

To Be A Hero

Nevermore Games Co.



Hero Stats

Your Hero starts with (-4) points in each stat and then they gain (50) points to distribute elsewhere. Average stats for each category is (0) except for Luck. Stat modifiers depends on the stat; modifiers must be whole numbers, so always round up. Every Hero has something about them that is more impressive than other Heroes, this is their "Outstanding Prowess". Choose one stat on your Hero that you believe is the OP stat and you now gain (2) stat points there.

Any value less than (1):

- The stat itself is the modifier.

Any value from (1) - (8):

- The modifier is the stat divided by (2).

Any value greater than (8):

- The modifier is the stat divided by (4) then add (2).

Strength (STR) - The physical power of your hero.

Dexterity (DEX) - The combat skills of your hero.

Constitution (CON) - The endurance of your hero.

Accuracy (ACC) - How well your hero aims targeted shots.

Intelligence (INT) - Intelligence quotient.

Mental Fortitude (MFO) - Your hero's ability to fight against mental attacks.

Charisma (CHA) - Your hero's communication skills and their ability to maneuver a conversation.

Luck (LUC) - You up all night 'till the sun? Luck is its own weird stat that has a scaling to it. This stat makes it easier to land critical hits, and percent checks are lowered slightly. Your modifier is what determines your new critical range.

Standard critical range is (18) for a LUC mod of (0), (+1), and (+2); however, the minimum critical range is always (18). On the other hand if your Hero has a LUC mod of (+4), the critical range is increased by (2) (the difference between (+2) and (+4)), making any natural roll of (16)-(18) a critical hit. For percent check changes, see the chart below.

LUCK STAT	(-4) → (0)	(1) → (5)	(6) → (10)	(11) → (15)	(16) → (21)	(22) → (27)	(28) → (33)	(34) → (39)	(40) → (46)	(47) → (53)	(54)+
PERCENT INCREASE	(-10%)	(-4%)	(+2%)	(+8%)	(+14%)	(+20%))	(+26%))	(+32%)	(+38%)	(+44%)	(+50%)

Levels

Every level gives the Hero an extra (2) stat points to add. Every second level gives the Hero a stat point in their "Outstanding Prowess", free of charge. Each level also gives certain Hero types bonus points to gain new powers with. All powers can be taken twice; however, taking it a second time will only give you the rating increases and stat increases again. The minimum level is (0) and the maximum level is (10).

Hero Type

Chosen (Ch) - An individual that was born with powers.

A Chosen has always had their power since birth. They can select one major power (a power that costs more than (90)). The Chosen cannot take **Training Regimes** other than **Combat Training** and **Mental Training**. The Hero also gains another (10) points to place in their stats. Every level this Hero gains (35) Power points.

Experiment (Ex) - An individual that, through experiments, gained powers.

The Experiment gained their powers part-way through their life. They have (100) points to use. At least one power must be from **Elements** or **Psionics**. Every level this Hero gains (40) Power points.

Mutant (Mu) - An individual that had a genetic mutation or defect during their life.

The Mutant is different in that all chosen powers must be from **Body Alteration and Growth**. They have (200) points to use. Every level this Hero gains (30) Power points.

Training (Tr) - No powers, but this hero is great in their fields.

They have (100) points to use. The Hero gains a (+50%) to all their ratings as well. Training can only use powers from **Training Regimes** and only one of these powers from **Body Alteration and Growth: Superpower, Sonic Speed, Flesh Armor, True Sight, Megamind, Armored Brain, Silver Tongue, Double Lucky** (the Hero can still take the same power again, like taking **True Sight** three times, but they cannot combine the above powers from **Body Alteration and Growth**). Every level this Hero gains (20) Power points.

Equipment (Eq) - By the power of money; this hero exists.

The player selects (2) powers from the following the list (the total of those (2) powers cannot exceed (320) points): All of **Body Alteration and Growth, Levitation, Teleportation, Telekinesis, Persona, Adam, Mind Reading, Negate**, all of **Training Regimes, Summoned Blades, Light, Gas Expulsion, Plasma, Mechanical Link, and Sound Waves**. The Hero also gets four free choices from the Equipment section below.

Deal (De) - An individual that has made a pact or deal to gain powers.

Deals can only select a small amount of powers: all of the **Elements, Vampirism, Overpower, Light Speed, Scaled Flesh, Eagle Sight, Overlord-mind, Tinfoil Brain, Snake Tongue, Triple Lucky Clairvoyance, Persona, Martial Artist, Blood, Void, Shadow, and Plant Warden, and Holy Library**. They can pick any one of the above and only one. At level 5, a Deal gains an extra stat point and adds (2) to all of their damage rolls that are related to their power. At level 10, a Deal gains another extra stat point and one in their OP stat. All of their ailment percents related to their power gain (10%) and all damage rolls related to the power gain (3) to them. Deals have a special kind of Power Point total, it can only be used on equipment and it is equal to $\{[(170) - \text{Deal Power Cost}] + [\text{Level} * (5)]\}$; for this Point total, **Overpower, Light Speed, Scaled Flesh, Eagle Sight, Overlord-mind, Tinfoil Brain, Snake Tongue, and Triple Lucky** all count as Cost: 120. (E.g: A Lv.5 De of Vampirism will have 30 points to spend on equipment $\{[(170)-(165)]+[(5)*(5)]\}=(30)$. A Lv.0 De of Fire will have 70 points to spend on equipment $\{[(170)-(100)]+[(0)*(5)]\}=(70)$).

Powers

[Elements]

Earth	Electricity	Fire	Water	Wind
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Earth (Cost: 100) Ω

The ability to control the ground and rocks nearby. Increases Armor rating by (20%). The Hero can:

- Throw arounds rocks of varying sizes: small deals 1D4 physical damage, medium deals 2D6 physical damage, large deals 3D8 physical damage, and massive deals 4D12 physical damage.
- Make bladed rock hands, they deal 3D6+5 physical damage and have a (15%) chance to cause Bleed.
- DEAL: The Hero can now become rock themselves. This increases their Armor rating by (120%) and grants immunity to Poison, Bleed, and Burn. Freeze will break the armor and return the Hero to natural form.

Electricity (Cost: 100) Ω

The ability to conjure and control electricity. The Hero is unaffected by electric-based magic attacks. This hero also can Paralyze targets by maintaining contact with them for (1) minute. The Hero can:

- Conjure bolts of electricity at lightning speeds. This attack deals 1D6+9 magic damage, has a (+1) to Strike and has a (15%) chance to cause Paralyze.
- Create an electric current through nearby pieces of ferrometals. This attack does 'XD8, where 'X' is the number of pieces of metal used to create the current. The attack has a (10%) chance to Paralyze targets hit.
- DEAL: The Hero can make their body pure electricity. Any physical damage is straight up decreased by (50%) and the target must make a (10) CON check. If they fail the check then they gain the ailment Paralyze and take 2D4 magic damage.

Fire (Cost: 100) Ω

The ability to conjure and control flames. Gives the Hero (100%) resistance to his own fire and take (25%) reduced damage from fire-based magic attacks. This hero can:

- Launch balls of fire that deal 3D8 magic damage and have a (75%) chance to cause burn.
- Make a flamesword that deals 2D8+6 physical damage and has a (45%) chance to cause burn.
- Create strong pillars of flame from the hard ground that deals 1D8+10 magic damage and has a (75%) chance to cause burn.
- DEAL: The Hero can coat themselves in flames and gain immunity against all fire-based damage, cannot be burned and gains a (1D6) magic damage every (30) seconds to enemies nearby them.

Water (Cost: 100) Ω

The ability to conjure and control water. The Hero can breathe underwater and can move on the water's surface like it is a solid surface. The Hero can:

- (+25%) Speed while in water.
- (+10%) Attack rating while in water.
- Lower the temperature and use nearby water and make them into ice shards that deal 2D6 physical damage, these have a (25%) chance to cause Freeze. The Hero can also have a (75%) chance to instantly cause Freeze on targets that are wet and a (95%) chance to cause Freeze on targets in water.
- DEAL: The Hero can become water. They take (50%) off all of physical damage taken and have (75%) damage taken off of all fire attacks, they also cannot be burned. The Hero also gains an ice body form: while in this form they can punch for an extra (5) physical damage onto it and have a (35%) chance to cause Bleed but now take (75%) increased damage from fire-based attacks.

Wind (Cost: 100) Ω

The ability to control the wind around the hero. Gains a (35%) increase to Speed and a better sense of balance. This Hero's Attack rating increases by (30%).

- DEAL: The Hero can turn themselves into a being of tornado velocity wind. Any physical contact adds on 1D4 physical damage and has a (5%) chance to cause Bleed. The Hero also gains another (45%) to their Speed and Attack.

[Body Alteration and Growth]

Armored Brain (Tinfoil Brain)	Chameleon	Clones	Doll Extremities
Double Lucky (Triple Lucky)	Expansion/Contraction	Flesh Armor (Scaled Flesh)	Gills
Intangibility	Invisibility	Limb Extension and Retraction	Megamind (Overlord-mind)
Painless	Physique Steal	Regeneration	Shapeshifting
Silver Tongue (Snake Tongue)	Sonic Speed (Light Speed)	Superpower (Overpower)	True Sight (Eagle Sight)
Vampirism	Weapon Morph	Wings	

Armored Brain (Cost: 35) Ω

The Hero has a durable mind:

- (+1) Mental Fortitude
- (30%) Magic Guard rating
- The Hero gains a (+6) to oppose a CHA check.
- DEAL (Tinfoil Brain): An additional (+14) to Mental Fortitude and a (+10) to oppose a CHA check. The Hero also gains another (90%) to their Magic Guard rating.

Chameleon (Cost: 70)

The Hero can change the colour of their skin. Must pass an (6) CON check.

Clones (Cost: 80)

The Hero can clone themselves 'X' number of times. 'X' is their Constitution modifier plus their Mental Fortitude modifier.

Doll Extremities (Cost: 40)

The Hero can independently move all their body parts without having them connected, and they can detach major body sections (arms, legs, torso, and head). They can remain detached for the Hero's Constitution stat in minutes. Any damage that a body part takes while detached from the central piece (the head) is taken from the Hero's health.

Double Lucky (Cost: 35) Ω

The Hero is just really lucky:

- (+1) Luck
- Crit Multiplier rating increases by (0.8).
- DEAL (Triple Lucky): An additional (+16) to Luck and your Hero's Crit Multiplier increases by (1.4). Hero also can gain the **Unlucky** power.

Expansion/Contraction (Cost: 35)

The ability to expand and contract the Hero's body. When any smaller than their normal size they take (25%) more physical damage, but being larger reduces physical damage by (10%).

Flesh Armor (Cost: 35) Ω

The Hero has a tough layer of skin:

- (+1) Constitution
- (+15%) Armor rating
- Hero can only be punctured and begin to bleed on a physical damage roll that is triple their Constitution modifier or higher.
- DEAL (Scaled Flesh): An additional (+11) to Constitution and a (135%) to their armor rating.

Gills (Cost: 30)

The Hero can breathe underwater.

Intangibility (Cost: 35)

The Hero can phase through non-living objects.

Invisibility (Cost: 60)

The Hero can become invisible for their CON modifier doubled in minutes.

Limb Extension and Retraction (Cost: 30)

The ability to extend the Hero's limbs and retract them.

Megamind (Cost: 35) Ω

The Hero is incredibly smart:

- (+2) Intellect
- (+1) Mental Fortitude
- The user can make a (16) INT check to gather information from the GM that their Hero could possibly know.
- DEAL (Overlord-mind): An additional (+20) Intellect and the above check is lowered to (11).

Painless (Cost: 25)

The Hero does not flinch from damage.

Physique Steal (Cost: 95)

The Hero, upon contact, can steal the physical strength of targets. They can steal (2) of their Attack rating and (1) of their Armor rating. This power stacks up to (12) times. If the target hits (0) on their ratings then they cannot go lower (the hero still gains ratings).

Regeneration (Cost: 40)

This Hero can regain (5%) of their total Health on the next round at the start of their turn or The Hero can heal one stack of Burn, Bleed, or Poison at the start of their turn.

Shapeshifting (Cost: 90)

The Hero can morph their body into other people, objects, or animals. Must pass an (8) CON check.

Silver Tongue (Cost: 35) Ω

The Hero can work their words like magic:

- (+2) Charisma
- Any CHA check they make, the target must pass the oppose CHA check twice.
- DEAL (Snake Tongue): An additional (+13) to Charisma and they need to pass the check thrice instead.

Sonic Speed (Cost: 35) Ω

The Hero can move at blinding speeds:

- (+1) Dexterity
- (+5%) Attack rating
- (+1) to Strike, (+1) to Dodge
- The Hero gains (50%) Speed.
- DEAL (Light Speed): The Hero gains an additional (275%) Speed and (+3) to Strike, (+2) to Dodge, and (+8) to Dexterity.

Superpower (Cost: 35) Ω

The Hero has amazing Strength:

- (+2) Strength
- (+10%) Attack rating
- Mega Punch/Kick: Deals 1D6+3 (Punch) and 2D6+3 (Kick) Physical Damage (Hero takes half of the damage dealt as physical damage to themselves).
- DEAL (Overpower): An additional (+11) to Strength and (+90%) to Attack rating, the Mega Punch and Kick gain (18) physical damage and they lose the recoil damage.

True Sight (Cost: 35) Ω

The Hero has incredible sight:

- (+3) Accuracy
- (+5%) Attack rating
- Aimed shots with ranged weapons gain a (+2) to Strike.
- (+2) Perception

- DEAL (Eagle Sight): An additional (+9) to Accuracy and (+3) to Perception, and on aimed shots the Hero gains (+10) to Strike.

Vampirism (Cost: 165) Ω

The Hero has vampire powers. The Hero gains:

- (+4) Strength, (+4) Dexterity, (+1) Constitution, (+1) Charisma
- Can Bite for 3D6 physical damage, if contact with skin then the Bite causes bleed. The Hero heals for (150%) of the damage they deal.
- A (50%) increase to their Magic Guard rating during the night.
- Physical damage taken during the day cannot be reduced by your Hero's Armor rating.
- The Hero can change into a Bat, while a Bat they can fly and while flying gain (150%) speed. In Bat form, they have no reductions of physical damage and cannot gain the bonus to Magic Guard during night.
- A choice of familiar; the familiar can be any animal or person.
- A magic weapon that is linked to the Hero and can be summoned. The weapon is always a bladed weapon and the physical damage when your Hero uses this weapon is increased by 1D6. Additionally, this weapon is indestructible and be stored and summoned from any part of the Hero's body.
- DEAL: The player gains an additional (+6) to Strength, (+4) Constitution, and the heal from Bite is increased to (250%). If a Bite is done in Bat form, the heal is now (300%). The bladed weapon gains an increase of another 1D6 magic damage.

Weapon Morph (Cost: 105)

This Hero can morph its limbs into weapons (swords, guns, etc.). Must pass a (6) CON check.

Wings (Cost: 75)

The Hero gains wings. The flight speed is equal to (125%) of their regular speed. When in the air and flying the Hero gains a (+3) bonus to dodge.

[P s i o n i c s]

Adam	Clairvoyance	Creation
Control	Excite	Future Sight
Hypnosis	Illusions	Levitation
Mind Reading	Negate	Persona
Poltergeist	Puppeteer	Telekinesis
Teleportation	Terror Force	

Adam (Cost: 90)

The Hero, upon contact, can copy the power of the target. They can only store as many powers as they have MF0 modifier at a time.

Clairvoyance (Cost: 160)

Your Hero has the ability to view future events and see outcomes from other angles, they can also see other world lines after making any interaction to see how the result could have been different. The range of time is their INT in hours.

Creation (Cost: 145)

Can create living beings that have their own independence, all of their rolls are flat rolls.

Control (Cost: 95)

The Hero can take control of other living beings after passing a (4) INT check, the target rolls an MF0 check to add to the difficulty. Taking control of their body makes the users actual body fall asleep. Additionally, the Hero can command other beings after passing a (10) (CHA+INT) check, the target can again add to the difficulty by adding their MF0 modifier to the check.

Excite (Cost: 35)

The Hero can make the target more panicked, excited, or flustered. The Hero must make physical contact and pass an (10) (INT+CHA) check. Panicked makes them gain a (+1) to Dodge but a (-5) to Strike. Excited makes them gain a (+2) to Strike but a (-6) to Dodge. Flustered makes them gain a (+3) to Perception but a (-2) to Strike and Dodge.

Future Sight (Cost: 100)

Your Hero can see visions of the future by up to their (INT*COM*2) in minutes in advance. The power will show them only warnings and will not be able to be used otherwise. A negative value in this power changes it to Past Sight letting the Hero see into the past by the (INT*CON*(-2)) in minutes.

Hypnosis (Cost: 40)

The Hero can cause targets that have direct eye contact with them to fall asleep instantly for (2D4) plus their INT modifier in minutes after passing a (14) (CHA+INT) check. The Hero can also make them fall asleep with only contact for (1D4) plus their INT modifier after passing a (10) INT check.

Illusions (Cost: 70)

Upon passing a (12) (INT+CHA) check, the Hero can create Illusions to fool targets. The target can attempt an INT check and if they beat the roll by (2) made to create the Illusion then they see through it.

Levitation (Cost: 25)

The Hero can levitate above the ground by up to (100) metres for triple their Intellect stat in minutes. While in air:

- (-2) Dodge
- Decreased speed by (50%).
- Magic damage dealt increased by (25%).

- Physical damage dealt decreased by (75%).

Mind Reading (Cost: 35)

The Hero can read the minds of targets in their direct line of sight.

Negate (Cost: 105)

The Hero, upon physical contact, can cancel the targets powers for their INT modifier quadrupled in minutes.

Persona (Cost: 85) Ω

Your Hero creates an alter-image of themselves that can physically interact with other beings. This alter-image's damage is always treated as magic damage. The spiritual Persona cannot utilize Perception. Taking Persona as an Equipment makes it a controlled AI system instead, the A.I uses INT modifier as a Perception roll.

Persona Stats:

- STR: (5), DEX: (3), CON: (12), ACC: (0)
- INT: x, MFO: (10), CHA: -, LUC: x
- All stats with 'x' share the stat with your Hero.
- DEAL: The Persona can move freely and independently of the Hero's turn. Additionally, the Persona has increases to his stat line by gaining all your modifiers as stat points. CHA does not apply and negative modifiers count as (0).

Poltergeist (Cost: 35)

The Hero can possess non-living objects. This either makes their actual body enter a sleep-like state or their body transports into a soul-like form. If the object breaks or shatters then the hero returns to their and takes (10%) of the damage of what caused the break (the Hero does take their Armor or Magic Guard rating from this)

Puppeteer (Cost: 120)

The Hero can cast soul threads to connect to targets and control their movements. The threads can be broken by the target passing a (14) MFO check. Taking this power makes **Doll Extremities** only cost (10) instead of (40).

Telekinesis (Cost: 60)

The Hero can lift up to $(40 + (INT * CON))$ in kilograms. If the product of INT and CON is (0) then use the stat that is not (0) as the increase to lifting maximum. Lifting living beings is like a grapple that can be broken by passing a (8) MFO check. A conversion for thrown damage is every 50 kg is 2D6 damage. Crushing force damage is 1D6+5 for the first 100 kg and an extra 1D6 for every 75 kg above. This all counts as physical damage but the player applies their Magic rating instead of their Attack rating.

Teleportation (Cost: 55)

This Hero can teleport themselves to any known location within their INT modifier in kilometres.

Terror Force (Cost: 110)

The Hero is naturally terrifying, like that of an aura of fear or just an intimidating demeanour. They can exert this Terror Force to make the target only have flat and negative rolls (they lose positive modifiers while nearby your Hero but negative modifiers stay the same). Exerting this force counts as the Hero's attack in the turn order. If the target has at least (4) MFO they can attempt a (10) STR+MFO check.

[T r a i n i n g R e g i m e s]

Archery	Blunt	Combat Specialty
Heavy Guns	Large Blades	Light Guns
Machinery	Martial Artist	Mental Exercise
Small Blades	Thrown	

Archery (Cost: 70)

The Hero can use the bow and arrow with great skill:

- (+2) to Strike with Bows, (+6) more Strike on aimed shots
- (+3) Accuracy
- (+1) Strength

Blunt (Cost: 15)

The Hero is better versed in using blunt weapons:

- (+1) Strength
- (+1) Strike with blunt weapons

Combat Specialty (Cost: 50)

- (+25%) to Attack rating, (+15%) to Armor rating

Heavy Guns (Cost: 100)

The Hero is more versed in using heavy guns:

- (+2) to Strike when using guns, (+3) more Strike for aimed shots
- (+1) Accuracy
- The Hero can take Light Guns for (0) instead of (25).

Heavy Guns are:

- Assault Rifles
- Hunting and Sniper Rifles
- Light and Heavy Machine Guns
- Rocket and Grenade Launchers

Large Blades (Cost: 110)

The Hero can use large blades significantly better:

- (+4) Strength, (+1) Dexterity
- (+2) to Strike when using bladed weapons
- Any bladed weapon that is more than a foot in length is a large blade.
- The Hero can take Light Blades for (10) instead of (40).

Light Guns (Cost: 25)

The Hero is more versed in using light guns:

- (+1) to Strike when using guns, (+1) more Strike for aimed shots
- (+2) Accuracy

Light Guns are:

- Pistols
- Revolvers
- Sub-Machine Guns

Machinery (Cost: 55)

The Hero knows all about machines and all the mechanics behind it.

Martial Artist (Cost: 130) Ω

The Hero is trained in a form of martial arts:

- One chosen form of martial arts.
- (+4) Strength, (+4) Dexterity, (+2) Constitution
- (+3) to Strike when using the martial art
- DEAL: The Hero gains a new resource known as **Chi**. The Hero's **Chi** is equal to their (CON+5). The Hero can:
 - Use (1)-(5) **Chi** to coat their physical strikes with a martial energy giving it a flat addition of magic damage. The bonus magic damage will use your Hero's Attack rating instead of Magic (targets still defend with Magic Guard). (1) gives a (+1) magic damage, (2) gives a (+3) magic damage, (3) gives a (+6) magic damage, (4) gives a (+11) magic damage and (5) gives a (+19) magic damage.
 - Use (3), (5), or (7) **Chi** to launch a projectile of martial energy at foes. These projectiles will use your Attack rating instead of your Magic rating (target still defends with Magic Guard rating). The amount of Chi used determines its power and size. (3) deals 2D8+1 magic damage and gains a (+2) to Strike, (5) deals 3D6+2 magic damage but no bonuses to Strike, and (7) deals 2D12+3 magic damage but a (-2) to Strike.
 - Special Attack Dragon Rage: The Hero first must pass a (10) CON check. Upon doing so, the Hero becomes engulfed in martial energy exerted from their body. During this time they gain **Chi** used up for this ability as magic damage to every physical attack they make. The Hero can add both their Attack and Magic rating to this attack. The target defends with both Armor and Magic Guard if this happens. This release uses up all remaining **Chi** and however many **Chi** was used determines how long the Dragon Rage will last ((30) seconds for every (4) **Chi**, this does not round up for combat). On the last round of combat that this special is active; the Hero can perform "The Dragon's Bite", this attack is a multi-pronged attack of quick blows equal to the Hero's DEX modifier (+1). If the DEX mod is below (0), do not apply it. The attack deals 2D6+2 physical damage for the first punch and every successive punch deals 1D6+4 physical damage. Each individual punch gains the above bonus magic damage. After this special wears off the Hero gains the status ailment Fatigue and to get rid of the Fatigue must rest for a time equal to their total **Chi** in seconds.

Mental Training (Cost: 50)

- (+20%) to Magic rating, (+20%) to Magic Guard rating

Small Blades (Cost: 40)

The Hero can use small blades better than others:

- (+2) Dexterity
- (+2) to Strike when using bladed weapons
- Any bladed weapon that is less than a foot in length is a small blade.

Thrown (Cost: 20)

The Hero is significantly better with throwing weapons and objects:

- (+2) to Strike with any throw made, (+2) more Strike on aimed shots
- (+1) Accuracy

[Miscellaneous]

Blood	Disco Heat	Force Vector
Gas Expulsion	Holy Library	Light
Mechanical Link	Plant Warden	Plasma
Puppeteer	Rewind	Shadow
Sound Waves	Structure Morph	Summoned Blades
Unlucky	Void	

Blood (Cost: 150) Ω

Prerequisite: Hero must be a (De)

The Hero can use their blood to fight. The Hero has a resource known as **Bloodbank**. Their max **Bloodbank** is equal to their ((CON+MF0)*10). When using attacks, for every point taken out of the **Bloodbank**, the Hero takes that as true damage. Attacks:

- The Hero can harden the blood and move it at great speeds. It has a (+5) to Strike and deals 3D6+4 physical damage. This attack costs 18 **Bloodbank**.
- The Hero can fire sharp (or blunt) pieces of blood; small clusters have a (+3) to Strike, cost 4 **Bloodbank**, and deal 1D6+4 physical damage; medium clusters have a (+2) to Strike, cost 10 **Bloodbank**, and deal 2D6+5 physical damage; and large clusters have a (+1) to Strike, cost 16 **Bloodbank**, and deal 3D6+6 physical damage.
- Special Move Transfusion: The Hero can siphon health from the target by passing a 6 ACC check. The attack does 4D4 magic damage and the returned health is (200%) the damage dealt. The health returned is also added to the **Bloodbank**.
- Special Move Bloodlust: For 24 **Bloodbank**, the Hero can absorb the blood of enemies to give them increased combat abilities. The Hero gains (+50%) to their Armor rating, (150%) to their Magic rating, (+3) to Strike, and (+3) to Dodge.

Disco Heat (Cost: 40)

The Hero can dance so well that others feel compelled to join them for some reason. To succeed must use a CHA check and the targets will roll an MF0 check against this. If the target(s) fail then they will begin to dance with the Hero until the Hero stops dancing.

Force Vector (Cost: 110)

The Hero can create marks on any surface, object, or person. The Hero can use these marks to:

- Push off the mark with a force of (1D4+2)*4 physical damage against targets and use them to move at a speed equal to (300) Speed.
- Pull off the mark to add a force of (1D4+2)*4 physical damage.

Gas Expulsion (Cost: 55)

The Hero can emit gas from pores in their body. The spores can make gas reach up to a (20) metre radius. The types of gases the Hero can emit are:

- Laughing Gas: Targets begin to laugh uncontrollably and lose (10%) of their Attack rating and Magic rating.
- Poison Gas: Targets within this poison take (20) true damage per minute.
- Sleeping Gas: Target falls asleep if they cannot pass a (20) MF0 check.
- Toxin Gas: Targets within the gas have a (80%) to be Poisoned. Every half minute the roll to see if the Poison sets in is redone.

Holy Library (Cost: 170) Ω

Prerequisite: Must be a (De)

The Hero has access to a divine armory known as “The Holy Library”. The Holy Library can summon weapons made of pure light that deal magic damage in place of the weapons regular physical damage. The Hero accesses the library with a resource known as **Blessings**. The number of **Blessings** the Hero has is equal to $(50 + (\text{CHA} \times 10))$. The cost of summoning any weapon is the weapon’s minimum damage (not including ratings). The Holy Library also gives bonuses that do not affect the Blessing cost of

- Light Blades gain a free 1D6 magic damage and gain a (+1) to Strike.
- Heavy Blades gain a flat (8) magic damage.
- Guns and Bows gain a (10%) Burn chance.
- Explosives can gain increased flat magic damage equal to the number of extra **Blessings** the Hero puts in.
- Thrown gain a (+5) to Strike and have a (15%) Burn chance.

The Hero can pray for (30) seconds to regain (50%) of their max **Blessings** back. While praying, the Hero cannot take any other actions.

Light (Cost: 35)

The Hero can emit light from any part of their body.

Mechanical Link (Cost: 45)

The Hero can connect their body to machines and fully understand how they work. Upon interacting with unknown machinery, the Hero must pass a (12) MFO check.

Plant Warden (Cost: 150) Ω

The Hero can control and conjure plantlife (from the ground) to smite their foes. The Hero can:

- Shoot seed pellets that each deal 2D4 physical damage. They are fired in (5) shot-bursts.
- Bring roots out of soiled ground and grab onto targets. The target(s) must pass a (10) STR check to break free of the roots; however, the target takes 1D6 physical damage and a (10%) chance to cause Bleed. These roots have a range of (5) metres.
- Create a rose whip that counts as a light blade and deals 4D6 physical damage and has a (40%) chance to cause Bleed.
- Throw purple petals that upon contact have a (75%) to Poison the target. The Hero can only throw one per (30) seconds.
- DEAL: The Hero can become plantlife themselves and gain a (+20%) to their Armor rating and Magic guard rating, but the Hero takes double damage from fire and (100%) to get burned. The pellets damage in this form is now 3D4+5 physical damage. The root damage is now 1D6+10 and has a (15%) chance to Bleed instead of (10%). The rose whip can now contain the purple petals and now deals 5D6+8 physical damage; the Bleed chance is now (60%) instead of (40%) and the Poison chance is (90%) instead of (80%).

Plasma (Cost: 60)

The Hero’s body is made of Plasma. Any physical contact with the Hero deals (10) true damage back to the target. There is also a (5%) chance the target will gain Burn.

Puppeteer (Cost: 105)

The Hero can connect thin, hard to see, strings from their fingers to targets. The Hero can pull the target around and to break the strings the target must pass a (15) STR check. Taking this power makes **Doll Extremities** only cost (10) instead of (40).

Rewind (Cost: 70)

The Hero can redo any roll. This ability is limited by the resource “**Clockwise**” and each reroll costs (1) **Clockwise**. Your total **Clockwise** is equal to your (LUC+INT) modifiers. The Hero regenerates (1) **Clockwise** for every minute that Rewind goes unused.

Shadow (Cost: 90) Ω

Prerequisite: Hero must be a (De)

The Hero can make themselves a shadowed form. While in shadow form:

- The Hero gains a (+5) to Dexterity
- The Hero gains a (+20%) to Armor rating and (+150%) to Magic Guard rating
- The Hero loses shadow form when exposed to intense light.
- The Hero gains the **Intangibility** power.

Sound Waves (Cost: 30)

The Hero can emit strong sound waves from their limbs and lungs. Limbs: The sound waves are weaker and can only cause 1D6 true damage to those within a (15) metre radius. Voice: The sound waves are much stronger dealing 3D6 true damage to those within a (50) metre radius and a (50%) chance to cause Bleed.

Structure Morph (Cost: 65)

The Hero can use nearby materials to turn them into other beings or objects. The material used must match the desired creation. This means that to create living beings, the Hero must use another living being. Morphation of living beings takes a minute for every (100) kg they are changing.

Summoned Blades (Cost: 115)

The Hero can summon floating blades to command around in the air. The Hero can control as many blades as he has Intellect. The blades are all small blades that each deal 1D6 physical damage ((40%) chance to Bleed); however, the Hero can also form them all together to create one large blade that deals 'XD6 physical damage, where 'X' is the the INT modifier of the Hero ('X' has a minimum value of (2)) ((20%) chance to Bleed) and command that around.

Special Move Phantom Blade: The Hero, in large blade form can make the blade invisible to the eyes of beings with less than (12) Mental Fortitude (this does not include your Hero). The blade also will now deal magic damage instead of physical damage. The blade can only stay invisible for the Hero's INT modifier in minutes. The recharge for this skill is (1) minute.

Unlucky (Cost: 55)

The Hero creates an aura of unlucky vibes to their enemies. Any time an enemy would critical against you it would be negated and cause your next attack to automatically critical (regardless of flat roll). If the player rolls a critical on top of the above critical, then it will do the Hero's base Crit Multiplier rating doubled.

Void (Cost: 170) Ω

The Hero has a direct connection with an rift in spacetime known as The Void. The Void is like a pocket dimension that The Hero can use to:

- Store an infinite mass of objects and other people in the Void.
- Use a resource known as "**Connection**". The Hero has Connection equal to its (INT+CON).
- Open rifts on top of targets dealing 4D6 magic damage, this attack gains a (+3) to Strike and a plus (+10) to Strike on unsuspecting targets (targets who do not know of this attack). Costs (5) **Connection**.
- Open up walls and surfaces to make them into doorways, this ability has a maximum thickness of (10) metres. Costs (1) **Connection**.
- Meditate: Meditating gives (3) **Connection** per minute back.
- DEAL: Special Move Become Void: The Hero can cover and consume their own body in The Void. While in this form the Hero is immune to physical damage, has (50%) increase to Magic Guard rating, and a (25%) increase to Magic rating. Costs (4) **Connection** and (2) more every minute.

Hero Ratings and Status Ailments

The Hero's ratings are its combat abilities (and out of combat abilities). All formulas use the modifiers for the stat other than Health. For all ratings, round up to whole numbers. Percent bonuses from Powers are done afterwards and are additive (i.e. (+10%) and (+15%) is (+25%)). In combat increases or decreases are done multiplicatively.

Ratings

Attack - Your Attack rating is the bonus value you add on to your physical damage dealt.

$$\text{Attack Rating} = STR * 3 + ACC$$

Magic - Your Magic rating is the bonus value you add on to your magic damage dealt.

$$\text{Magic Rating} = INT * 3 + CHA$$

Armor - Your Armor rating is the negative value you add to the physical damage you take.

$$\text{Armor Rating} = \frac{CON * 5 + STR}{2}$$

Magic Guard - Your Magic Guard rating is the negative value you add to the magic damage you take.

$$\text{Magic Guard Rating} = \frac{MFO * 5 + INT}{2}$$

Strike - Your base bonus to attempting to hit the opponent.

$$\text{Strike} = \frac{DEX}{2} + ACC$$

Dodge - Your base bonus to attempting to dodge your opponent's strikes. You can parry the attack instead using only (25%) of your Dodge rating. Parrying lets you get in a free Strike (does not take a placement on the combat round; however, Strike and Dodge (Parry) are rolled as normal).

$$\text{Dodge Rating} = DEX + \frac{LUC}{4}$$

Perception - Your Hero's ability to perceive their surroundings.

$$\text{Perception Rating} = \frac{ACC + LUC}{2}$$

Speed - The running speed of your Hero.

$$\text{Speed} = 4 + \frac{DEX * 3}{4}$$

Crit Multiplier - The multiplier that applies when you score a critical hit. This rating is rounded to one decimal place.

$$\text{Crit Multiplier} = 1.6 + \frac{LUC}{5}$$

- The total damage your Hero can take. If your Hero's Health hits (0) your Hero has to pass a (18) CON check to not fall unconscious; any time they take damage after going under (0), if not already unconscious they must remake the (18) CON check. If your Hero hits double their Constitution stat in negative Health, they die. This uses the stat instead of the modifier.

$$(Ch), (Ex), (Eq): \text{Health} = 35 + CON * 6 + \frac{MFO * 3}{4} + LEVEL * 11$$

$$(Mu), (Tr), (De): \text{Health} = 50 + CON * 4 + \frac{MFO * 3}{2} + LEVEL * 15$$

Ailments

[Burn] - Burned targets lose a flat (8) to their Armor rating for a minimum of one day. This effect can stack up to 15 times.

[Bleed] - Bleeding targets take (30) physical damage per open wound every (30) seconds. Do not add Attack rating to this damage.

[Freeze] - The target loses (75%) of their Speed and can never be first in the order. If hit with any fire-based attack, the Freeze wears off. Does not stack.

[Poison] - Poisoned targets take (4%) of their health in true damage every (30) seconds. The poison lasts for 2D6*30 seconds. Does not stack.

[Paralyze] - The target loses a flat (15) to their Magic Guard and they gain no bonuses to Dodge and Parry. The Paralyze lasts for 1D4+30 seconds. Does not stack.

[Fatigue] - Fatigued targets lose (50%) of their Attack rating. They will also increase poison damage to four times at (16%) of their max health in true damage every (30) seconds. Does not Stack.

Combat

The order in which attacks may happen goes off of speed. Attacks that increase Speed can change the order of combat. Each round of combat counts as (30) seconds. After (8) minutes of combat, (16) rounds, all Heroes with a CON value less than (15) will begin to fatigue. After (16) minutes of combat, (32) rounds, all combatants with less than (30) CON will also begin to fatigue. Heroes with (30) or more CON never fatigue from combat.

Personal Details

The personal details of your character are what defines their personality and their past. Write what you wish there.

Equipment (unless otherwise said by GM, equipment costs Power Points)

Hand to Hand

Standard Punch - **1D4** physical damage.

Standard Kick - **1D6** physical damage.

Brass Knuckles (Cost: 5) - **1D4+8** physical damage.

Bow and Arrow (semi-bolt, Cost: 15 and 5 per 5 arrows) - **2D6+5** physical damage, (5%) chance to cause Bleed.

Crossbow (semi, Cost: 15 and 5 per 12 bolts) - **1D6+4** physical damage, (10%) chance to cause Bleed.

Bladed Weapons

Knives (Cost: 5) - **1D4+2** physical damage, (70%) chance to cause Bleed.

Scimitars (Cost: 10) - **1D6+5** physical damage, (30%) chance to cause Bleed.

Halberd (Cost: 10) - **5D4+3** physical damage, (25%) chance to cause Bleed.

Spear (Cost: 10) - **3D6+6** physical, (25%) chance to cause Bleed.

Claymore (Cost: 15) - **4D6+9** physical damage, (50%) chance to cause Bleed.

Broadsword (Cost: 10) - **2D6+5** physical damage, (45%) chance to cause Bleed.

Greatsword (Cost: 15) - **3D6+14** physical damage, (60%) chance to cause Bleed.

Blunt Weapons

Club (Cost: 10) - **3D6** physical damage.

Nunchaku (Cost: 5) - **1D6** physical damage, can attack twice in one round.

Flail (Cost: 10) - **1D6+5** physical damage, (5%) chance to cause Bleed.

Mace (Cost: 10) - **2D6+5** physical damage.

Hammer (Cost: 15) - **2D4** physical damage.

Warhammer (Cost: 20) - **5D6+1** physical damage.

Pipe (Cost: 5) - **3D4** physical damage.

Guns

Guns have their own subcategories: semi, semi-bolt, and burst/auto. Semi means the player can fire one bullet per attack round but can take advantage of circumstances to take other shots. Semi-Bolt means the player gets one shot per round but cannot shoot another time during this round, if the player makes another action after taking the shot (Dodge, Parry, etc.) the player cannot reload. Burst/Auto is a gun that just unload its entire clip or fire a few bullets in a small burst; burst/auto guns take a full round to reload (this does not include the round that the gun was fired). For burst/auto shots, the attacker rolls one strike and the defender rolls an individual dodge for every shot fired. Burst shots also define the minimum number of shots a gun can fire each round. Dodging bullets adds (-4) to the target's Dodge.

Pistol (semi, Cost: 25 and 5 per 2 clips) - **2D8+6** physical damage, (35%) chance to cause Bleed, has (10) shots per clip.

Revolver (semi-bolt, Cost: 30 and 5 per clip) - **4D12+8** physical damage, (35%) chance to cause Bleed, has (6) shots per clip.

Submachine Gun (burst/auto, Cost: 30 and 5 per 2 clips) - **4D6+2+12** physical per burst, (20%) chance to cause Bleed, has (30) shots per clip and burst is (10) shots. The reload time for this gun counts as semi-bolt.

Large Machine Gun (burst/auto, Cost: 40 and 5 per clip) - **7D6+3+20** physical damage per burst, (20%) chance to cause Bleed, has (100) shots per clip, burst is (2) shots.

Heavy Machine Gun (burst/auto, Cost: 50 and 15 per clip) - **3D12*4+43** physical damage per burst, (10%) chance to cause Bleed, has (150) shots per clip, burst is (25) shots.

Assault Rifle (burst/auto, Cost: 35 and 5 per clip) - **5D8*3+18** physical damage per burst, (25%) chance to cause Bleed, has (21) shots per clip, burst is (3) shots.

Hunting Rifle (semi-bolt, Cost: 50 and 10 per clip) - **5D20+78** physical damage per shot, (45%) chance to cause Bleed, has (5) shots per clip.

Sniper Rifle (semi, Cost: 50 and 10 per clip) - **8D12+41** physical damage per shot, (35%) chance to cause Bleed, has (8) shots per clip.

Explosives

Claymore (radius: 15 metres, Cost: 45) - **2D4*14+21** physical damage, (5%) chance to cause Bleed.

C4 (radius: 15 metres, Cost: 45) - **2D4*14+12** physical damage, (5%) chance to cause Bleed.

Rocket Launcher (radius: 40 metres, Cost: 90 and 20 per clip) (semi-bolt) - **3D12*10+8** physical damage, (5%) chance to cause Burn, has (1) shot per clip.

Grenade Launcher (radius: 75 metres, Cost: 75 and 15 per clip) (semi) - **2D12*10+30** physical damage, (10%) chance to cause Burn, has (4) shots per clip.

Molotov (radius: 20 metres, Cost: 30) - **2D8*15** physical damage, (90%) chance to cause Burn.

Grenade (radius: 75 metres, Cost: 30) - **2D12*10+50** physical damage, (10%) chance to cause Burn.

Plasma

All Plasma weapons deal magic damage, meaning the target always defends with Magic Guard, but the sword and shield adds your Attack rating instead of Magic rating. Rifle and launcher do not gain Magic or Attack rating.

Sword (Cost: 25) - **3D6+8** magic damage, (35%) chance to cause Burn.

Rifle (semi-bolt, Cost: 55) - **2D12+31** magic damage, (45%) chance to cause Burn.

Launcher (radius: 50 metres, Cost: 100) - **1D20*10+85** magic damage, (75%) chance to cause Burn.

Shield (Cost: 30) - Successful parries cause the attacker to take 1D6+20 magic damage (Hero does not add their Attack rating). A shield bash deals **3D6+2** magic damage, (30%) chance to cause Burn.

Armors

Cloth Armor (Cost: 10) - While worn, add (2) to Armor rating.

Ballistic Armor (Cost: 35) - While worn, projectiles deal (90%) reduced physical damage, add 2 to Armor rating.

Chainmail (Cost: 15) - While worn, add (3) to Armor rating, but (-1) Dodge.

Iron Plate Armor (Cost: 25) - While worn, add (10) to Armor rating, but (-3) Dodge.

Hazmat Suit (Cost: 50) - While worn, the Hero is immune to Poison and Paralyze, but (-1) Dodge.

Plasma Suit (Cost: 40) - While worn, add (8) to Magic Guard rating.

Wooden Shield (Cost: 5) - Successful parries, with this shield, cause the attacker to take (10%) of their Attack rating as physical damage (Hero does not add their Attack rating). A shield bash with this does **1D6+3** physical damage.

Metal Shield (Cost: 15) - Successful parries, with this shield, cause the attacker to take (25%) of their Attack rating as physical damage (Hero does not add their Attack rating). A shield bash with this does **1D6+5** physical damage.

Tower Shield (Cost: 50) - Successful parries, with this shield, cause the attacker to take (75%) of their Attack rating as physical damage (Hero does not add their Attack rating). A shield bash with this does **2D6+2** physical damage but has a (-1) to Strike. While wielding this shield, the Hero has (-1) to their Parry rating.

Buckler (Cost: 50) - Successful parries, with this shield, cause the attacker to take (25%) of their Attack rating as physical damage (Hero does not add their Attack rating). A shield bash with this does **1D6+5** physical damage. While wielding, the Hero has (+3) to their Parry rating.

Crit Multiplier:
Crit Range:

	STAT	MOD
STR		
DEX		
CON		
ACC		
INT		
MFO		
CHA		
LUC		

[illegible]

Ailments	
Burn	
Bleed	
Freeze	
Poison	
Fatigue	
Paralyze	

Powers

Point	Bank

Equipment

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RATINGS

RATINGS	base	percent	other bonuses
Attack			
Magic			
Armor			
Magic Guard			
Strike			
Dodge			
Parry			
Perception			
Speed			