather not have to assign a squad to follow you around all day.

Water Spells

Ice Shard level 1
MP: 7
Cost: $50
Difficulty: 6
Oppose: Agi 8
Range: 80
Targets: 1
Damage: 2d8
Duration: N/A

Just like fire mages have their fireball, ice mages have Ice Shard. Like the fireball, it is a simple spell that is designed to cause damage at a range. And also, like the fireball, it is usually the first spell of its element taught with the intent of it causing damage. However, while the fireball is powerful to the point of danger to the surrounding environment and, in the eyes of some mages, highly erratic, the ice equivalent of that spell is more likely to hit its target and less likely to cause damage to the area the target occupies in case of a miss. Upon casting, a

small, smooth shard of translusent blue ice, about a foot long and two inches thick, forms from the air two feet in front of the caster. This is just like casting a fireball; it cannot hit someone less than two feet in front of the caster, and therefore is ineffective against anyone grappling, hugging, or otherwise pinning the caster. As quickly as it is formed, the Ice shard leaps toward the caster's intended target. The target must make an oppose roll; if they fail, they take the spell's damage. Upon impact, the spell punches through the target as much as possible, then melts, leaving little trace other than wet and usually dented armor. If the spell misses its intended target, it shatters against the ground or wall behind harmlessly; the splinters of ice melt almost instantly, and the only effect this might have is to put out a small fire. Like fireball, this simple spell is often bought in designer colors; variations are available in any colors, for a small extra fee. However, it is the general consensus that blue is the standard color

C.Dayman

for Ice and it's easier for the mage to accessorize to their spells than vice-versa.

Ice Shard level 2
MP: 23
Cost: $150
Difficulty: 9
Oppose: Agi 10
Range: 100
Targets: 1
Damage: 2+d10
Duration: N/A

The Ice Shard spell is also similar to the fireball spell in that it has four incarnations taught in the magic textbooks. Many starting students mistakenly belive that the spells are restricted to particular years of class. In truth, the number at the end of these spells simply relates to power level and the skill required to master the use of the spell. Compared to the Level one version of the spell, level two is only slightly larger, about a foot and a half long and about three inches wide. Therefore, without good eyes, it's very hard for an onlooker, or even a target, to tell which spell the caster is getting ready to use. The sting that the level two version brings, however, is a far better indication of which spell is being cast. The larger version also moves a little faster, making it even harder to dodge than the level one version.

Stasis Field
MP: 60
Cost: $2000
Difficulty: 14
Oppose: Agi 15
Range: 20
Targets: 1
Damage: N/A
Duration: 1d6 Hours

When Ice is kept someplace cold, it has remarkable preservative abilities. It can keep your food fresh, it can make your drinks tasty, and it can save your friends from a far worse fate as well as stopping your enemy in their tracks. By doing a quick freeze on a target, you're able to stop all their motion at once and keep 'em safe in a big block of ice. This block of ice has 150 HP, and it takes any damage that would otherwise hurt the targets inside. Fire damage dealt this way counts double, including the remainder dealt to the poor shmuck inside the ice block if an attack reduces the ice block to 0 hp. The target can also fight back, but it's a bit more difficult for them. Any attacks or spells they use can only hit the block of ice, and unless they deal enough damage to destroy the block, they deal no damage at all. Therefore, only a big single attack will destroy the block of ice from within. If the character inside the block of ice was taking damage over time, as if poisoned, they take no damage while encased in ice. This ice block is 5'x5' and as tall as the character, and if two or more characters happened to be in the space when the spell went off, they must all roll to avoid the spell, and any who fail are stuck in the ice block. This spell is known well for its dual utility as a lifesaver and an enemy-stopper.

Douse
MP: 10
Cost: $40
Difficulty: 5
Oppose: Agi 7
Range: 35
Targets: 5'x5' Area
Damage: N/A
Duration: N/A

Ever been on fire? I have. It hurts. Constant burning pain isn't good for anyone who isn't immune to fire altogether, and most people on fire want it to end as quickly as possible. That's why this spell, which does its best to stop things from burning, was created. When cast, water pours all over the targeted space, flowing quickly as if from an overturned bucket. This puts out all nonmagical flames within the area, and deals 2d12 damage to magical flames. By the way, fire elementals, people who have fire as a racial element, and anyone else made of fire count as "magical flames" as far as this spell goes, and take that damage. This also counts if there's two of them in the same space, too. Theoretically, there's lots of other effects possible with this spell. It also leaves the target soaked, which leaves them more vulnerable to lightning damage and usually necessitates a trip to the Laundromat.

Water Bubble

MP: 25
Cost: $300
Difficulty: 7
Oppose: Agi 10
Range: 30
Targets: 1
Damage: N/A
Duration: 1d10 Minutes

On most of the planets in the galaxy, a majority of the populations breathe a stangely similar atmosphere composed primarily of nitrogen and oxygen. This is still not easily explained by nonmagical means, but it does make interplanetary relations easier. However, there are still a number of races that cannot breathe a standard oxygen, and most of them instead breathe water. In their own environment this isn't a problem, nor is it mostly a problem for mermaids at MSF High, as they can breathe both water and air. However, a few races here, as well as some animals, need to breathe water. That's precisely why this spell was created, but its general application is quite different. For the duration of the spell, the target is surrounded by a sphere of water that takes up the 5'x5' space they occupy. While this is great for water-breathers, it's a bit more problematic for anyone else. They must make a defense roll each turn, the difficulty starting at 5 and raising by 1 each next turn. If they make the roll, they have successfully held their breath, but each turn they fail the roll they take 1d8 water damage. The character may choose to spend their move action to bust through the bubble. If they make an agility roll of 13, they succeed, and the spell ends.

Wind Spells

Wind Blast 1

MP: 6
Cost: $50
Difficulty: 6
Oppose: Agi 11
Range: 60

Targets: 1
Damage: 3d6
Duration: N/A

To most people, wind is little more than a bother when it's usually noticed, but to a skilled mage, a gust of wind can become a deadly weapon. Though it's the least powerful of the four "main" elements' attack spells, the wind spell has an added bonus. If the target fails their oppose roll by five or more, they are knocked back 5 feet by the force of the wind. This can be a serious setback for anyone who has to stay in close range, or anyone standing near a cliff.

Wind Blast 2

MP: 12
Cost: $150
Difficulty: 9
Oppose: Agi 13
Range: 80
Targets: 1
Damage: 4d10
Duration: N/A

As you go through the higher level wind spells, they do not gain damage as fast as the other attack spells, but the extra effects that make the spell so effective grow exponentially. Once again, there is a knockback effect for the

opponent failing their oppose roll by five or more. This time, however, the effect is doubled, pushing the target back ten feet. This puts opponents with lances, yo-yos, or really long arms out of the way until they can move back into range.

Lightning Bolt
MP: 25
Cost: $400
Difficulty: 9
Oppose: Agi 16
Range: 50
Targets: 1
Damage: 3+d10
Duration: N/A

Being a wind mage isn't easy. You've got fire and ice mages laughing about your weak attack spells and other mages telling you about your lack of utility spells. All that changes when you hurl a bolt of lightning at them. The damage it does is erratic, but there is a really cool special ability--you can choose to deal a lower amount of damage than you roll, determined after the damage is rolled. While it may not seem like that useful a power, there are times when moderation is required. In low doses, this spell can be used to power electricity-based devices, and in high doses, it can fry baddies!

Flight
MP: 40
Cost: $700
Difficulty: 11
Oppose: Agi 7
Range: 20
Targets: 1
Damage: N/A
Duration: 1d6 Minutes

This spell is often the only reason many mages learn wind spells at all. The feeling of freedom granted by flight is not something that should be taken for granted, but being airborne can also be a major help in combat. Melee weapons become useless unless your opponents can fly too, and if your opponent CAN fly, that's probably why you need this spell. If you're learning defenses against spells, the best defense against the flight spell is to use a ranged weapon. For the duration of this spell, the target has the "flight" movement type.

Lightning Storm
MP: 75
Cost: $2500
Difficulty: 17
Oppose: Agi 16
Range: 0
Targets: 55'x55' Area
Damage: 3+d10
Duration: 1d20 Rounds

Not an easy spell to cast, but it can have some very interesting results if you have the conditions right. This spell can only be cast when the weather is rainy. But, assuming you can cast it, you have just turned a rainstorm into a hail of lightning bolts that only target your enemies. Every turn, a random enemy is targeted by a lightning bolt spell and must make their oppose roll to avoid being hit by a bolt of lightning. No roll is needed for this lightning bolt, as the difficulty was made during the casting of the storm spell itself. Unconscious enemies are not targeted, but there's nothing keeping chance from selecting the same enemy three or four times in a row.

Earth Spells

Stone Spike 1
MP: 10
Cost: $50
Difficulty: 6
Oppose: Agi 7
Range: 40
Targets: 1
Damage: 2+d8
Duration: N/A

Out of all the attack spells, this one is known for seeming to be the most personal. This may be because of the visual effects of the spell--the target being impaled by a sharp, pointy rock. In

any case, though, it's one of the most damaging first-level attack spells, assuming you hit your target with it. It also has a secondary effect--If the character fails the opposed Agility roll by 5 or more, the spike pins them in place, making them unable to move for the next 1d4 rounds. This also imposes a -4 penalty to dodge or agility-based oppose rolls. If this effect does not work, or after it is over if it does, the spike crumbles into dirt a few seconds later.

Stone Spike 2

MP: 20
Cost: $150
Difficulty: 6
Oppose: Agi 9
Range: 60
Targets: 1
Damage: 3+d10
Duration: N/A

You know, most mages would be delighted to have a spell that pins down their enemies.

Moving out of the target area with an agility oppose roll is an annoying way for your opponents to keep from being hit, and any spell that keeps them stuck in one place is a godsend. Add to that the actual damage that the spell is more likely to do, and you've got a winner of a spell here. Like with Stone Spike 1, the spell deals the damage if the opponent doesn't make their oppose roll, but is pinned with the spike if they fail the roll by 5 or more. The spike lasts 1d4 rounds, and gives your opponent a -4 pentalty to dodges or agility oppose rolls. The most vicious thing about this spell is that if they're penalized, they're even more succeptable to the spell the next time, assuming you cast it fast enough.

Earth Wall

MP: 35
Cost: $250
Difficulty: 10
Oppose: Agi 7
Range: 30
Targets: 5'x35' Area

Damage: N/A
Duration: 1d6 Minutes

When there's bullets or arrows coming your way, one of the smarter things you can do is get behind something bigger than you that can take the damage. When this isn't an option, an Earth mage can make it one with this spell. Upon casting this spell, the ground raises on the target area, a straight line of five 5'x5' squares. This forms a wall of earth ten feet high, enough to keep out stray dogs and anyone dumb enough not to look around it. As an added bonus, if you cast this spell in the same area while the spell's still in effect there, it raises up another 10 feet. A set of Earth mages could quickly erect a makeshift fortress, surrounding themselves in a wall of rock. Though, it may not be the best idea if they can't see out to attack anyone. Anyone standing on the area being raised must make the opposed agility roll. If it fails, they fall 10 feet off one side of the wall, chosen at random. In the case of the rock walls stacking, they can fall farther. If they make the oppose roll, they can choose to jump to one side(for 5 feet of movement) or stay on top of the wall. Someone can beat or blast through the wall, and it and any walls stacking with it will crumble after taking 100 points of damage.

Earthquake
MP: 70
Cost: $3000
Difficulty: 17
Oppose: Agi 14
Range: 60
Targets: 55'x55' Area
Damage: 4+d20
Duration: N/A

Let's face it, when people think of Earth mages, they think of someone manipulating the world around them to deal tons of damage to everyone around them. That's exactly what this spell does. Anyone on the ground, including the caster, who fails their oppose roll takes a ton of damage, but what's worse, anyone that fails it by 8 or more falls into one of the fissures, never to be seen again(well, not to be seen again until they wake up in their bed the next morning, fully refreshed but extremely freaked out). Since its target area

is larger than the range that you can cast this spell, it's pretty likely you'll end up hitting yourself with it, unless you can fly. Opposite element spells have some useful combinations, so I hope you didn't take a flaw that keeps you from using it.

Nurture
MP: 30
Cost: $250
Difficulty: 10
Oppose: Def 15
Range: 0
Targets: 25'x25' Area
Damage: N/A
Duration: N/A

The cafeteria at MSF High, while a great place to chow down during the school year, isn't always open, nor is it convenient while you're going out on an adventure. That's why this spell was created. Quite simply, it fully nourishes the target character for one day, regardless of what it takes to sustain them. For most people, that's just food and water, which is simple enough, but even if the character runs on sunlight, power cells, or blood, they're still filled to capacity, feeling full but not stuffed and not getting hungry for the rest of the day. This spell can make Earth mages very popular come dinnertime.

Purity Spells

Heal Damage 1
MP: 10
Cost: $50
Difficulty: 6
Oppose: Agi 11
Range: 20
Targets: 1
Damage: 2+d8
Duration: N/A

While most of the "suite" spells that elements have are attack spells, purity is an exception in that its steadily climbing set of four spells do not deal damage, but rather heal it. The biggest

disadvantage that it has, though, is that while most "suite" spells have a decent range, the healing spells are rather lacking in this department. So remember that when you cast a spell like this, get near your target first. Also make sure that your target isn't undead if you plan to heal them, as this particular spell deals 4+d8 of damage rather than healing them. This particular level of the spell heals 2+d8 damage, as noted in the description.

Heal Damage 2
MP: 20
Cost: $150
Difficulty: 9
Oppose: Agi 13
Range: 30
Targets: 1
Damage: 2+d10
Duration: N/A

A slightly more powerful version of the heal spell, this one is relatively easy to learn earlier on than some of the attack spells. When cast, the target heals 2+d10 damage. If the target is undead or otherwise takes damage from purity spells, they instead take 4+d10 damage. This serves as a great attack against any undead monsters that you may come across. Remember also that your target cannot gain more HP than their maximum with this spell.

Revive
MP: 120
Cost: $3000
Difficulty: 22
Oppose: None
Range: Touch
Targets: 1
Damage: N/A
Duration: N/A

Now, I know I've been over this. As long as you're here, you can't die. But it is necessary to have a spell to bring you back to your feet for two reasons. One, if you're ever going back into the galaxy, this spell is a literal lifesaver. Two, who really wants to be unconscious for the rest of the day? Anyways, this spell, though

expensive, is pretty straightforward. And the best part? Your target's not moving, so they really can't resist. Remember, though, that in some cases it could be better to just leave them unconscious, and it won't work unless you've reassembled what's left of them. At least 75% of what remains of the target must be within range of the spell. If the target was vaporized completely, just use the spell in the general area they were disintegrated in. When someone's brought back with this spell, they start back up with 1d10 HP, so you may want to keep them out of the way of any fighting for awhile.

Regenerate
MP: 45
Cost: $750
Difficulty: 12
Oppose: Def 11
Range: 50
Targets: 35'x35' Area
Damage: 3+d4
Duration: 2d10 Rounds

In my personal experience with healing magic, I can tell you that the most frustrating thing for a healer is for your freshly-healed friend to wade right back into battle and get slashed up again. So rather than healing him over and over again, why not simplify the process with this spell, which freshens him up constantly? Like most other purity spells, Regenerate heals damage rather than causes it(Hence the negative). The only difference is that it keeps going. In fact, for the next 2d10 rounds, the target keeps getting healed. By the way, the damage healed is rolled each round, so it's not sure exactly how much will be fixed every time, but that's to be expected with any spell. The good thing about this spell is that it's also preventative in that you can cast it before your friends rush off to fight, and can hopefully leave them alone for awhile. If the enemy's dealing out more damage than the regenerate spell can heal, though, you should remember that you can still cast normal healing spells on them.

Shield
MP: 40
Cost: $500

Difficulty: 10
Oppose: Agi 10
Range: 30

In my opinion, the best way for a healer to do his duty and keep his fellow students from keeling over is to keep them from taking damage in the first place. That is precisely what this spell does. Upon casting, a shimmering barrier of thin light forms around the target. Shield is actually a relatively "intelligent" spell compared to shielding spells from other elements, in that is able to let good spells and help, like healing spells or a friend tossing an item, in and keep anything that's meant to harm them out. The shield has 100 hit points, which takes any damage meant for the target inside the shield. The only problem is that it makes them effectively bigger and easier to hit. While the target is shielded, anyone attempting to hit them with a melee or ranged attack gets a +5 to hit. Therefore, it's best to use this spell on someone who's about to be on the receiving end of a magic assault.

Entropy Spells

Entropic Blast 1
MP: 6
Cost: $50
Difficulty: 6
Oppose: Agi 8
Range: 25
Targets: 1
Damage: 4+d6-8
Duration: N/A

It's kind of hard to explain exactly what these spells are. Entropy is the force of nature that causes things to wear down and break over time. This is a good enough explanation when you're looking at erosion over thousands of years, but it doesn't hold up quite so well when you're being hit with a concentrated blast of darkness that gnaws on your essence and spits it out the wrong way. Because of its application in spells and its being opposite purity, many consider endtopy to be an "evil" element. While the effects can be annoying and cruel, it's certainly not evil, simply

Targets: 1
Damage: N/A
Duration: 1d12 Rounds

a less-than-pretty force of nature. Anyways, as far as this spell goes, you'll notice that the damage it deals is subject to a negative modifier, which subtracts from said damage. This means that the spell could, in theory, deal no damage at all, but if the damage would be reduced to a negative number, it does not heal.

Entropic Blast 2
MP: 12
Cost: $150
Difficulty: 9
Oppose: Agi 10
Range: 50
Targets: 1
Damage: 4+d10-10
Duration: N/A

A slightly more powerful version of the entropic blast, it's still able to deal zero damage, but not heal. This gives the Entropic Blast spell the unique distinction of having both the highest and lowest damage potentials of all the spell suites. One other thing about this set of spells is that while most spells have dramatically differing appearances based on their power, this isn't true of the Entropy spells. The first level, last level, and both levels in between all appear the same to anyone looking, which can be useful if the caster wishes to mask his actual power level. The reason for this sameness is due to entropy itself. As it's not usually a physical power that manifests itself in a way that's easily measurable, when it's used as a magic spell the increasing effects of the spell are not visual.

Ground Stew
MP: 30
Cost: $400
Difficulty: 12
Oppose: Agi 13
Range: 30
Targets: 15'x15' Area
Damage: N/A

Duration: 1d8 Rounds

After millions or even billions of years, molecules start to break down and reform. However, a billion years is a long time(even by my standards), so it's not likely you can wait for it to happen naturally. That's why we have this spell, to speed up the process on the ground below your opponent. Once this spell is cast, the target area becomes the equivalent of quicksand, which is one of the hazards described on page XXX. Anyone standing in it must make their roll as usual, or start to sink. Possibly the most annoying thing about it is that if you're still stuck in the muck when the spell ceases, the ground re-hardens around you and you'll have to dig yourself out. That takes about six hand actions, which usually means that you'll be out three rounds later.

Jinx
MP: 60
Cost: $750
Difficulty: 15
Oppose: Per 17
Range: 50
Targets: 55'x55' Area
Damage: N/A
Duration: 1d12 Minutes

Normally, in terms of this game system, failing a roll isn't all too bad. You didn't quite throw your paper ball into the trash can, you missed with your sword slash, you misspoke a few words. No big deal, it's pretty likely you can try again and do it right this time. It's very rare that you do something so poorly that you embarass or injure yourself. Jinx changes all that. While the spell is in effect, anytime anyone in the area of effect fails a skill or attack roll by 5 or more, something bad happens. They accidentally stick themselves with their sword, they say something that infuriates the listeners, the paper airplane they threw hits a spellcaster in the eye while they're casting, and so on. The worst part is that these failures can cause a chain reaction of cascading bad luck, piling more painful and embarassing things on top of the targets until the spell wears off. The worst part is that there's actually people out there that are like that all the time, spell or not. There's very few spells that can help them.

Breakdown
MP: 40
Cost: $500
Difficulty: 12
Oppose: Agi 15
Range: 20
Targets: 1
Damage: N/A
Duration: N/A

Other than the fact that their magic is powered by decay and oftentimes bad luck, there's a reason entropy mages are considered evil. This spell epitomizes that reason. "Evil" is certainly a way many people would choose to describe someone that can make their weapons fall apart. When this spell is cast, the user of the weapon makes a damage roll with that weapon, as though they'd hit someone normally. The mage casting this spell rolls a d20. If the result of that d20 is higher than the damage roll, the weapon falls to pieces, rusts, rots, or does whatever it does when that kind of weapon stops working. Repair won't help the poor weapon, it will have to be replaced. Weapons made magically, or weapons that are magical aren't affected by this spell, though, so make sure your enemy isn't using an artifact on you before you use this spell. One hint: Glowy weapons are often magical. Separate magical spells affecting those weapons, such as the Flaming Weapon spell, do not count as the weapon being magical, but someone's fists DO count as magical, just for clarification.

Light Spells

Light Beam 1
MP: 8
Cost: $50
Difficulty: 6
Oppose: Agi 11
Range: 60
Targets: 1
Damage: 2d10

Duration: N/A

Light is a very simple and necessary form of energy. Without it, most races wouldn't see a thing, photosynthetic beings couldn't live and the temperature on planets would not be nearly as comfortable. So most people see light as a very beneficial thing, a "good" element, for lack of better term. But in concentrated doses, light can do some very nasty things. Aside from all the negatives associated with ultraviolet radiation, amplified light can blind or burn you. Seeing as how this spell has a "1" affixed to the end, you can be pretty sure what use this has. The Light Beam spell fires a concentrated ray of white light at the opponent, causing damage the feels hot like fire damage but does not count as fire, a real surprise to any fire-resistant creatures. As an added bonus, if the opponent fails their oppose roll by 5 or more, the light also blinds them for 1d4 rounds, as they apparently looked into it for a bit too long.

Light Beam 2
MP: 15
Cost: $150
Difficulty: 9
Oppose: Agi 13
Range: 80
Targets: 1
Damage: 2+d10
Duration: N/A

Something else that should be noted about light is the speed at which it travels. Even before BioWarp engines were invented, races have gotten their ships to travel faster than the speed of light, but the fact that light was the benchmark against which all intersystem ship speeds were measured should be a pretty clear indication that light moves pretty fast. Therefore, the visual effects of the light beam aren't as intimidating as a fireball or big chunk of ice coming toward them, but this is made up for with the fact that it moves at insanely fast speeds and is a whole lot tougher to dodge. This is the best explanation why, as in the first Light Beam spell, the opponent is blinded for 1d4 rounds if they fail their oppose roll by 5 or more.

Hologram
MP: 20
Cost: $250
Difficulty: 7
Oppose: N/A
Range: 30
Targets: N/A
Damage: N/A
Duration: 1d6 Hours

Light can play some funny tricks on the eyes, but the best of those are probably performed by the hologram players that many people in the galaxy use for recreation. In its own small area, it's able to play back a 3-d image, parts turning solid or transparent as necessary. This spell can do the same sort of thing, but exactly what you plan to display in your spell's area of effect changes the difficulty. The difficulty is for a 2-d image, nonmoving. If you want the image to appear 3d, that's an additional 5 to the difficulty, and if you want it to move, that's another 5 to the difficulty. If it's moving, you can control what it does as long as it stays in its area and you can see it. It can appear as an illusion to some people, and it's a difficulty of 7 on an intelligence roll to see that its fake. If they actually touch the thing, however, I'd say the difficulty drops to 0 as they pass right through it.

Blinding Flash
MP: 35
Cost: $300
Difficulty: 11
Oppose: Acc 13
Range: 40
Targets: 35'x35' Area
Damage: N/A
Duration: N/A

If you want to replicate the blinding effect of the Light Beam spells without actually hurting someone, this spell is the way to go. Especially if you like making sure that everyone in the area of effect can't see for quite some time. Anyone within the area of effect that can see, no matter which way they're looking, must make the oppose roll. Everyone who fails that roll is blinded for 1d8 rounds. Remember, the rules for

being blinded are on page XXX. This also means that you're subject to the roll, but anyone who knows in advance that the spell's being cast gets a +4 to their oppose roll, since they know to at least avert their eyes. Therefore, it's not a good idea to announce that you're casting this spell if your enemies can hear you.

Teleport
MP: 50
Cost: $800
Difficulty: 15
Oppose: N/A
Range: N/A
Targets: Caster
Damage: N/A
Duration: 1d10 Rounds

Like I mentioned earlier, light is pretty fast. And while it's nowhere near fast enough to travel around the galaxy with any efficiency, it's plenty fast enough to move around the battlefield. This spell changes you into a speed machine, capable of moving anywhere in the battlefield in your turn. For the duration of this spell, every time you spend five feet of movement, you may move to any space that you would be able to move to normally. This means that for every five feet of movement you have, you can move to another place on the battlefield. This is great if you have lots of attacks or use short-range weapons and don't want to risk being hit. Keep note that the duration on this spell isn't very long, and if your opponent has the same spell you're likely to go back and forth in what some students have taken to calling "zip-fighting".

Sound Spells

Sonic Blast 1
MP: 12
Cost: $50
Difficulty: 6
Oppose: Agi 8
Range: 40
Targets: 1

Damage: 2+d4
Duration: N/A

In some of the more technologically advanced cultures, nonlethal weapons that fire rubber bullets or low-voltage electricity have been phased out in favor of ones that blast the opponent with concentrated sound waves. They're far more effective and less dangerous than their counterparts, and when powered up sufficiently, they can be used to deadly effect. While the term "deadly" doesn't exactly apply here at MSF High, it's still quite effective as a spell. While it's as straightforward and easy-to-use as the other "attack" spells the other elements have, the Sonic Blast spell has the additional advantage of being practically invisible. At this level, the spell makes no visible trail and cannot be traced with normal vision or infra-red vision. Folks who use echolocation, sonar, or other sound-based vision, however, can see the spell quite easily.

Sonic Blast 2
MP: 25
Cost: $150
Difficulty: 9
Oppose: Agi 10
Range: 60
Targets: 2
Damage: 4+d4
Duration: N/A

An even more concentrated and powerful version of Sonic Blast 1, Sonic Blast 2 is exactly like Sonic Blast 1 in most respects, with massive improvements. It's still invisible to any non-sound based visions, but now affects a cone area rather than a single target. This wider range of targets make it a great spell for mages that wish to engage in combat with multiple opponents, but comes at the price of a vastly elevated casting cost over the level two spells of other elements. Also, at this point, the sound is enough to make the ears of anyone hit ring, giving them a -2 to all hearing-based rolls for the next round. This special ability is useful for keeping an idol from helping their friends.

Sonic Boom

MP: 65
Cost: $1000
Difficulty: 15
Oppose: Def 15
Range: 0
Targets: 35'x35' Area
Damage: N/A
Duration: N/A

While hardly an "ultimate" spell when compared to the higher-cost spells of the other elements, Sonic Boom has great combat applications when used properly. A sonic boom is, in normal science terms, an effect created when something travels faster than the speed of sound, but movement isn't really necessary for the caster of this spell. On the contrary, it's generally everyone but the caster that's moved. Anyone who fails their oppose check is knocked one space away from the caster(once again, angles are up to the GM to abdicate) and "sonic stunned" for the next 1d6 rounds. The caster of this spell should take care when considering its use, as you really can't pick and choose who you're hitting with this spell. But it makes a great last resort when you're the only one standing and you're being surrounded.

Record

MP: 10
Cost: $200
Difficulty: 8
Oppose: N/A
Range: 0
Targets: 55'x55' Area
Damage: N/A
Duration: N/A

History is based entirely upon a society's ability to store their knowledge and experiences in a way that makes them easier to share with future generations. Most races do this primarily by writing, especially in their formative stages, but when the technology avails itself, it's an easier option to store the spoken word. This spell is a non-technological means of storing words and other sounds within the mage for later playback. The spell costs the startup cost plus 5 MP for each minute past the first minute of audio recorded, and stores the sound perfectly for the rest of the day. If the mage sleeps, normally they will lose the recorded sound, but if they spend the MP once again upon awakening, they may keep it stored for another day. This spell will not play the sound back, there is another spell that has that purpose.

Playback

MP: 10
Cost: $200
Difficulty: 15
Oppose: N/A
Range: 0
Targets: 55'x55' Area
Damage: N/A
Duration: N/A

If a mage has a sound memorized with the "record" spell, they may use this spell to repeat the recorded sound. Using this spell does not erase the "recording", and magical properties of these sounds are not retained. The sound is played at a level of volume comparable to the level that the caster heard it at. These sounds can help the caster imitate a recorded person, though background noises may make it seem less realistic. The caster may choose the starting point and ending point of the recording, and can cut it off at will if necessary. In addition, the caster may make an additional casting roll at a higher difficulty(chosen by the GM) to splice together the recorded sound in that playback, trying to make the sounds of a new conversation. I don't exactly know why you'd want to do this, but I'm sure you have your reasons.

Mind Spells

Accuracy Boost

MP: 15
Cost: $300
Difficulty: 10
Oppose: Per 13
Range: 30
Targets: 1

Damage: N/A
Duration: 1d8 Rounds

A lot of the more thinky-type characters prefer using weapons at range to attack their opponents. These weapons are useful in their ability to hurt from a distance, but often the only stat that a character can use to fire them is Accuracy. Pulling the trigger harder isn't going to make bullets hurt more, and it doesn't matter how fast you do it if your six-shooter just went through bullet number five or you're using something automatic. Therefore, if you're using a ranged weapon, it's probably in your best interests to do anything you can to raise your accuracy stat. That is, of course, where this spell comes in. While it's necessary to touch your target just once to use this spell, the effects last a little while. The target of this spell, assuming they don't make an oppose roll(they can choose not to, of course) gets a temporary bonus of 1d4 to their Accuracy stat. This die roll is open-ended, and can therefore go above 4. If this spell is cast multiple times on the same target, only the highest temporary bonus is applied.

Intelligence Boost
MP: 15
Cost: $300
Difficulty: 10
Oppose: Per 13
Range: 30
Targets: 1
Damage: N/A
Duration: 1d8 Rounds

Many mages take the suite of enhancement spells from both Body and Mind elements in order to be able to help their party in the most effective way possible. And, in order to be the most effective in actually casting these spells, it's not uncommon for some mages to cast this spell on themselves first. Given that Intelligence is one of the most common spellcasting stats, it makes sense that a mage who can raise his own should do so at the first opportunity. Of course, it has other uses, including boosting the effectiveness of other mages, assisting a scientist with his latest project, or helping a student on a test. Once again, the mage casting this spell must be in contact with their target for the spell to work,

unless their particular brand of magic changes the range and target area of their spells(Maids, Scientists, and Idols especially!). The spell causes the target's Intelligence stat to raise by a d4, which can theoretically re-roll into infinity. Like always, the highest bonus is the one applied, and it should be made sure that the player casting the spell isn't using a loaded d4.

Personality Boost
MP: 15
Cost: $300
Difficulty: 10
Oppose: Per 13
Range: 30
Targets: 1
Damage: N/A
Duration: 1d8 Rounds

There is a certain type of player called a "munchkin", and they are the scourge of a gaming group. Their specialty is an ability called "min/maxing", in which they take hits in stats they deem useless in order to raise other, more combat-oriented stats. The most common casualty of this practice is the personality stat, regarded as only useable by Idols and Maids, and therefore of no consequence to their ultra-strength warrior characters. This is only true, of course, until a vengeful character decides to use a Mind spell on the poor munchkin, which changes his mind in a very literal way. While the boost provided by this spell may be too little too late for the munchkin who's still got a 4 in his Personality stat at 20th level, it can keep a balanced character's mind safe and sound, or help out the mage who was planning on altering the munchkin in the first place. Though it shouldn't bear repeating, this spell grants the target, who must be touched by the caster, a temporary 1d4 bonus to their personality stat. This bonus does not stack with other temporary personality bonuses, and only the highest bonus applies. Remember also that the d4 is open-ended, so re-roll and add if necessary.

Disposition Change
MP: 75
Cost: $1500
Difficulty: 15

Oppose: Per 15
Range: 30
Targets: 1
Damage: N/A
Duration: N/A

This particular spell can tend to be a bit of a taboo, as it will affect another person's disposition. In game effects, if the target fails their oppose roll, the disposition line on their character sheet changes to the one of the caster's choice. The player should be awarded extra XP for roleplaying this new disposition. While the effects are temporary as far as the spell goes, if the target prefers their new disposition to the old one, the effects do not wear off after the duration of the spell. This is a problem because many aren't sure if the decision is made under the influence of the new disposition. The best way to find out, of course, is with another disposition change spell, but after a point things become confusing, especially for the poor target. The list of different disposition types is located on page XXX.

Mind Swap
MP: 95
Cost: $3000
Difficulty: 20
Oppose: Per 17
Range: 30
Targets: 2
Damage: N/A
Duration: N/A

There are many people who believe that this is actually a body spell, or a combination of mind and body. While it's possible that an effect similar to this spell can be pulled off by a specialized body elemental spell, it's far more effective for a caster to swap the minds of two targets, which is why the mind version of this spell is far harder to use than the body version. The difficulty to cast this spell is high, but it has another part that can make it even harder. Calculate the threat level of the characters being swapped(threat levels are described on page XXX) and take the difference between them. That difference is added to the difficulty. That way it'll be really difficult to swap a freshman

with, say, a senior or a staff member(also, they'd probably find a way to do it right back). For the duration of this spell, the players swap character sheets, playing their normal character through the new set of stats and abilities. Neither player can spend XP without the other's permission, though, so don't plan on making your ogre warrior rival take levels as a pixie maid unless he doesn't mind the idea.

Body Spells

Strength Boost
MP: 15
Cost: $300
Difficulty: 10
Oppose: Def 13
Range: 30
Targets: 1
Damage: N/A
Duration: 1d8 Rounds

Strength has a lot of applications. You use it to hit and deal damage with a large number of weapons, its critical ability doubles your damage, and who doesn't occasionally need to climb, push, or pull something? If you've already got a high strength, having even more will make you into even more of a powerhouse, and if you don't have that much, then you probably need more anyways. Strength boost is a great way for a mage to help out his fighter friend, either by casting it on him to increase his damage potential or casting it on himself so that he can join the fight. The only problem with this spell is that while the duration of this spell can be counted on, the amount by which your strength rises is not. When the spell is cast, your strength is treated as 1d4 higher until the spell ends. While this stacks with any stat bonuses gained racially or through magic clothing, it does not stack with other spells that raise strength. Instead, the highest bonus granted is the one used. Therefore, if you roll poorly and end up with a meager +1 to your strength, you can always cast the spell again and hope for a better overlapping result next time.

Agility Boost

MP: 15
Cost: $300
Difficulty: 10
Oppose: Def 13
Range: 30
Targets: 1
Damage: N/A
Duration: 1d8 Rounds

Agility is also a very versatile stat. Like strength, it can be used to attack, and its crit is also useful, but it can also be used to defend, and to move. That's why this spell can turn a normal student into an olymipan athlete, or make a clumsy one at least able to carry his backpack without tripping. Like the Strength boost spell, the caster must be able to touch his target to cast the spell on them. And, also like the strength boost spell, the duration is fixed but the effects vary from spell to spell. Upon casting, the person affected by the spell has their Agility boosted by 1d4. Remember that the dice are open-ended, so 4 isn't the limit on this spell's effectiveness. In fact, 4 isn't even possible, as the die will be rolled again, resulting in at least a 5. As usual, stacking rules like those for the Strength Boost spell apply. The highest spell bonus to your agility is the one that applies, so keep casting until you get one you like.

Defense Boost

MP: 15
Cost: $300
Difficulty: 10
Oppose: Def 13
Range: 30
Targets: 1
Damage: N/A
Duration: 1d8 Rounds

Let's face it. Most of the stats are discretionary in their use. If you have an abysmally low strength, use a weapon that suits a better stat or simply cast magic. If your intelligence or personality is low, find another way to cast magic or use a weapon. But if your defense is lacking, you really have no other option than not getting hit. The necessity of defense makes this

spell, which as you've probably guessed raises your defense, one of the most useful of the stat-raising spells. By now, you probably know the drill. Touch to cast, 1d4 bonus defense, doesn't stack with other magic defense bonuses. It's also worthy of note that some of the "odder" elements, namely mind and body, do not have a suite of four common spells that increase in power as you gain each one. Instead, each one has three "enhancement" spells that are just as useful and far easier to learn all at once.

Gender Change

MP: 25
Cost: $300
Difficulty: 10
Oppose: Def 15
Range: 30
Targets: 1
Damage: N/A
Duration: N/A

Aah, this is one of the more interesting spells, especially in other parts of the galaxy. You see, while your planet may be a utopian example of social balance, this isn't true on most planets. Because of percieved differences between the sexes, most planets have one gender in charge and another that serves. Sometimes the perceptions on which is which are opposite how it truly is, but in all these cases one gender is seen as being in an advantageous position over the other. Therefore, the idea of someone switching their gender and "joining the other side", for lack of better words, is practically the same as being another species entirely. It's for that very reason that some students here fear for their masculinity or femininity, but in doing so, you forget some of the most important lessons that MSF High aims to teach you. By trying out, at least once, different perspectives, even if those perspectives require a physical or mental change, you can learn more about those you wish to protect or fight. Besides that, this spell incurs only a physical change. When the spell is cast, the character's gender is reversed. If the character has no gender for some reason or another, the spell does nothing, and it's likely a race change is in order first. No stat changes happen here, but physical appearance changes to

the opposite-gender equivalent. A short male becomes a short female, and so on.

Race Change

MP: 65
Cost: $2000
Difficulty: 15
Oppose: Def 16
Range: 30
Targets: 1
Damage: N/A
Duration: N/A

It's rumored that in the early years of Sakura's training, there was an entire year of your studies where each day you were required to spend as a different race. While that is definitely not the case anymore, there are lessons to be learned from each race, and actually becoming them may be the best way to go about it. Upon being hit with this spell, the target's race immediately changes to that of the caster's choosing. If your original race had no gender and the new race does, the caster may choose the target's new gender. Race changes are explained on page XXX, so read up on that section before you cast this spell, lest you give your enemies a tremendous advantage. If the target's new race is a different size than they currently are, you must also cast the "size change" spell on them, lest they look rather funny to other members of their race.

Summoning

Most characters that can cast spells can summon in some way. Usually, you may only summon Creatures and Characters that the character summoning has befriended or read extensively about, and then only if they wish to help you. This is not the case for Artists, Scientists, and Maids, whose summoning abilities are actually making someone from scratch or changing someone. The casting difficulty of a summon spell is equal to 5+the threat level of the character or creature being summoned. The MP cost to summon something is equal to 10 times its threat level per minute. The summoning spell is cast using the same actions they would normally take to cast a spell. The summoner does not need to expend any type of action to to

prolong the summoning by an extra minute, so long as they still have the MP to spend. When the summoning's duration wears off, the summoned creature or character is returned to roughly where it was before it was summoned. The players' characters may also be summoned.

ANIMALS

Using Animals

Intelligent races aren't the only thing you'll find at MSF High. At the zoo, in personal dwellings, following characters around, and especially in the wilderness surrounding the school, there are a multitude of creatures to admire, befriend, and slay.   Aside from the encounters the GM will throw at you when you've wandered too far from the school, you can befriend the animals that your character comes across. If you've roleplayed your time with the animal well(or made a personality check dictated by the GM), you may befriend the animal, either to become your companion or to summon later. Summoning is described at the end of the chapter on magic, on page XXX.

Taking Pets

If your character has befriended an animal and wishes to make it his pet, he must pay XP. The amount of XP paid is dependent on the animal's threat level. The chart nearby will tell you how much XP it costs to get a pet of a particular threat level. This is the cost to get the basic pets described in the following pages. To get pets with special abilities other than the ones given to them in their corresponding page, you must also spend the XP cost of the advantage in question from the Advantages/Disadvantages section(page XXX). You must ask the GM for permission before attempting to purchase any advantages in this way. Pets cannot take racial or facet levels.   You may also spend the difference in XP between threat levels to raise your pet to the threat level in question.

Threat Level	XP Cost
1	1000
2	2500
3	4500
4	7000
5	10000
6	13500
7	17500
8	22000
9	27000
10	32500

Each animal has a set of important stats, and their stats at each level are described on that line of the pet's table. The pet's HP, Strength, Defense, Agility, Accuracy, Intelligence, and Personality work just like yours do, but there are a few fields that may need clarification:

Attack Stances: Pets may attack, but since they do not have skills, they must rely on their stance alone to determine how they attack. This rating shows the attack stances that the animal in question may use. For the purposes of attacking, all animals have a 2 in whatever skill it would be that they use. They must still make initiative rolls and choose their stances the same way a character would, and it affects them the same way.

Defense Stances: Animals may also defend themselves the same way a character would. This listing shows what defensive stances the animal can use.

Special Ability: Each pet has a special ability that will give it an advantage in combat or when helping its master. The specifics of each pet's special ability are described in the paragraph following the name of the special ability.

Threat Level: Easy enough, it's the level of the pet. You reference this to determine how strong the pet is, which helps determine how much it costs to summon or take as a companion.

Damage: Describes the number of attacks that pet has, as well as the damage that these attacks do. The pet may make one attack, using the stat dictated by their stance and a two for their "skill", for each separate damage code listed, dealing that damage with a successful hit.

Felines

Felines include all kinds of cats and catlike creatures from all over the galaxy. They've got retractable claws, sharp fangs, and one of many different types of fur patterns. While most felines tend to be aloof and keep to themselves, they can also have strong pack insincts, and can bond with a character if that character can provide for the "pack". Once that's happened, they'll fight alongside you with all their might, using their well-balanced stats to attack enemies in a variety of ways.

Attack Stances: Fast, Precice
Defense Stances: Dodge, Block
Special Ability: Night-Vision

Night-Vision: Felines have the ability to quickly adjust to nearly level of light and see clearly with even minimal amounts. This ability not only eliminates up to thier threat level in points of penalties due to lack of light, it also lessens the ability of any blinding attacks, giving the feline a bonus of their threat level to resist any such attacks or spells. Usually, if a feline is with its master and is able to see something that its master cannot, it will do its best to attempt to warn that character about the danger.

Threat Level	HP	Str	Def	Agi	Acc	Int	Per	Damage
1	10	5	5	5	5	5	5	1d6
2	20	5	5	6	5	5	5	2+d4
3	30	5	5	6	5	6	5	2+d6
4	40	5	5	6	5	6	6	2+d8
5	50	5	5	6	6	6	6	3+d6
6	60	6	5	6	6	6	6	3+d8
7	70	6	6	6	6	6	6	3+d10
8	80	6	6	7	6	6	6	4+d8
9	90	6	6	7	6	7	6	4+d10
10	100	6	6	7	6	7	7	4+d12

Canines:

Known all around the galaxy for their unshakable loyalty, Canines have been domesticated on many planets. The more popular canines include Wolves, Coyotes, Domesticated Dogs, and Foxes. There are dozens of breeds, and all of them can be well-trained to fight alongside their owner, or help them in other ways. They make great companion animals, as well, and can handle children very well. They're also very cuddly.

Attack Stances: Strong, Precise
Defense Stances: Dodge, Block
Special Ability: Command Link

Command Link: Canines' incredible loyalty and easiness to train gives them the command link ability, which helps them execute commands given by their masters. For every threat level the canine has, their master may assign one point to a single command ability, such as "Fetch", "Attack", "Get Help", or so on. You may assign multiple points to a single command. When the canine's master spends a talk action to issue that command, the canine gets a bonus equal to the number of points in that command ability to rolls that the GM deems related to the command(But not damage rolls).

Threat Level	HP	Str	Def	Agi	Acc	Int	Per	Damage
1	10	6	6	6	4	4	4	2d8
2	20	7	6	6	4	4	4	3d8
3	30	7	6	6	4	5	4	3d10
4	40	7	6	7	4	5	4	3d12
5	50	7	6	7	4	5	5	2+d12
6	60	7	7	7	4	5	5	3+d10
7	70	7	7	7	5	5	5	4+d10
8	80	8	7	7	5	5	5	4+d12
9	90	8	7	7	5	6	5	5+d10
10	100	8	7	8	5	6	5	5+d12

CHARACTER SHEET

Character Name	Player Name

Hair	Eyes	Size	Skin

HP	MP

Age	Sign

Character Portrait

Stats

Current	Stats	Str	Def	Agi	Acc	Int	Per
--------	Base						
	Disp						
	Race						
--------	Misc						
--------	Total						

Race	Lvl	HP	MP	Fac	Spc		Current Race	Skill	Dice	Bonus
								Magic		
							Sub Race	Music		
								Gym		
							Previously	History		
								Mart. Arts		
							Originally	Science		
								Math		
								Art		
								Home Ec		
Totals								Language		

Advantages	Disadvantages

Experience Points	Skill Points

Weapons and Armor

Attack Stance

Left Hand:

Atk:	Def:	Dam:	Spc:

Right Hand:

Atk:	Def:	Dam:	Spc:

Other:

Atk:	Def:	Dam:	Spc:

Other:

Atk:	Def:	Dam:	Spc:

Armor:

Def:	Spc:

Other

Def:	Spc:

Fast (Agi)
Double opponents' speed for free 1h attack
Strong (Str)
Double Opponent's defense for x2 dam
Precise (Acc)
Double opponent's defense for disarm

Gear Worn

Location	Gear	Facets	Special
Head			
Eyes			
Neck			
Shoulders			
Torso			
Arms			
Legs			
Feet			

Defense Stance
Dodge(Agi)
+1 die vs. strong attacks
Block(Def)
+1 die vs. precise attacls
Parry(Acc)
+1 die vs. fast attacks

Combat Modifiers

Allowance:
Total Cash:

MSAhigh

Other Gear

Locker	Backpack	Closet	Etc

Facet Levels

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

	Lvl	HP	MP	Abilities
Total				
Current				

Spells Learned:

Spell	MP	Cost	Diff.	Opp.	Range	Tgts.	Damage	Duration	Other

Notes: