







O.C.T.A.V.I.A. Character Creation

ORIGINS: Race, Gender, Appearance, Name, Starting Experience Tier / XP Total

CHARACTERIZATION: Guiding Element Of Harmony, Background, Perspective, Direction

TRAITS: Attributes Start At 1, Choose 1 Talent, Fortitude (Body + Heart) \times 5, Willpower (Mind + Heart) \times 5

ADVANTAGES: Apply Natural Abilities, Special Abilities (Spend 2 Ability Points), Choose 1 Edge

VIRTUE: Characters Start Each Episode With 1 Virtue Point

INTERESTS: Spend 4 Skill Points

ADVANCEMENT: Gain Advancements / Extra Edges / Extra Talents Based On Starting Experience Tier

Magic Aspects & Spell Level

Target		Effect		Subject	
Individual	Level +1	Animate	Level +1	Air	Level +1
Group	Level +2	Combine	Level +1	Animal	Level +1
Area	Level +4	Deceive	Level +1	Body	Level +1
Mass	Level +4, [x2]*	Diminish	Level +1	Construct	Level +1
		Forge	Level +1	Earth	Level +1
Range		Modify	Level +1	Energy	Level +1
Contact	Level +1	Reveal	Level +1	Force	Level +1
Seen	Level +2	Separate	Level +1	Heat	Level +1
Known	Level +4				
Unknown	Level +4, [x2]*				
		<p>* Magical Aspects with [x2] in their Spell Level modifier multiply the total Spell Level (after all addition) by 2.</p>			
Duration		<p>Each Magical Aspect with [x2] involved in a given Spell doubles the Spell Level individually; for example, a Spell with three [x2] Magical Aspects would have its Spell Level doubled three times in sequence--not simply multiplied once by 6.</p>			
Immediate	Level +1				
Sustained	Level +2				
Temporary	Level +4				
Persistent	Level +4, [x2]*				
		<p>For instance, an after-addition Spell Level of 16 with three [x2] Magical Aspects would be doubled three times; first to 32, then again to 64, then once more to 128--its final Spell Level.)</p>			
Function					
Standard	Level +1				
Chain	Level +2				
Genesis	Level +4				
Wonder	Level +4, [x2]*				

MIND SKILLS	
Ascetic Category	Discipline Meditation Memorization
Detective Category	Cryptography Investigation Observation
Doctor Category	Diagnosis Surgery Treatment
Engineer Category	Blacksmithing Construction Electronics Machinery Software
Magician Category	Spellcasting
Navigator Category	Cartography Direction Sense
Professional Category	Administration Economics Marketing
Scholar Category	History Law Literature Magic & Occult Philosophy Politics
Scientist Category	Archaics Biology Chemistry Ecology Geology Mathematics Physics

Difficulty Targets

Difficulty Target	Context & Example	Damage Level
10 - Basic	Cutie Mark Crusader	Climbing onto a shelf, hiding in bushes at night
15 - Average	Ponyville Citizen	Memorizing script lines, baking a tasty cake
20 - Challenging	Small-Town Champ	Creating a small tornado, bucking an apple tree
25 - Advanced	Best In The Big City	Setting a rodeo record, teleporting onto a roof
30 - Daunting	Top Ten In Equestria	Flying fast enough to create a Sonic Rainboom
35 - Heroic	A True Master	Summoning the legendary Fire Of Friendship
40 - Legendary	Princesses / Discord	Banishing a powerful adversary to the moon

Skills

MIND SKILLS	BODY SKILLS	HEART SKILLS
Ascetic Category Discipline Meditation Memorization	Acrobat Category Balance Flexibility Tumbling	Actor Category Deception Disguise
Detective Category Cryptography Investigation Observation	Athlete Category Climbing Flying Leaping	Artist Category Aesthetics Body Art Fashion Gourmet
Doctor Category Diagnosis Surgery Treatment	Engineer Category Blacksmithing Construction Electronics Machinery Software	Beastmaster Category Illustration Photography Sculpting Theatre Writing
Magician Category Spellcasting	Fighter Category Camping Foraging Gardening Rope Tricks Tracking	Counselor Category Analysis Therapy
Navigator Category Cartography Direction Sense	Marksman Category Finesse Weapons Heavy Weapons Lashes & Chains Martial Arts Shields & Armor	Leader Category Banter Intimidation Rapport Swagger
Professional Category Administration Economics Marketing	Pilot Category Aerospace Nautical Terrestrial	Performer Category Comedy Dancing Juggling Musician Oratory Singing
Scholar Category History Law Literature Magic & Occult Philosophy Politics	Scoundrel Category Forgery Lockpicking Pickpocketing Sleight Of Hoof	Socialite Category Celebrity Etiquette Persuasion
Scientist Category Archaeics Biology Chemistry Ecology Geology Mathematics Physics		Translator Category Comprehension Linguistics Non-Verbal

Damage

Damage Level
1d6 - Light
3d6 - Average
6d6 - Heavy
10d6 - Severe
15d6 - Extreme

HEART SKILLS

Actor Category

Deception
Disguise

Artist Category

Aesthetics
Body Art
Fashion
Gourmet
Illustration
Photography
Sculpting
Theatre
Writing

Beastmaster Category

Behavior
Command
Riding
Training

Counselor Category

Analysis
Therapy

Leader Category

Banter
Intimidation
Rapport
Swagger

Performer Category

Comedy
Dancing
Juggling
Musician
Oratory
Singing

Socialite Category

Celebrity
Etiquette
Persuasion

Translator Category

Comprehension
Linguistics
Non-Verbal

XP Tiers, Milestones, & Advancement Rewards

XP Milestone

Advancement Rewards

0 XP - Youth

Character Creation: 1 Talent, 1 Edge, 2 Ability Points, 4 Skill Points

5 XP

Advancement

10 XP

Advancement

Edge

15 XP

Advancement

20 XP

Advancement

Edge

30 XP - Adult

Advancement

Talent

40 XP

Advancement

Edge

50 XP

Advancement

60 XP

Advancement

Edge

75 XP - Veteran

Advancement

Talent

90 XP

Advancement

Edge

105 XP

Advancement

120 XP

Advancement

Edge

140 XP - Heroic

Advancement

Talent

160 XP

Advancement

Edge

180 XP

Advancement

200 XP

Advancement

Edge

225 XP - Champion

Advancement

Talent

250 XP

Advancement

Edge

275 XP

Advancement

300 XP

Advancement

Edge

325 XP - Sovereign

Advancement

Talent

350 XP

Advancement

Edge

375 XP

Advancement

400 XP

Advancement

Edge

425 XP - Celestial

Advancement

Talent

450 XP

Advancement

Edge

475 XP

Advancement

500 XP

Advancement

Edge