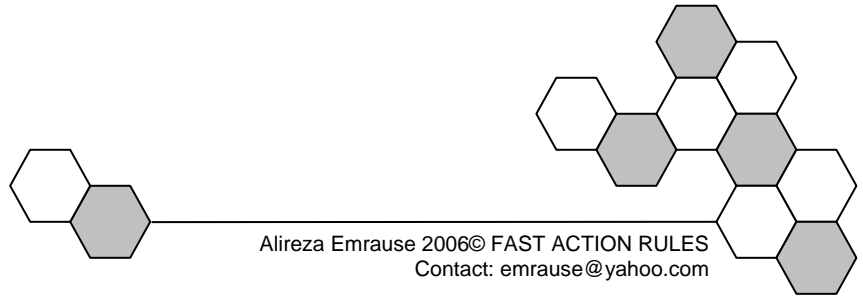
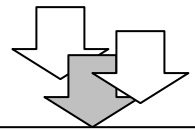


FAST ACTION RULES



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1. Character Creation

1.1. Primary Traits

The Player Character (PC) is defined by 6 characteristics explained below:

Strength (STR): representing the physical force and constitution of the PC

Agility (AGI): representing the handcrafting and the speed of the PC

Constitution (CON): this is the resistance of a PC facing physical attacks or shocks

Knowledge (KNW): represent the education level of the PC

Perception (PER): this is all senses (seeing, hearing, tasting...) of the PC

Willpower (WILL): this is the inner power of a PC to react or resist temptation

The score of each characteristic varies between 1 and 5, but to create a character the player distributes **15 points** with a maximum score of 4. **Mental Resistance (MR)**, ability to resist mental pressure or attack is calculated by (WILL+5), and **Physical Resistance (PR)**, hit point or physical capacity to resist is calculated by (CON+5), for a starter player character (see Experience section for progression system).

1.2. Secondary Traits

Secondary traits are **Initiative (INI)**, **Close Combat (CC)**, **Range Combat (RC)** and **Magical Aptitude (MA)**. These traits depend to the average of two characteristics (round down).

$INI = (AGI+PER)/2$ $CC = (AGI+STR)/2$ $RC = (AGI+PER)/2$ $MA = (PER+WILL)/2$

1.3. Skills

The player chooses a "Job" for his PC. It can be a regular job or a description of some kind of job discussed with the Game Master (GM). A none exhaustive list will be: Policeman, Military, Ninja, Technician, Nurse, Diplomat, Comedian, Blacksmith, Warrior, Vampire Hunter, Barbarian, Ranger, Pilot, Driver, Weapon Master, Computer Hacker or many more.

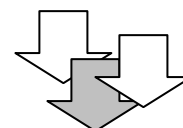
All skill rolls that will fit under the chosen job will have a +2 bonus. For example, a PC with the Ranger job can use tracking skill with a +2 bonus on his roll. But, because no one borne in his job the player can choose 3 skills out of his job skills and will get a +1 bonus on his roll for this skill.

1.4. Special Ability

This is an option to the character creation that can be interesting if the scenario needs more fantastic capacities or some superpowers. The importance of this ability is to be check with the GM and in accordance with the scenario. Some minor and major abilities are listed below:

Ability Description	Min	Maj
Ambidexterity	X	
Night Vision	X	
Infrared Vision	X	
Telekinesis		X

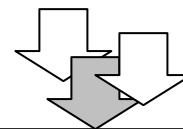
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Fly	The PC can fly with his AGI in speed and WILL in time. With this power the player can move his AGIx3 in meter per round and the time of Fly is his WILL seeing as round. Each use of the power needs 1 MR.		X																								
Acrobatic Move	With his AGIx5 as meter, the player can make a exceptional jump or move. Each jump uses 1 MR.		X																								
Bullet Proof	The PC body cannot be harmed with normal gun bullet or arrow. Each point of damage made by an normal gun bullet or arrow is deducted first on his MR.		X																								
Adhesive Hand	The PC can move on the wall like an insect. The movement per round is equal to his AGI and 1 MR spent on this allow 5 rounds		X																								
6 th Sense	With a PER check the PC can sense a near danger (5m Radius) but not it's nature.	X																									
Hide in Shadow	The PC can completely being invisible when placed in shadow. The player can move with his AGI in meter per round in the shadow fields spending 1MR by round.		X																								
Move Silently	With light equipment the PC can move completely silent. The movement range is his AGI per round and like this there is no need to make a dice check.	X																									
Charm	The PC can charm the persons with whom he is speaking by spending 1MR per try. The opponent needs to make a WILL check with DIFF 6. For each MR spent more than the base on this power the opponent gets a -1 malus on his check.		X																								
Fire Resistance	The body can support very high temperature depending on CON. The fire damages are deducted first from the MR of the player. In this case each MR can absorb 2 fire damages.		X																								
Turning Undead	This power is only allowed by GM decision to some character classes depending to the Game Setting. To use this power the player must spend MR for each round. The needs for each type of creature is defined in the below table and each need turns 3 creatures of the same type. The player can spend more MR than the initial needs and by doubling the spending MR, the targeted creature will be destroy	NA	NA																								
	<table border="1"> <thead> <tr> <th>Type</th> <th>Needs</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>Skeleton, Zombie</td> <td>1 MR</td> <td>will run away</td> </tr> <tr> <td>Ghoul, Shadow, Wight</td> <td>2 MR</td> <td>will run away</td> </tr> <tr> <td>Ghast, Wraith</td> <td>3 MR</td> <td>will run away</td> </tr> <tr> <td>Mummy, Spectra</td> <td>2 MR</td> <td>will not attack</td> </tr> <tr> <td>Vampire, Ghost*</td> <td>3 MR</td> <td>will not attack</td> </tr> <tr> <td>Lich*</td> <td>4 MR</td> <td>will not attack</td> </tr> <tr> <td>Special**</td> <td>5+</td> <td>GM Decision</td> </tr> </tbody> </table> <p>* Affect only one creature ** GM Decision will be applied</p>	Type	Needs	Effect	Skeleton, Zombie	1 MR	will run away	Ghoul, Shadow, Wight	2 MR	will run away	Ghast, Wraith	3 MR	will run away	Mummy, Spectra	2 MR	will not attack	Vampire, Ghost*	3 MR	will not attack	Lich*	4 MR	will not attack	Special**	5+	GM Decision		
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Special**	5+	GM Decision																									

The above list can be edited and modified as well. All Special Abilities have to discuss with the GM and be approved to be used in the game. The GM decides the number of special abilities allowed in the game.

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Character Creation Example:

Name: Eliane Le-Mann		Job: Field News Reporter (+2)		Special Ability:	
STR	2	MR	7	Maj: Hide in Shadow	
Skills:				Min: Move Silently	
AGI	4	PR	7	Driving Motorcycle (+1)	
CON	2	INI	3	Dancing (+1)	
KNW	2	CC	3	Use Handgun (+1)	
PER	3	RC	3	Equipment:	
WILL	2	MA	2	Camera, Laptop, Recorder	
				Light gun cal.22	

1.5. Characteristic & Skills scores definition

Score	Definition	Skill	Definition
1	Weak, limited mobility or education	+0	Novice, beginner
2	Normal, everyday human has it or knows it	+1	Competent
3	Good, educated or sportive	+2	Expert
4	Very good, well educated or national champion	+3	Professional
5	Excellent, genius or world champion	- 2	No-Proficiency

Strength Carrying and Lift

Score	1	2	3	4	5	6
STR (Carry)	15kg	25kg	45kg	75kg	100kg	150kg
(Lift)	35kg	60kg	90kg	130kg	180kg	250kg

2. Action Resolution

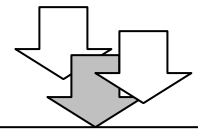
2.1. Skill Check

The base of a skill roll is to roll **1D6 + Characteristic Score + Skill** (if available) and obtain a score greater than the difficulty of the action. **The D6 roll is open ended**: it means that in case of rolling 6, the player re-rolls the Dice to get a better score. The base difficulty score can be modified by the situation or the position and the equipment of the PC. For example, Eliane is sent on a conflict zone in Africa to report on Red Cross action. During the interview two Jeeps equipped by heavy rifle gun attack the basement, she wouldn't miss the opportunity to take some pictures and get her camera, normally taking picture is a easy thing to do for her, but in that case, in the middle of the action, dodging gunshots, she has to make a skill check to get a good picture for her boss. So the GM decide the Difficulty score and announce it to the player, in that case for Eliane, she will get a Very Hard situation (dodging bullets and taking pictures) so the difficulty score (DIFF) will be 10, (DIFF=10). So Eliane is very fast and agile (Score 4) and she is an expert in her job (Reporter Skill +2) so $4+2+1D6$ must be greater than the DIFF score 10. The player rolls 1D6 and 5 and Eliane takes her pictures and dodges the gunshots as well! In case of roll of 1 on the Dice, the player must re-roll the dice and if the player gets another **1 on the Dice it is a Critical Miss**. The player can make a maximum of 2 actions per round (a round is count as 6 seconds), the second action can be done with a -2 malus on the dice roll.

The GM can decide the interpretation of a missed action roll. In this case with Eliane, the GM can decide that she missed her pictures or get shot by a bullet. With a big margin with the DIFF score bigger than 3 she could missed her pictures AND get shout!

DIFF	Definition	: Example
4	Very easy	: Opening a door in a hurry!
5	Easy	: Cooking eggs and beacon for dinner
6	Normal	: Repairing something in your field of knowledge, U-turn in empty street...
8	Difficult	: Make a U-turn on a junction on full working day!
10	Hard	: Cooking a big Cake for the first time!
12	Very Hard	: Dodging bullet and taking pictures, hanging on a rock for 2 hours...
14	Exceptional	: Dodging bullet and approaching the shooter to punch him down!
16	Near Impossible:	Dodging bullet and approaching the shooter to punch him down and shoot other targets!!!

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2.2. Opposed Skill Check

In case of an opposed action check (two diplomats debating about a subject, bargaining with a seller for the price, wrestling, etc.) the player and the GM rolls for each side, the highest score win the conflict. In case of tie, re-roll for every one until there is a winner.

2.3. Close Combat

The close combat situation (sword fighting or man to man) the action is resolved like an Opposed Skill Check with the **CC score + 1D6 + Combat Skill** (if available) vs. the same check from the opponent. Like the opposed check, the higher score wins the conflict. In Close Combat, the rolls are still Open Ended and the re-rolls of the D6 give a better hit and also a better Damage.

2.4. Range Combat

In the range combat the DIFF is calculated in 2 different ways. The first case is when the target isn't aware of the shot (like a sniper shot). So the DIFF of this action is the **Distance Diff + Cover + Movement**. In the second case, shooting at each other, the difficulty for each opponent is the sum of **AGI + Distance + Cover**. In this case the rolls are made simultaneity and the higher score wins the conflict. In Range Combat, the rolls are still Open Ended and the re-rolls of the D6 give a better hit and also a better Damage.

Range Combat Difficulty modifiers:

Situation	modifier	Situation	modifier
- Distance: Close Range	+2	Movement: Slow	+2
- Distance: Medium Range	+0	Movement: Fast	+3
- Distance: Long Range	- 2	Cover: 1/2	+1
- Distance: Far	- 4	Cover: 2/3	+2

2.5. Spell Casting / Super Power Use

The use of Magic is like the **CC** or **RC check**. For an attacking spell casting, the player makes a check like the RC check to hit the opponent. And if it's in close situation the check will be like CC situation. For spells or powers acting on opponent mind, the Diff will be the **MR of the opponent** modified by the situation or the power of spell. For using Spells or Powers the PC cannot wear heavy metallic armors or carry big amount of metal gears.

To use a spell (name it, and it exist!) or power (define it, and it works!), the player make the check with his **MA + 1D6 + Spell Sphere Skill**. Spheres are considered as Skills and a check has to be done depending to the difficulty of the spell. For each MR spent more than the initial needs, the player gets a +1 bonus on his roll. A player using a spell or power looses points on his **MR**. depending on the strength of the spell or power this loss will be modified. When the MR score reaches zero, the PC will be falling in coma until he regain at least 1 MR point. Spell or Power damages depend directly to the power of the spell on MR spent on the spell. Table below shows the spell or power importance on MR spent on it. The base MR needed for a spell is always a minimum of 1 MR and will be modified by the following table:

Situation	MR ±	Situation	MR ±
Range: Close	+0	Volume: 1 m ³	+0
Range: Medium	+1	Volume: 3 m ³	+1
Range: Long	+2	Volume: 9 m ³	+2
Damages +1	+1	Volume: each 3 m ³ after 10	+1
Damages +2	+2		
Time: 1 round	+0		
Time: 5 rounds	+1		
Time: 10 rounds	+2		
Time: 1 hour	+3		
Time: 1 Day	+5		

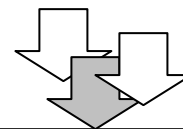
Spells are defined by Spheres: the basic possible Spheres are: Fire, Air, Water, Earth, Light, Vegetal, Necromantic, Illusion, Alteration and Mind.

2.6. Advanced Action Rolls

2.6.1. Initiative

The GM may want to have a more detailed phase in the combat round. Deciding who is acting first can be done by two ways. First by comparing the AGI of the opponents, the character with the

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highest score starts first. In case of tie, the character with the highest WILL start acting. And again in case of tie, the two character act at the same time.

The second way is to roll 1D6 and to add the score to INItiative (AGI+PER)/2 modified by weapon and armor penalty score. The highest score start the round and in case of tie, characters act at the same time. **Initiative Score = INI + 1D6 – Weapon Modifier – Armor Modifier**

2.6.2. Combat

This option works best for the close combat situation. This way the GM can have some spectacular action scene for the final battle. The option is to have one Attack roll *and* one Defense roll for each opponent. In this case the GM should use the initiative rule to define who will start acting first in this round. The player with the highest initiative start the round and rolls **1D6+CC+Skill** (if available), the score obtained this way will be the DIFF for the opponent to counter the attack. After resolving this ATT/DEF, the opponent will act and make an Attack check to make the DIFF to the opponent to defend him-self. For the round after that round the player makes again the initiative check.

2.6.3. Super Acting!

In case of combat round and in some way in normal action check the player can have some bonus in his action roll by defining and narrating the situation and the action that he will make. Example: Chang Lee is in bad situation in a dead end alley. 3 bad guys from the rival family surrounded him and want a fight. After long silent observation, finally he decide to act: Chang pick a trash cover near him and throw it at the face of one of opponent and at the same time move on the wall to dodge the attack from other opponent and finally grab the arm of the last one to push it face on the wall. With a scene definition like that, the player can get +1 or in some cases get +2 to his action roll. In no way these actions can hurt or make damages to the opponent and are only defensive actions. Same action cannot be repeated in the same case of battle to get bonus!

3. Damages, Wounds, Armors and Healings

3.1. Weapon Damages

Weapons are placed in 4 categories: **Light, Medium, Heavy** and **Deadly**. Each category of weapons makes a fixed damage modified by the result of the combat check. So the Damage is calculated by **Difference of the Attack Rolls + Weapon Fixed Damage**, the score is deduced on **PR score**. If the PR score reaches zero the PC is dead or in coma (GM decision).The table below shows which weapons are in which category:

Description	Cat.	Mod.	Dmg
Knife, Short Sword, Staff, Shuriken, Dart...	L	+1	+0
Long sword, Short Bow, Warhammer, Small Axe, War staff, Morning Star...	M	+0	+1
2 Handed Sword, Long Bow, Grand Axe, Grand Lance...	H	-1	+2
Hand Guns cal. 22,	L	+1	+0
Hand Guns cal. 38, Small Machine Guns (UZI, PM10)...	M	+0	+1
Hand Guns cal. 45, Machine Guns (M16, AK47), Grenades, 0.5kg C-4...	H	-1	+2
Rockets, Bombs, Ceiling Collapsing...	D		+5
Falling each 3 meter high or each 10km/h speed impact			+1

3.2. Spell / Power Damages

For each MR spent on a spell or power over 1 point (2 MR= +1, 3 MR= +2, 4 MR= +3 ...) the damage augment 1 point. So the Damage for spells or power is calculated by **Difference of the Attack Rolls + MR Bonus on Damage**, the score is deduced on **PR or MR score** of the opponent depending to the nature of the attack.

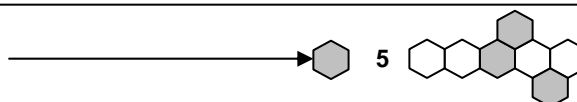
3.3. Armors & Protections

Protection via damages can be very different depending on the scenario plot or the settings. But by definition 3 types of armor is defined: Light, Medium and Heavy. The protection from each type is directly deducted from the total damages applicable to the PC.

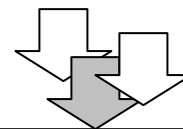
Armor Type

- Light (Leather, Kevlar...)
- Medium (Chain mail, Scale Mail, Bullet Proof vest, Spacesuit...)
- Heavy (Plate armor, Combat suit, Deep space suit...)

Protection	Penalty*
1	+0
2	+1
3	+2



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* The penalty is applicable on physical actions (movement, combat, manipulation...). The penalty score is added to the DIFF of the action.

3.4. Physical & Mental Resistance Recovery

Physical wounds can be recovered at the rate of 1 PR point in a complete rest day. In case of hospitalization or intensive care system, the recovered points can reach 2 or even 3 points per day. To recover the MR points the PC need to not be in stress situation. In normal manner the MR points can be recovered by 1 point each 2 hours and in case of rest or meditation situation 1 point each 30min. These rates can be modified according to the settings or GM decision.

4. Experience & Player Progression

4.1. Experience Points

At the end of each scenario, the GM allows Experience Point (EXP) to each player depending on the how successful were the player to solve the problems of the scenario. Each play can have between 10 to 20 Experience Points. The table below shows a small example of EXP distribution:

Act / Play	Experience Points
- Easy Plot Scenario	5 to 7
- Hard Plot Scenario	8 to 10
- Long Scenario Suit	6 to 8 per setting
- Resolving minor plot/puzzle	+1
- Resolving major plot/puzzle	+2 / +3
- Good acting/play from the player	+2
- Good ideas on the scenario	+1 per idea
- Bad acting/play	- 2
- Playing out of plot	- 2

This table can be modified or rearrange depending to the setting and to kind of the scenario or plot played. But it is very important to allow EXP to a player who acts correctly his PC.

4.2. Player Progression & Advancement

Experience points help player to progress his PC in his career. With EXP, the player can buy or progress the PC skills or even his Characteristic, MR or PR. Each progression has a cost in term of EXP. The table below shows the cost of each progression:

	Cost		Cost
Buying new skill at +0	10	Each PR point (max 15)*	20
Progress skill from +0 to +1	10	Each MR point (max 20)	15
Progress skill from +1 to +2	15	Characteristic form 1 to 2*	25
Progress skill from +2 to +3	25	Characteristic form 2 to 3*	35
Buying new job at +0	30	Characteristic form 3 to 4*	50
Progress job from +0 to +1	25	Characteristic form 4 to 5*	70
Progress job from +1 to +2	35	Each new Magical Sphere (scored: +0)	50
Progress job from +2 to +3	50	*Optional rule, GM decision applies	

It is the GM decision to let the player use his EXP to progress Characteristics and/or Physical Resistance. In this case the GM authorize such progression, the player has to spent time in scenario to do so. For each point on Characteristics, the player must spend 2 weeks in "complete training" and for each 1 point in PR the player spent 1 month in training!

5. Options

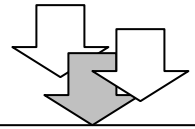
5.1. Character Creation

At the creation, the player can choose to have 2 jobs. In this case the player chooses 2 jobs for his character but the score of one of the job is +1 and the other one is +0. Example: Eddy Willow, an ancient police officer (job 1: Police officer +1), because of his low salary, decides to convert him self in Body Guard (job 2: Body guard +0).

5.2. Alignment

The character's alignment is a guide to his basic moral and ethical attitudes toward others, society, good, evil, and the forces of the universe in general. Use the chosen alignment as a guide to provide

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a clearer idea of how the character will handle moral dilemmas. Alignment is divided into two sets of attitudes. By combining the different variations within the two sets, nine distinct alignments are created.

- 1- order, neutrality and chaos,
- 2- good, neutrality and evil.

5.3. Good, Bad, Ugly...

This option is for the GM to manage fast action settings. The thing is to define 4 types of villains or monsters:

- Type 1: They die in one hit! (orcs, kobolds, henchmen, gang members,...)
- Type 2: They die in three hit! (officers, gang leader, special NPC, horde leader,...)
- Type 3: They die in five hit! (the principal enemy)
- Type 4: "The BAD guy": in this case the NPC has a complete character sheet

5.4. Character Classes (Heroic Fantasy Setting)

Depending to the scenario or the campaign setting, the GM may want to have special character classes with specific skills. Here will be developed some character classes for a Heroic Fantasy (HF) world setting. Characters in a HF setting are: Warrior, Ranger, Paladin, Barbarian, Mages, Thief, Ninja, Druid and Bard. All other character classes can be arranged between player and the GM with the accord of the GM.

5.4.1. Warrior (Warrior Group)

The warrior is a pure fighter. All his capacities go to his fighting capability. A warrior has the following skills and ability:

- Fighting bonus: +1 on Hit rolls and +2 on Damages
- Blind fight: the Warrior is able to fight in bad light situation without malus and in total dark with only -2 on his hit roll (all other characters without blind fight, have -4 on their hit roll).
- Hit Resistance: a Warrior deduce 2 points for damages he receives.
- Riding attack: the Warrior is able to fight on horse or on riding without malus. In case of charge in a target, if Hit is successful, the may triple the damage instead of double for other classes.

5.4.2. Ranger (Warrior Group)

The Ranger is a man on the nature. He is the protector of a region or a village from enemies or monsters attacks. Because of his affinity with nature he learn to manipulate animals and vegetal.

- Fighting bonus: +1 on Hit rolls
- Animal friendship: he can change the animal reaction from Aggressive to Normal and from Normal to friendly
- Vegetal Spell: twice a day, a Ranger can cast spells on Vegetal Sphere
- Tracking: the Ranger can find any track within 3 days without a dice roll
- Walking: the Ranger has Endurance as skill (+1)

5.4.3. Paladin (Warrior Group)

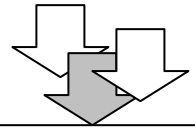
The Paladin is the knight protecting poor and innocent. The Paladin always acts to protect and help people. He always believe in God and acts as his representative.

- Fighting bonus: Paladin has always a +2 bonus on his defense facing evil creatures
- Cure disease: 3 times a week, the Paladin can cure any normal disease and once a week neutralizes a poison effect. A paladin is never affected by normal diseases.
- Turn Undead
- Healing: the Paladin has First Aid and can cast healing (heals HP depending on MR spent on that spell) once a day.

5.4.4. Barbarian (Warrior Group)

The Barbarian is a fighter and hunter, solitaire, living and traveling for wealth and power. As a solitaire, he has a very good physical strength. But the Barbarian fears magic and unknown.

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- Special Resistance: the Barbarian has a +2 bonus to resist disease and poison
- Strong Hit: the Barbarian has a +1 on his damage roll
- Blind fight: the Warrior is able to fight in bad light situation without malus and in total dark with only -2 on his hit roll (all other characters without blind fight, have -4 on their hit roll).
- Rage: once a day, with his WILL as number of round, in Rage, the Barbarian has +2 on hit roll and +2 on damages. He can gain his CON as a Hit Point bonus, but if the damages received overtake his original HPs, after the end of the Rage he will fall in coma
- Skill: he has tracking as a skill.

5.4.5. Thief (Thief Group)

A Thief can be played in many different ways. He can be a pickpocket, an assassin or a spy. The term of thief is applied to all character using stealth abilities.

- Back stab: if the thief makes a successful silently approach behind a character, or in a range attack could surprise the target, he can make an attack with +2 on his Hit roll and make double the damage score.
- Stealth: Has automatically Silent Move and Hiding as a skill with +2 (as a expert)
- Blind fight: the Thief is able to fight in bad light situation without malus and in total dark with only -2 on his hit roll (all other characters without blind fight, have -4 on their hit roll).
- Find / Remove Trap: can find and disarm traps (+1)
- Lock Picking: can open normal mechanical locks (+1)
- Climbing: can climb walls with small holds (+0)

5.4.6. Ninja (Thief Group)

A Ninja is an assassin and thief in martial art worlds. The Ninja has some thief abilities and some special Ninja skills.

- Stealth: Has automatically Silent Move and Hiding as a skill with +2 (as a expert)
- Back stab: if the thief makes a successful silently approach behind a character, or in a range attack could surprise the target, he can make an attack with +2 on his Hit roll and make double the damage score.
- Weapons Style: With only one kind of weapon the Ninja can make the attack roll with +1 bonus
- Smoke bomb: the Ninja can make small smoke bomb that covers him to move for 1D3 round unseen by others (it's a evasion move and not an attack move. Attacks after a smoke bomb from the Ninja have only 1 on 6 chances to make a +2 to Hit attack).
- Climbing: can climb walls with small holds (+0)

5.4.7. Bard (Thief Group)

A Bard is a solitaire adventurer visiting all around the world. That's why he as learned many skills from his travels.

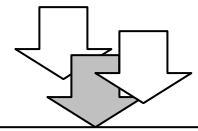
- Singing as a Skill (+1) with a successful roll with the target WILL (+ his awareness) as difficulty, the Bard can charm or change the reaction of the target.
- Illusionist: the Bard can use Small Illusion Spells (without sound or smell but with movements)
- Stealth: Has automatically Silent Move and Hiding as a skill with +2 (as a expert)
- Weapons Style: With only one kind of weapon the Ninja can make the attack roll with +1 bonus
- Music: Bards know play a musical instrument (+1)

5.4.8. Druid (Mage Group)

A Druid is a protector of nature and tree. He lives in forest and has special abilities with animals and nature.

- Animal friendship: he can change the animal reaction from Aggressive to Normal and from Normal to friendly
- Spell Casting: only authorized Spheres are: Vegetal Sphere, Earth Elemental, Water Elemental, Air Elemental

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- Metamorphose: Druid can change shape to a normal animal twice a day (once for each type: Mammals, Birds or Lizards)
- No Trace: a Druid can move freely on all vegetal ground without trace and has no malus due to vegetal snag.

5.4.9. Mage (Mage Group)

The Mage is the ultimate spell caster and the one with all knowledge of occult science. Mages cannot wear metal armor or transport important weight of metal or they will miss their spell casting.

- Spell Casting: All Spheres (they only have to get the sphere as a skill). A Mage starts with 3 Spheres on his skills
- Magic Resist: for they are aware of all type of magi, they resist on their known sphere with a +2 bonus
- Turn Undead

5.5. Skills Table by Class Group

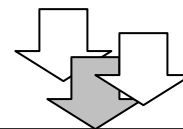
General Skills	Thief	Warrior
Agriculture	Ancient History	Animal Lore
Animal Handling	Appraising	Armorer
Animal Training	Disguise	Bowyer/Fletcher
Artistic Ability	Find / Remove Traps	Charioteering
Blacksmithing	Forgery	Endurance
Brewing	Gaming	Gaming
Carpentry	Gem Cutting	Hunting
Climbing	Juggling	Mountaineering
Cobbling	Jumping	Navigation
Cooking	Local History	Running
Dancing	Musical Instrument	Set Snares
Direction Sense	Reading Lips	Survival
Etiquette	Set Snares	Tracking
Fire-building	Tightrope Walking	Weaponsmithing
Fishing	Tumbling	
Heraldry	Ventriloquism	
Languages, Modern	Mage	
Leatherworking	Ancient History	
Mining	Astrology	
Potter	Engineering	
Riding, Airborne	Gem Cutting	
Riding, Land-based	Healing	
Rope Use	Herbalism	
Seamanship	Languages, Ancient	
Seamstress/Tailor	Local History	
Singing	Musical Instrument	
Stonemasonry	Navigation	
Swimming	Reading/Writing	
Weather Sense	Religion	
Weaving	Spellcraft	

5.6. Spell Spheres Explained

Magical Spheres are: Fire, Air, Water, Earth, Light, Vegetal, Necromantic, Illusion, Alteration and Mind. All damages made by a spell can be saved or neutralized (for mind attacks or no elemental attacks) by a Save based on AGI (for elemental attacks) or WILL (for mind and no elemental attacks) with DIFF based on MR spend on the Skill. In case of a success full check, for elemental attack based on success the Damages are reduced and in case of mind attack the attack fails.

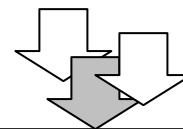
Sphere	Description	Base MR
Fire	The player with Fire Sphere can manipulate all type of Fire, making, extinguish, projecting and all type of manipulation. This sphere can not affect directly the raise or lower the temperature of a zone. The Difficulty	Base 3

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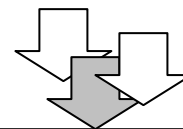
	<p>for the spells depends on the manner of use of the sphere:</p> <ul style="list-style-type: none"> - To make damages, the base DIFF is Base MR+4. (Base damage is 3) - To manipulate fire, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Area: 1 MR = 9 square meter Damage: 1 MR = 2 pt Time: 1 MR = 5 rounds</p>	
Air	<p>This Sphere allows manipulating Air Element and can raising or lowering the temperature of a zone. The player can create wind effect or a bruise or even make an object flying. The Air Element cannot directly make damages.</p> <ul style="list-style-type: none"> - To manipulate Air, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Area: 1 MR = 9 square meter Weight: 1 MR = 3 kg Time: 1 MR = 5 rounds Speed: 1 MR = 10 km/h (an object with 10km/h makes 1 pt of damage) Temperature: 1 MR = 10 degrees</p>	Base 2
Water	<p>This Sphere allows manipulating Water Element and can transform Water to Ice instantly. The player can create water waves by lowering or elevating water height, breathing under water and move on water without penalty. The Water Element cannot directly make damages.</p> <ul style="list-style-type: none"> - To create water, depending on the weather and the humidity of the zone (DIFF based on the zone) the caster can manipulate the humidity of the air and create water droplet. - To manipulate Water, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Zone: 1 MR = cube of 5 meter side Time: 1 MR = 10 rounds</p>	Base 2
Earth	<p>The Earth element allows manipulating stone, metal and earth. The player with this Sphere can excavate, give forms (to stones or metals), and make damages to creature made by this element (Damages are doubled on this kind of creature) and hide himself in this element.</p> <ul style="list-style-type: none"> - To make damages, the base DIFF is Base MR+4. (Base damage is 3) - To manipulate Earth, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Area: 1 MR = 9 square meter Damage: 1 MR = 2 pt Weight: 1 MR = 3 kg Time: 1 MR = 5 rounds</p>	Base 3
Vegetal	<p>The Vegetal Sphere allows manipulating vegetal of all type. The player with this Sphere can growth plants, give forms (change shape and bend), make damages to creature made by this element (Damages are doubled on these kind of creature) and hide himself in this element.</p> <ul style="list-style-type: none"> - To make damages, the base DIFF is Base MR+4. (Base damage is 3) - To manipulate Earth, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Area: 1 MR = 9 square meter Damage: 1 MR = 1 pt</p>	Base 3

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Light	<p>Weight: 1 MR = 3 kg Time: 1 MR = 5 rounds</p> <p>This Sphere allows manipulating Light. The player can create light effects, make light or darkness (absence of light). The Light Element cannot directly make damages.</p> <ul style="list-style-type: none"> - To manipulate Light, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Area: 1 MR = 9 square meter Weight: 1 MR = 3 kg Time: 1 MR = 5 rounds Special: - Light attack</p> <p>This special attack uses 5 base MR and at its base makes 5 point of damages and affect directly one creature, but all creature in zone have to make a WILL check or being blind for 1D6 rounds.</p> <ul style="list-style-type: none"> - Permanency <p>To make a permanent light the caster has to use 5 MR.</p>	Base 2
Necromantic	<p>The Necromantic Sphere allows manipulating Life force. The player with this Sphere can heal or create wounds, can talk to deaths, create undead or recall to life.</p> <ul style="list-style-type: none"> - To make damages, the base DIFF is Base MR+4. (Base damage is 3) - To manipulate Life, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters (can be use to make damages) Area: 1 MR = 1 creature Heal/Damage: 1 MR = 2 pt Time for recall life: 1 MR = 1 hours Time for raise undead: 1 MR = 1 day</p>	Base 3
Illusion	<p>The Illusion Sphere allows creating illusions. The player with this Sphere can make any type of shape. The credibility of the Illusion depends directly to the knowledge of the caster about the illusion created. The base illusion is only an image. To make Sound or Smell for the illusion the base MR is modified by +2 for sound and +3 for Smell. Illusion can be identified if a player doubts the veracity of the illusion. At this case the player can make a PER check based on MR spent on the spell.</p> <ul style="list-style-type: none"> - An Illusion of an attack spell can be deadly like the real spell. In this case if a character dies by the attack, make a WILL check with DIFF based on spent MR of the spell. If the check fails, the character dies, if the check is successful, the character is in coma for at least number of days regarding how many points his PR passed under zero. Attention: a fireball without sound of explosion gives a PER check to all present characters. - To create and manipulate Illusions, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Zone: 1 MR = 2 cubic meter Smell: 1 MR = +5 round Sound: 1 MR = +5 rounds</p>	Base 3
Alteration	<p>The Alteration Sphere allows modifying the shape and nature of an object or a creature. The spells allow modifying Height, Weight and Shape. Changing to an Animal or changing a stone to a statue or even opening a door in a wall can be done by spells of this Sphere. On a creature destroying his bones can makes damages to him.</p> <ul style="list-style-type: none"> - To make damages, the base DIFF is Base MR+4. (Base damage is 2) - To alterate objects or creature, the base DIFF is Base MR + the 	Base 2

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	<p>extended MR spent on the spell. Range: 1 MR = 5 meters Target: 1 MR = 10 kg (over the 20 kg base) Damage: 1 MR = 2 pt Time: 1 MR = 10 rounds</p>	
Mind	<p>This Sphere allows Reading mind, Create fear, Charm or makes an Injunction to all creatures with a mind. Mental Attack can cause damages to the target of the attack.</p> <ul style="list-style-type: none"> - To make damages, the base DIFF is Base MR+4. (Base damage is 3) - To use the spells on a creature, the base DIFF is Base MR + the extended MR spent on the spell. <p>Range: 1 MR = 5 meters Target: 1 MR = 1 person (over the Base) Damage: 1 MR = 2 pt Time: 1 MR = 5 rounds (in case of charm spells, the duration of the spell depends on the success margin of the check in day. If the person is harmed by the caster, he is allowed to make a new save check to get free of the spell)</p>	Base 3

6. Action Combat

6.1. Action Combat Definition

This is a setting for the heroic martial artist characters. The base Combat system is the same as the basic system explained in section 2.3 and 2.4. The close combat is again explained: In this system there is no INITIATIVE to define the first move. If it is necessary to check the first move, use the Initiative calculation method with 1D6+AGI (with modification if applicable). The close combat situation (sword fighting or man to man) the action is resolved like an Opposed Skill Check with the **CC score + 1D6 + Combat Skill** (if available) vs. the same check from the opponent. Like the opposed check, the higher score wins the conflict. In Close Combat, the rolls are still Open Ended and the re-rolls of the D6 give a better hit and also a better Damage. The main difference with the normal system is that the characters "have to" define their move, attack and defense for each round.

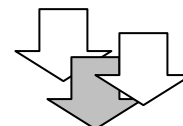
Example: Liu Wong (PC), a Samurai is facing Xiang Fu (GM), the enemy ninja of the rival clan. The Game Master starts to define the attack from the Ninja: "Facing you he throws 3 Shurikens and running in your direction start to draw his sword!" PC: "My Samurai like a lightning Draw out his Katana and the approaching Shurikens and wait for the Ninja to arrive!" At this step GM and the PC make their attack rolls (1D6+CC+Skill), The GM does a score of 7 and the Player a Score of 9. So the PC throws out the Shurikens by his katana and wait for the next attack. At the second round: "OK! The Ninja considering your ability at the sword, try not to face you directly and make a high jump to pass over your head and hit you on the back when just he pass over you!" The Player reply: "I'll try to avoid being in his direction, and I try to make a back roll with my Samurai, so when the Ninja land I'll be just beside him to make a direct hit to his heart!" and now, the GM and the PC will make a combat roll again and the higher score make the successful attack.

6.2. Special Martial Art Character Abilities

To use abilities the player has to spend MR according to the ability. There is no limit for the number of ability used in a round. Depending on the situation, sometimes, the character is forced to use one of these abilities to keep himself on the available position. The table below shows the abilities and the MR needed for their utilization:

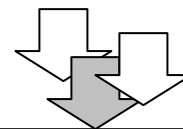
Abilities	Description	MR
Fly	Spending 1 MR per round, the character can fly with a speed of his AGIx3 in meters. The character lands always at the end of the round and cannot make any attack or direct action.	1
High Jump	With this ability, the character can make a jump high in (AGIx2 meters) and long (AGIx4 meters). The character can make an attack or action when landing.	1

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Ki Projection	By projecting his KI, the character can make an attack or make a defensive shield. In attack the player do the spent MR point in damage +1 (1 MR does 2 points of damage). The player needs to roll a range attack roll or in case the Ki is focusing in his hand, make a CC roll to hit the target. The Ki, when summoned, can be kept as long as the character wants. In defensive Ki (used as a shield) the player can make a barrier of 1 meter radius of Ki by spending 1 MR and absorbing 2 points of damage. To stop normal projectile (arrows, bullets, slings...) the minimum MR spend is 3. The shield is maintained until the concentration of the character is broken or when the character decides. In this case the character cannot act directly and can only move or redirect his shield. Each MR spent more than the initial add 50cm to the diameter and absorbs 1 more point of damage.	1
Wall Running	This ability allow the player to use walls and vertical surface as walk or running support exactly like walking or running on the ground. Spending 1 MR allows 1 round at normal speed of the character.	1
Duplicate	For each 2 MR point spent, an exact image of the character appears for 3 rounds. The image can be touch and act exactly like the original making the same moves or attacks but the image always misses its attacks and cannot make any damage. The character can maintain the image by spending 2 MR for each 3 round (must be precise at the beginning of the round, the character cannot decide to maintain an image after its 3 initial rounds). The image can perform some tasks ordered by the character, but for complicated order the character has to mime the act for the image can imitate them.	2
Equilibrium	Characters using this ability are allowed to move or stand in a blade edge like ground, walking or running on ropes or even stand at the summit of the last branch of a tree! The movement rate is like a normal movement.	2
Fear	By projecting disturbing image on target mind, this ability creates a great fear. The target is allowed to resist normally at this mental attack, but spending more MR (+1 on DIFF for each MR) the resisting task could be affected. The character affected by fear, run away for 3 round +2 round per MR used over the initial. If the affected target is hit in his running away rounds, he will forget the fear and the ability will no more work on him during the battle and finally will always have a +2 bonus on his resistance roll for all next confrontations with the same character.	2
Intimidation	Facing a target, this ability can change its reaction. In combat situation the target see the character as a grand master and has a -2 penalty in all his physical action affecting the character for 3 rounds. This ability cannot be used more than the initial 3 rounds on the same target because if in 3 combat rounds the character cannot defeat the target the target fate raise to defeat the character.	2
Multiple Attack	The character using this ability can make one additional attack for the initial 2 MR spent and one additional attack for each 1 MR spent after the initial. Maximum number of attack per round is equal to his AGI+2.	2
Max Damage	In one attack the character can deal a great amount of damage to "one part" of body of the target. The character summoning this ability must make a hit roll and can keep his ability until he touches. If hit roll is successful or the target attack is made by body part and the parry is	3

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	<p>successful by the character, the bones of the touched part of target body are all broken and the target get directly without counting any protection 3 points of damage and will lost the use of this body part. Targets touched like that will have a -2 penalty at all their physical actions and can only be healed magically or by resting until the broken bones are repaired naturally.</p> <p>The second way to use this ability is to attack a solid object. Objects attacked in with this ability are broken or destroyed (depending on the material) Materials and the MR Needs for each is shown as below: Glass (3 cm): 1 MR (100 cm radius) Wood (5 cm): 2 MR (50 cm radius) Brick (10 cm): 3 MR (30 cm radius) Metal (2 cm): 3 MR (10 cm radius) For thicker or greater radius of effect the player has to double the spending MR for the defined material.</p>	
Projectile Dodge	Using this ability allow the character to dodge all type of projectiles (normal and/or magical) thrown at him in this round. In this situation the player cannot make an attack or make a direct action to the other characters and can move at the half of his movement rate.	3
Spirit Illusion	This ability allows the character to project an image on the mind of the target. This image can be scenes from his past of an eventual vision of the future. The image can be as long as the character wants, but all images pass on only one round like a dream or recall of a souvenir. The target cannot resist the dream and see it automatically, but a bad souvenir or a teasing image can create an incontrollable act (rage attack, crying, running away...). If the character wants to use the target souvenirs, he has to know the target and his past. Using images undefined for the target (showing him facing a dragon attacking him in a tunnel, when the target is a Dragon specialist and knows that it is impossible for a dragon to come in this kind of small tunnel) will not affect him in any way. By default the Game Master decision is applied.	3

6.3. Martial Artists Character Classes

All character classes start with an ability directly depending to his class and an additional ability chosen by the player. Obtaining additional abilities cost 35 experience points for each ability. The Game Master can refuse using this type of characters with other setting classes. These character classes cannot choose abilities from the Minor/Major abilities table.

6.3.1. Martial Artist (Kung Fu)

This is the basic Kung-Fu fighter character. Fighting bonuses and additional attacks are counted only with bear hand attacks:

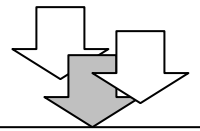
- Base Ability: Multiple Attack
- Special Resistance: the character has a +2 bonus natural armor to resist damages
- Strong Hit: the character has a +1 on his damage roll
- Blind fight: the character is able to fight in bad light situation without malus and in total dark with only -2 on his hit roll (all other characters without blind fight, have -4 on their hit roll).
- Uses only General Skills table
- Can learn 2 Weapons only excluding range weapons

6.3.2. Martial Artist (Karate)

This is the basic Karate fighter character. Fighting bonuses and additional attacks are counted only with bear hand attacks:

- Base Ability: Maximum Damage
- Additional Attack: the character can make an additional attack every 2 rounds. The first attack round starts always with one attack.

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- Best Hit: the character has a +1 on his attack hit roll
- Pain Control: the character with this can continue fighting without any penalty even in very low PR score.
- Uses only General Skills table
- Can learn only one Weapon excluding range weapons

6.3.3. Ninja

A Ninja is an assassin and thief. The Ninja has some thief abilities and some special Ninja skills.

- Base Ability: Wall Running
- Stealth: Has automatically Silent Move and Hiding as a skill with +1
- Back stab: if the thief makes a successful silently approach behind a character, or in a range attack could surprise the target, he can make an attack with +2 on his Hit roll and make double the damage score.
- Smoke bomb: the Ninja can make small smoke bomb that covers him to move for 1D3 round unseen by others (it's a evasion move and not an attack move. Attacks after a smoke bomb from the Ninja have only 1 on 6 chances to make a +2 to hit attack).
- Climbing: can climb walls with small holds (+0)
- Uses only Thief Skills table
- Can learn only 3 weapons of all type

6.3.4. Monk

The Monks are the religious fighter characters. Fighting bonuses and additional attacks are counted only with bare hand attacks:

- Base Ability: Ki Projection
- Healing: the Monk has First Aid and can cast healing (heals HP depending on MR spent on that spell).
- Spell Casting: the character can cast only one elemental sphere spells (Water, Fire, Air, Earth or Light)
- Pain Control: the character with this can continue fighting without any penalty even in very low PR score.
- Uses only General Skills and Mage Skills table
- Can learn all type of weapons

6.3.5. Samurai

The Samurais are the knights on the oriental world setting:

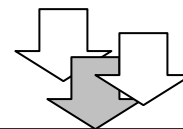
- Base Ability: Fear (Samurais cannot have more that 2 Abilities: Base and first chosen by the player at the character creation)
- Fighting bonus: Samurai has always a +2 bonus on his defense facing evil creatures
- Fighting bonus: +1 on Hit rolls and +1 on Damages
- Blind fight: the Warrior is able to fight in bad light situation without malus and in total dark with only -2 on his hit roll (all other characters without blind fight, have -4 on their hit roll).
- Riding attack: the Warrior is able to fight on horse or on riding without malus. In case of charge in a target, if Hit is successful, the may triple the damage instead of double for other classes.
- Uses only General Skills and Fighter Skills table
- Can learn only 3 weapons of all type

6.3.6. Adventurer

The Fighter is a Martial Artist adventurer that has never stayed in one place to learn completely from his masters:

- Base Ability: character can use 3 abilities to start the character but each uses need double rate of MR.
- Fighting bonus: +1 on Hit rolls and +1 on Damages
- Can choose Skills from all tables and start with 6 skills at +0 only and has to spend double rate of experience point to progress
- Can learn all weapons

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- Casting Spell: can choose 2 spell spheres but spend double MR to cast the spell

→ It is important to balance the character classes, so keep in mind that if the balance between characters is not respected, the Game Master has the right to modify or eliminate some abilities and/or skills and powers.

7. Super World

7.1. Super World Character Creation

This is a setting for characters with Super Powers like characters defined in super hero books. To create a Super Character, the player chooses **one of his characteristics to be at the score 6 or one characteristic at 5 and a +1 bonus on other characteristics** and then distributes **12 points** between the other characteristics with a maximum score of 4. All other characteristics and are calculated at the normal way of character creation:

Mental Resistance (MR) = (WILL+5) and **Physical Resistance (PR)** = (CON+5)

Secondary traits:

These traits depend to the average of two characteristics (round down).

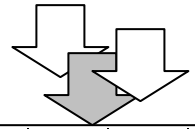
INI = (AGI+PER)/2 CC = (AGI+STR)/2 RC = (AGI+PER)/2 MA = (PER+WILL)/2

For the skills, **the player chooses a "Job"**. Only one job is allowed at the creation and the optional system to create characters with two different jobs is not allowed. Like the normal rules, all skill rolls that will fit under the chosen job will have a +2 bonus. Also the player can choose **3 skills out of his job skills** and will get a +1 bonus on his roll for this skill.

Finally, the player chooses his powers from the list below. The player can either choose 1 major power and 2 minor powers or chooses only 2 major powers or chooses only 4 minor powers. All minor powers are automatically applied and there is no need to spend MR on them, and all Major power spends 1 MR to be activated for one round.

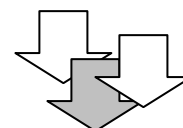
Power Description		Min	Maj
6 th Sense	Automatically the character can sense a near danger (5m Radius) but not its nature.	X	
Acrobatic Move	With his AGIx5 as meter, the player can make an exceptional jump or move. The player is allowed to make an attack roll while moving with acrobatic moves. The difficulty to hit a character using this ability gets +2 penalties (DIFF +2).	X	
Adhesive Hand	The PC can move on the wall like an insect. The movement per round is equal to the normal movement rate. The character using this ability can make attack rolls with -2 penalties on his roll.	X	
Bullet Proof	The PC body cannot be harmed with normal gun bullet or arrow if he is shot by 3 bullets or less per round. Each bullet additional to the first 3 bullets makes only 1 pint of damage (5 bullet hits make only 2 damages to the character)	X	
Fire Resistance Cold Resistance	The body can support very high temperature depending on CON (CON x 50 in Celsius degree). The fire/ice damages are deducted first from the MR of the player. In this case each MR can absorb 2 fire/ice damages.	X	
Fly	The character can fly at his normal movement rate per round the time for this power is limited by the concentration of the character in fly. With this power the character cannot fly AND make an attack to a target	X	
Hide in Shadow	The PC can completely being invisible when placed in shadow.	X	

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	The player can move with half movement rate per round. Character making attacks while hiding became completely visible to the present characters.			
Infrared Vision	The PC can see in dark the heat spectrum.	X		
Night Vision	The PC can see in very poor light condition like in daylight.	X		
Charm	The PC can charm the persons with whom he is speaking by spending 1MR per round. The opponent needs to make a WILL check with DIFF 6. For each MR spent more than the base on this power the opponent gets a -1 penalty on his check.		X	
Equilibrium	Characters using this ability are allowed to move or stand in a blade edge like ground, walking or running on ropes or even stand at the summit of the last branch of a tree! The movement rate is like a normal movement.		X	
Fear	By projecting disturbing image on target mind, this ability creates a great fear. The target is allowed to resist normally at this mental attack (DIFF 6). The character affected by fear, run away for 3 rounds. If the affected target is hit in his running away rounds, he will forget the fear and the ability will no more work on him during the battle and finally will always have a +2 bonus on his resistance roll for all next confrontations with the same character.		X	
Ki Projection	By projecting his KI, the character can make an attack or make a defensive shield. In attack the player makes an attack roll with +2 bonuses on damage. The range of the attack is about character WILL x 10 meter. The player also can focus his KI in his hand. To hit the target the character makes a CC roll. The Ki, when summoned, can be kept as long as the character wants. In defensive Ki (used as a shield) the player can make a barrier of 1 meter radius of Ki and absorbing 3 points of damage. This shield stops automatically all normal projectile (arrows, bullets, slings...) The shield is maintained by 1 MR per round. In this case the character cannot act directly and can only move or redirect his shield. Exceptionally, Each MR spent more than the initial add 50cm to the diameter and absorbs 1 more point of damage.		X	
Multiple Attack	The character using this ability can make one additional attack per round. Maximum number of attack per round is equal to his AGI.		X	
Spell Casting	This power is like normal spell casting and uses MR like normal magical use as explained in the rules. Still the player has to choose a spell sphere.		X	
Spirit Illusion	This ability allows the character to project an image on the mind of the target. This image can be scenes from his past of an eventual vision of the future. The image can be as long as the character wants, but all images pass on only one round like a dream or recall of a souvenir. The target cannot resist the dream and see it automatically, but a bad souvenir or a teasing image can create an incontrollable act (rage attack, crying, running away...). If the character wants to use the target souvenirs, he has to know the target and his past. Using images undefined for		X	

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	the target (showing him facing a dragon attacking him in a tunnel, when the target is a Dragon specialist and knows that it is impossible for a dragon to come in this kind of small tunnel) will not affect him in any way. By default the Game Master decision is applied.		
Super Fly	This power allows a movement equal to character's AGI x 5 meters per round and the player is allowed to make attacks on targets		X
Telekinesis	Depending on willpower, the PC can move objects from distance. For each point of WILL the player can move 5kg objects and each use of this power use 1 MR. the distance of the movement is 10m per round		X

7.2. Skill Checks and Combat

The rules for skills are the same as the original rules, but for combat the player use only the basic rules of opposing check. It means in combat situation and meaningless the type of attacks, each character rolls his combat roll (CC or RC) and the highest score wins the round and calculate the damages. The dice rolls are still open ended with one exception. A super power character facing a "normal" character with a score of 6 on his dice, makes a critical success, and in case of 1 on the dice and the second roll with 1 on the dice. The roll is just "a normal miss".

For enemies it is suitable to use the "enemy type" shown in the table below:

- Type 1: They die in one hit! (orcs, kobolds, henchmen, gang members,...)
- Type 2: They die in three hit! (officers, gang leader, special NPC, horde leader,...)
- Type 3: They die in five hit! (the principal enemy)
- Type 4: "The BAD guy": in this case the NPC has a complete character sheet

7.3. Characteristics Explained

The characteristics score are valued a bit different form the original rules. The table below will show how to interpret these scores:

Score	Definition	Skill	Definition
1	Normal, everyday human has it or knows it	+0	Novice, beginner
2	Good, educated or sportive	+1	Competent
3	Excellent, well educated or national champion	+2	Expert
4	Maximum Human Rate, genius or world champion	+3	Professional
5	Mutant or Cybernetics,		
6	Super Exceptional Characteristic, Super hero	- 4	No-Proficiency

Strength Carrying, Lift and Damage

Score	1	2	3	4	5	6
(Carry)	25kg	45kg	75kg	100kg	200kg	300kg
(Lift)	60kg	90kg	130kg	180kg	360kg	550kg
Dmg Bonus	--	--	--	+1 Dmg	+2 Dmg	+3 Dmg

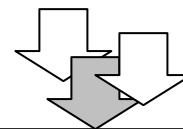
Agility Movement and Hit

Score	1	2	3	4	5	6
(Move)	Normal	Normal	Normal	Normal	Double	Double
Hit Bonus	--	--	--	+1 Hit	+2 Hit	+3 Hit

Constitution Natural Armor and Poison/Endurance

Score	1	2	3	4	5	6
(Armor)	Normal	Normal	Normal	Normal	1 point	2 points
Bonus	--	--	--	+1 Check	+2 Check	+3 Check

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Knowledge Spell and Skill Bonus

Score	1	2	3	4	5	6
(Spell)	Normal	Normal	Normal	Normal	+1 Check	+2 Check
(Skill)	--	--	--	+1 Check	+2 Check	+3 Check

Perception Skill Bonus

Score	1	2	3	4	5	6
(Skill)	--	--	--	+1 Check	+2 Check	+3 Check 6 th Sense

Willpower MR and MA Bonus

Score	1	2	3	4	5	6
(Spell Cast)	Normal	Normal	Normal	Normal	+1 Check	+2 Check
(MR Bonus)	--	--	--	+1 Point	+2 Points	+3 Points

7.3. Complementary Rules

For all conflicts about the rules, the Game Master makes the final decision. Combat has to be fast and heroic, so try not to limit player actions by rules. The exact rules are applied only in very exceptional conditions where a precise decision or action has to be done. By definition the players are super heroes, so for normal acts, allow the player to succeed his action and keep the dice check for important places. For all other rules and character advancement, the general rules are applied.

8. Cyberpunk

8.1. Cyberpunk Character Creation

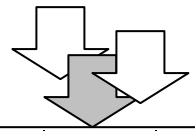
The character creation rule for Cyberpunk settings is exactly the same as the basic rules. All characteristics and PR/MR/INI are calculated as explained in the Character Creation chapter at the beginning of these rules.

8.2. Cybernetic Rules

In Cyberpunk settings, characters have access to cyberwares (cybernetic hardware) which allow the character to increase their normal abilities. Each cyberware implanted in the character body destroys a part of human neural system. Because of this neural destruction, the character could become a dangerous psychopath without feelings (see Bladerunner movie). To simulate this, each cyberware has a negative score that will be deducted from character's MR. When the character MR arrives to half of its initial score the character get a complication. This complication is usually a bad habit or a mental disturbance. The following table shows the basic cyberwares and their score on MR.

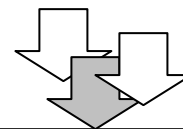
Cyberware	Description	Score
Eye Implants		Base Score: 2
IR eyes	Infra Red Vision on 50m long	0.2
Night Vision	Vision in weak light like normal day on 50m long	0.2
Targeting eyes	This implant allows user to get a +1 bonus on RC situation	0.3
Long Vision	Like an binocular with x20 capacity	0.3
Camcorder	Can record images viewed by the character for 1min. for more recording capacity the character need to install Data Memory	0.3
Time & Date	Display Time/Date/Temperature	0.1
Color Changing	Can change eye colors (5 color capacity to be define)	0.2
Ear Implants		Base Score: 2
Perfect Hearing	Gives a +1 bonus on PER rolls for hearing checks	0.2
Cellular Phone	Have a Cellular phone installed	0.4

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Voice Recorder	Can record voices heard by the character for 1min. for more recording capacity the character need to install Data Memory	0.3
Head		Base Score: 3
Data Memory	Can be connected to all implant needing memory. Starting capacity is about 1GB.	0.1
Skill Slot	Create a direct connection to the brain. Skill Slot serve to insert Skill chips allowing to obtain a untrained skill at +1	0.5
Smoke Filter	Smoke filter allows a +2 bonus on CON check regarding poisonous gas	0.5
Memories Backup	This high-tech implant allows the character to take a backup from his brain memory to be recovered when needed. The capacity is about 50 memories.	1
Arms		Base Score: 2
Utility Hand	From each finger, the character can get out one tools	0.3
Small Gun	In wrist of a hand, the character can hide a small gun with 5 shots	0.5
Chainsaw	Dismounting the arm will reveal an small chainsaw capable to cut 3cm metal plate	1
Claws	From middle of each finger of one hand have been placed retractable claws dealing +1 damages in CC situations	1
Strength Arm	This implant allows getting a +1 bonus in Strength check from only the implanted arm.	1
Legs		Base Score: 3
Hidden Box	This is a small box placed in body and undetectable without ray check	0.2
Running Legs	With this implant the character can run twice his normal movement rate for his CONx5 round	1
High Jump	This implant allows Long or High jump with the STRx3 in height and STRx5 in long	1
Fast Swim	With this implant the character can swim at his normal movement rate for his CONx5 round	1
Body		Base Score: 0
Body Armor	This is small fiber plates under the skin that allow a PR protection of 1 to the character	3
Small Reflex	Allows a +1 bonus in INI rolls	2
Fast Reflex	Allows a +2 bonus in INI and a 3 attack per 2 rounds	4
Poison Container	Can totally filter all blood injected drugs and poisons	2
Total Strength	Allows a +1 bonus at the STR characteristic	4
Heat Resistance	Can support heat up to 85 Celsius Degree (over that the skin will totally burn but the body will not sense it)	1
Cold Resistance	Can support cold down to 85 Celsius Degree (over that the skin will totally burn by cold but the body will not sense it)	1
Medical Kit	This implant gives a +1 bonus on CON check for disease or poisons and can heal 5 hit points instantly before being recharged	3

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8.3. Complications

In Cyberpunk settings, characters have access to cyberwares (cybernetic hardware) which allow the raise or modification in character body. Complications are also one way to get more Option Points when creating a character is to take on a few Complications-social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its Frequency, Intensity and Importance. Beware! It is important that the Game Master verify all complication on player characters and do not allow multiple, incompatible, complications. In a play, all complications have to be played by the players, and the Game Master has to use these flaws against the players. In case of complication by dropped score of MR, the player DO NOT gets any characteristic point! Each MR point after the lost half gives 1 complication at the base (+0) condition, but without the (+0) bonus for a new skill. Each point dropped can be combined to raise the complication level instead of a new complication. In case the MR drops to a score of 1, the player character became No-Player and is controlled and played by the Game Master.

8.3.1. Frequency

Just how often does your problem impact your life? The answer is the problem's Frequency; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

8.3.2. Intensity

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis () right after it, and in the case of (+0), the player can choose an additional skill at level +0:

Example: Stubborn: Risk incarceration, bodily harm or financial/ social ruin [+1] means the Intensity of this Complication will get you 1 characteristic point.

8.3.3. Importance

Importance rates how important the Complication is to the character and the Campaign. For example, taking Foreigner in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your roleplaying. The final application is up to the GM.

8.4. Complication Explained

8.4.1. PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded

You have strange lapses of memory. You often: Forget generally known facts (+0). Forget friends, family (+1). Forget your own identity (+0/+1).

Bipolar

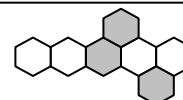
You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Liable to lie around and mope (+0). Liable to run around frenetically risking life and limb or sink into a miserable stupor (+1). Suicidal (+0/+1).

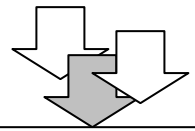
Delusions

You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (+0). Risk hospitalization, bodily harm or financial/social ruin (+1). Risk life & limb (+0/+1).

Phobia

You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (+0). Paralyzing Fear (+1). Berserk Terror (+2).





Paranoia

(just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focused on one foe, other times, there may be legions. You react to your paranoia by: Compulsively working on defenses against Them (+0). Risking incarceration, bodily harm, social or financial ruin to stop Them (+1). Risking life & limb (+0/+1).

Split Personality

You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Is neutral to you (+0). Hostile to you (+1). Dangerous to you in actions (+2).

8.4.2. PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Dyslexia

You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (+0). Cannot read or write (+1).

Epilepsy

You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (+0). Common (+1). Very Common (+2).

Missing Limb

Ouch! That hurt! You're missing: 1 or more fingers (+0). A hand (+1 each). An arm (+2 each).

Reduced Hearing

You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 3 points higher than everyone else's (+0). A Hearing aid just to hear at all (+1). New ears; you're totally deaf (+2).

Reduced Mobility

You are unable to get around normally. Your Movement: Is reduced by quarter (+0). Is reduced by half (+1). Is reduced to dragging by arms at a MOVE of 1 (+2). Nonexistent; you're a total quadraplegic; unable to move below the neck (+0/+2).

Reduced sight

Your eyesight is impaired in some way. You: Are color blind (+0). Are nearly blind or one-eyed (+1). Are totally blind (+0/+2).

Vocal Impairment

Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (+0). Only make sounds, but cannot speak (+1). Cannot make a sound (+0/+1).

Vulnerability

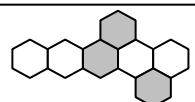
You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (+0). Common (+1). Very Common (+2).

8.4.3. SOCIAL COMPLICATIONS

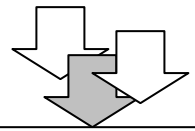
These are things with serious Social and Societal consequences for you:

Bad Rep

People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (+0). Always recognized (+1).



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Public Figure

You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (+0). You frequently make headlines and people always notice your actions on the street (+1). Your every action makes news and you have reporters following you everywhere (+0/+1).

Secret Identity

You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (+0). Are bothered by a single person trying to uncover your real identity (+1). Everyone's trying to uncover your real identity (+0/+1).

Oppressed

You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (+0). Oppressed; there are laws controlling where you live, work or can travel (+1). Outcast; you're a total non-person (+2).

Distinctive Features

You stand out and are noticed in any crowd, with features that are: Concealable with Disguise or Performance skills (+0). Not concealable (+1).

8.4.4. ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by two things: their Capabilities and their Extent. Their Intensity of enmity against you, must be defined with the Game Master and will depend on the player background or Lifepath, and has always to be seen in a scenario, even if it's a close room scenario!

→ If during a scenario, another organization or group find enmity against the player, the GM is allow to combine their influence and raise the Enemy level. Finally, in if enmity comes during a plot, there is no bonus to distribute for the player does not get complication bonus.

Capabilities

What can they do to you? Are they: As powerful as you? (+0). More powerful than you? (+1). Have access to powerful weapons, powers or hardware? (+1).

Extent

How far can they reach? Are they: Limited to single town or area? (+0). Limited to a single country? (+1) Worldwide in their influence? (+2)

8.4.5. RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor

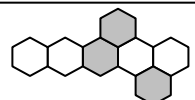
These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (+0). Risk bodily harm or financial ruin (+1). Risk life & limb (+0/+1).

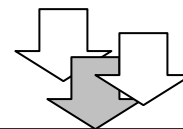
Sense of Duty

You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (+0). For a special group/organization (+1). For all Humanity or Life (+0/+1).

Vow

This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (+0). Risk bodily harm or financial ruin (+1). Risk life & limb (+0/+1).





8.4.6. COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

Addiction/dependence

You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (+0). Uncommon (+1). Rare (+0/+1). Very Rare (+0/+2).

Honesty

You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (+0). Risk bodily harm or financial/social ruin (+1). Risk life & limb (+0/+1).

Impulsiveness

You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (+0). Risk bodily harm, social or financial ruin (+1). Risk life & limb (+0/+1).

Intolerance

You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (+0). Rude and verbally abusive (+1). Violently abusive (+0/+1).

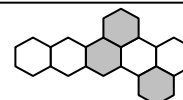
Kleptomania

You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (+0). Risk bodily harm or financial/social ruin (+1). Risk life & limb (+0/+1).

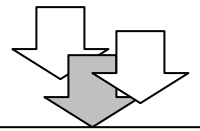
Lecherous

You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (+0). Risk bodily harm or financial or social ruin (+1). Risk life & limb (+0/+1).

→ Last words are: depending on the player characters and the setting the Game Master can refuse or modify every point of these complications. If you are unsure to how manage these, do not allow more than one complication by character. If the players get more complications allow them only to get the first step (+0) of the complication. If players don not play the complication Game Master can reduce player characteristics during the play until they fulfill their complication needs.



FAST ACTION RULES



Name:			Description:			
STR		MR	Job / Class:			
AGI		PR	Skills:		Special Abilities:	
CON		INI			Major:	
KNW		CC			Minor:	
PER		RC			Spells/Powers:	
WILL		MA				
Personal Details						
Parents:						
Situation:						
Kids:						
Education:						
Social Status:						

Weapons						
Close Combat	MF	DM	Range Combat	MF	DM	Special Note

Notes & Equipment	Portrait / Logo:
	Cash or Gold:
	Experience Points:

