Aura Powers

Note: The calculations for Aura Powers are meant to be handled by an AI gamemaster with an engine built to process the damage and effects. It is not something meant to be calculated by hand.

Terminology	Description
Chambers	Pockets of energy within one's energy system. They can be trained to possess aura powers through combat or aura training. For example, one may train a Chamber with the "Passive Speed" aura power by practicing speed augmentation at a Huntsmen academy, and then gain the associated upgrade to their speed. Once a chamber is trained, it cannot be reassigned to a new aura power.
MPS	Means "Mana Per Second." The amount of mana that an individual regenerates every second.

Blunt Damage

Rank	Description
0	Blocked punches or kicks that still transfer minimal force from the block.
1	Standard punches, kicks, etc.
2	Particularly strong or heavy punches and kicks.
3	Critical-hit punches and kicks, likely augmented by aura powers or performed by martial arts gurus.
4	Strong blunted weapons, such as batons.
5	Enhanced blunted attacks, such as aura-infused staffs or batons.
6	
7	Being hit by a cannonball.
8	Being hit by a truck, or a force that knocks you through a stone wall.
9	Being crushed by a giant boulder or hit by a semi.
10	Being hit by a freight train.

Pierce Damage

Pierce damage includes punctures, slashes, and other sort of damage that is designed to penetrate flesh. Throwing blades and arrows are calculated as pierce damage, bypassing the "bullet damage" classifications due to a lower speed threshold.

Rank	Description
1	Surface cuts, minor skin cuts, grazed cuts, etc.
2	Light cuts, such as penetration slightly beneath the surface.
3	Moderate cuts and penetration with blades: Grimm claws, dagger slash, etc.
4	Tearing attack that cuts through several layers of muscle: Grimm bites, heavy claws, etc.
5	Critical cuts penetrating to bone, through important muscles and tissue: Grimm bites, heavy claws, axe cut, etc.
6	Severing cuts that amputates partial limb.
7	Deeply severing cuts that amputates most or all of a limb.
8	Notable pierce or gouge through organ (lung, kidney, etc).
9	Critical gouge through essential organ. Likely to bleed out or die in seconds (or minutes at best).
10	Eviscerate an essential organ, or multiple organs. Effectively an instant kill.

Explosive Damage

Explosive damage has two type: Frag damage and Concussion damage.

Frag damage is resisted by pierce resistance. However, frag damage also has a secondary blunt damage that is inflicted at a lower ranking (generally at -2 ranks or less) if the target is close enough to the explosive to experience its blunt force. For example, if the target is hit with a frag grenade in its primary damage radius (rank 7), they are likely also hit with a rank 5 blunt damage that must be resisted separately.

Concussion damage is generally resisted by blunt resistance and does not have a separate pierce damage that needs to be resisted.

Rank	Description
3	Concussion grenades designed to stun and disorient rather than damage.
4	Strong concussion explosive.
5	Minor explosive damage. Frag grenade at the edge of its damage radius.
6	Frag grenade within its secondary damage radius.
7	Frag grenade within its primary damage radius.
8	Frag grenade within its critical radius.
9	Heavy explosive damage within its primary damage radius.
10	Heavy explosive damage within its critical damage radius.

Bullet Damage

Aura can be exceptionally good at resisting bullet damage, but only those trained to resist bullets effectively will gain the relevant benefits.

Rank	Description
3	Grazed bullets that barely broke the skin.
4	Standard bullets.
5	Light dust bullets, or dust bullets designed more for the status effect than the damage.
6	Large caliber bullets. Requires very bulky specialized weapon or turret.
7	Large caliber dust bullets, designed for heavy damage. Slow fire, very expensive. Requires large turret.

Aura Powers

Mana Upgrades

Rank	Name	Description
1 – 10	Mana Amount	Increases total mana by 10% of user's natural maximum; benefits some more than others.
1 – 10	Mana Regeneration	Grants +10% MPS based on user's natural ability; benefits some more than others.

Passive Advantages

Name	Description
Strength	Increases strength and jump force by X%.

Agility	Increases agility, dexterity, contortion, balance, and grace by X%.
Fitness	Increases endurance / stamina by X% and breath duration by (X% * Rank^2).
Speed	Increases speed by X%.
Reactions	Increases reaction speed by X%.
Res. Fire	Resists X% of fire damage, heat, burns, smoke, and other fire-related effects.
Res. Electric	Resists X% of electricity damage, shock, and electrical effects.
Res. Water	Resists X% of frost damage, cold, and other water effects.
Res. Magic	Resists X% of damage from magical sources.
Res. Mind	Resists X% of mind-based powers.
Res. Pain	Resists X% of pain.
Immunity	Resists X% of poisons, toxins, rot, radiation, disease, sickness, etc. Also resists X% of foul taste and smell.

These advantages remain passively active at all times once acquired. They stack with any benefits from Semblances and other upgrades.

Everyone has their own Gene Potential (GP) for each passive ability, which fluctuate between 0 and 8 based on random genetic factors relative to their overall potential. A GP of 0 means the individual has no potential in that ability and cannot upgrade it. Individuals with very high GP in an ability receive more benefit when upgrading that ability than someone with low GP.

Individuals that have high Gene Potential with a given ability will be naturally inclined to work with that style of ability. For example, if someone has a GP of 8 in Strength, they may be naturally be inclined to build up their strength due to its natural advantage.

To determine the GP for each ability, take the individual's Base Gene Potential (BGP), add 1d6, and subtract 3. If a 6 is rolled, instead add 2 and roll again. Any result below 0 is set to 0, and any result above 8 is set to 8. The individual's BGP is equal to half their Tier, rounded down. For example, Legendary Huntsmen are Tier 15, which translates to 7.5 (or 7 when rounded down).

Once you have rolled the individual GP scores, you can identify their maximum score for each advantage. You can also identify the calculation used to determine their upgrades when they purchase a rank.

Max. Ability	GP 1	GP 2	GP 3	GP 4	GP 5	GP 6	GP 7	GP 8
Strength	+25%	+50%	+75%	+100%	+125%	+150%	+175%	+200%
Agility	+25%	+50%	+75%	+100%	+125%	+150%	+175%	+200%
Fitness	+50%	+100%	+150%	+200%	+250%	+300%	+350%	+400%
Speed	+15%	+30%	+45%	+60%	+75%	+90%	+105%	+120%
Reaction	+15%	+30%	+45%	+60%	+75%	+90%	+105%	+120%
Regeneration	x800	x800	x1200	x1200	x1800	x1800	x2400	x3200
Res. Fire	20%	30%	40%	50%	60%	70%	80%	90%
Res. Electric	20%	30%	40%	50%	60%	70%	80%	90%
Res. Water	20%	30%	40%	50%	60%	70%	80%	90%
Res. Magic	-	-	10%	18%	26%	34%	42%	50%
Res. Mind	10%	20%	30%	40%	50%	60%	70%	80%
Res. Pain	42%	46%	50%	55%	58%	62%	66%	70%
Shielding	1.7%	2%	2.3%	2.6%	3%	3.3%	3.6%	4%

Immunity	70%	80%	90%	100%	100%	100%	100%	100%

Calculation	GP 1	GP 2	GP 3	GP 4	GP 5	GP 6	GP 7	GP 8
Strength	22% / Rank	26% / Rank	30% / Rank	34% / Rank	38% / Rank	42% / Rank	46% / Rank	50% / Rank
Agility	22% / Rank	26% / Rank	30% / Rank	34% / Rank	38% / Rank	42% / Rank	46% / Rank	50% / Rank
Fitness	44% / Rank	52% / Rank	60% / Rank	68% / Rank	76% / Rank	84% / Rank	92% / Rank	100% / Rank
Speed	5% / Rank	6% / Rank	7% / Rank	8% / Rank	9% / Rank	10% / Rank	11% / Rank	12% / Rank
Reaction	5% / Rank	6% / Rank	7% / Rank	8% / Rank	9% / Rank	10% / Rank	11% / Rank	12% / Rank
Regeneration	Max / 7	Max / 6	Max / 6	Max / 5	Max / 5	Max / 4	Max / 4	Max / 4
Res. Fire	10% / Rank	12% / Rank	14% / Rank	16% / Rank	18% / Rank	22% / Rank	26% / Rank	30% / Rank
Res. Electric	10% / Rank	12% / Rank	14% / Rank	16% / Rank	18% / Rank	22% / Rank	26% / Rank	30% / Rank
Res. Water	10% / Rank	12% / Rank	14% / Rank	16% / Rank	18% / Rank	22% / Rank	26% / Rank	30% / Rank
Res. Magic	-	-	4% / Rank	5% / Rank	6% / Rank	7% / Rank	9% / Rank	10% / Rank
Res. Mind	2% / Rank	4% / Rank	6% / Rank	8% / Rank	10% / Rank	12% / Rank	16% / Rank	20% / Rank
Res. Pain	Max / 2	Max / 2	Max / 2	Max / 2	Max / 2	Max / 2	Max / 2	Max / 2
Immunity	14% / Rank	16% / Rank	16% / Rank	18% / Rank	18% / Rank	20% / Rank	20% / Rank	25% / Rank

Active Athletic Upgrades

These are single-use athletic abilities that cost mana to activate. The user can activate these abilities once they have at least one rank purchased. Each upgrade improves the ability further, which may also affect the activation cost.

Rank	Name	Mana	Description
1 – 4	Jump	15 + [5 x Rank Used]	Increases jump by {2x, 3x, 4x, 5x}. Stacks with strength bonus.
1 – 4	Speed Burst	20 + [5 x Rank Used]	Allows {1.5x, 2x, 2.5x, 3x} travel speed for 1 second.
1 – 2	Self-Momentum	-	Reduces damage from self-momentum impacts by {75%, 100%}

Reflexive Shielding

This power is typically one of the first to be trained; all Huntsmen possess it unless there are particularly extenuating circumstances. Aura reflexively protects the body with an aura-shield that absorbs 100% of incoming damage that wasn't resisted by other means; such as physically blocking the attack. However, it costs mana based on the rank of the attack.

If the user is aware of the incoming attack and intends to resist the effect intentionally, generally with some sort of physical "blocking" action (even one that doesn't fully protect them), it is considered "bracing" for impact. Any reflexive shielding that occurs while bracing costs half the base mana.

If the bracing also would block the attack within a close radius (like holding up an imaginary shield), then it has an additional protection and only costs a quarter of the base mana to deflect.

Description	Base Mana	When Bracing	Shield-Brace
Resists Rank 0 Damage.	N/A	N/A	N/A
Resists Rank 1 Damage.	300	150	75
Resists Rank 2 Damage.	600	300	150
Resists Rank 3 Damage.	1000	500	250
Resists Rank 4 Damage.	1500	750	375

Resists Rank 5 Damage.	2000	1000	500
Resists Rank 6 Damage.	4000	2000	1000
Resists Rank 7 Damage.	6000	3000	1500
Resists Rank 8 Damage.	8000	4000	2000
Resists Rank 9 Damage.	10,000	5000	2500
Resists Rank 10 Damage.	12,000	6000	3000

Every upgrade reduces the cost of using the ability by X%, where X is equal to the individual's "Shielding" GP. Up to 15 upgrade purchases are allowed.

Projectile Dampening

This power uses aura to significantly reduce damage produced by bullets and explosives. Each upgrade to Projectile Dampening reduces the damage rank by 1. Up to 2 purchases are allowed. Huntsmen are expected to train this ability to its maximum capacity due its exceptional survivability value.

Physics Shifting

This power allows the user to adjust their gravity, air friction, and ground friction, to perform advanced physics stunts that wouldn't otherwise be possible. It allows stunts such as wall and ceiling running, slow falling, high jumping, fast sliding, safe landings, and so forth. Matrix-style movements should be allowed while this power is being used.

The base cost of shifting these values (gravity, friction, etc) by 50% is 25 MPS.
The base cost of shifting these values (gravity, friction, etc) by 90% is 50 MPS.
Each upgrade after the first reduces the MPS cost by 15%. Six purchases are allowed.

Regeneration Feats

Applies new advantages to the regeneration power, improving healing beyond what is natural. Each upgrade is purchased separately.

Name	Description
Blood Suppression	Blood will suppress itself to greatly restrict bleeding by roughly 90%, significantly helping to stabilize the user while wounded or buying time to get to safety or get help.
Internal Repair	Body will properly rebuild and regenerate severed tubes, intestines, vessels, and other tissues. Bones and tissues are guaranteed to readjust and heal correctly without special adjustments.
Organ Repair	Organs will fully regenerate back to full health, even if they're lost.
Neural Regeneration	All neural pathways will regenerate safely and properly, reversing any potential brain damage. The spine will also reconnect and regenerate correctly, reversing any damage to it.
Limb Regeneration	Limbs will regenerate, even if lost.

Aura Attunement

This power can be learned by any aura user with proper practice. All Huntsmen have rank 3 in this ability unless there is an extenuating circumstance. This ability has the following upgrade path:

Rank	Comparisons
1	The user can clearly sense the energy in artifacts, detect the energy flow, detect its energy connections (such as to a user or to a location), its enchantment types and abilities, etc.

2	The user can toggle energy changes in artifacts, such as to interact with any tech interfaces, shift the flow of its energy, increase or decrease the energy flows, etc.
3	The user can fully attune to artifacts or remove attunements (with a scene of effort), synchronize with the artifact's abilities, gain it's energy advantages, sense its current location and distance when attuned, etc.

Additional feats can also be purchased:

Additional Feats	Effect
Infuse Object	Use aura to infuse objects with fortified strength, preventing them from breaking under typical stress while the object is being actively infused. Objects infused in this way won't provide much in the way of damage, but it may have its uses in certain situations.
Imbue	Requires rank 3 of Aura Attunement to learn. It also requires a high degree of intelligence, wits, discipline, practice, and study to learn. It is considered an advanced engineering and alchemy skill, and alchemists will certainly pursue it during their career.
Distributed Grip	The user can extend their aura to the item as a whole, and stabilize it as though it's being gripped from "within" with fully distributed weight. As an example, this could be used to grab a car's bumper and pick up the entire car without just ripping the bumper off.

Subconscious Powers

Subconscious powers remain passively active at all times once acquired. Many of these powers are used by Alchemists to assist with their extremely difficult studies. These powers stack with any benefits from Semblances and other upgrades.

Everyone has their own Gene Potential (GP) for each subconscious power, which fluctuate between 0 and 8 based on random genetic factors relative to their overall potential. Individuals with high GP in an ability will be able to purchase higher tier powers in certain categories (and will be drawn to those categories naturally), while individuals with low GP may not be able to buy any.

To determine the GP for each ability, take the individual's Base Gene Potential (BGP), add 1d6, and subtract 3. If a 6 is rolled, instead add 2 and roll again. Any result below 0 is set to 0, and any result above 8 is set to 8. The individual's BGP is equal to half their Tier, rounded down. For example, Legendary Alchemists (same as Legendary Huntsmen) are Tier 15, which translates to 7.5 (or 7 when rounded down).

Once you have rolled the individual GP scores you can identify their maximum number of chambers that can be purchased within each category using the table below.

Category	GP 1	GP 2	GP 3	GP 4	GP 5	GP 6	GP 7	GP 8
Automation	1	3	6	8	10	12	All	All
Scholar	1	2	3	3	4	4	All	All
Detection	1	1	2	2	3	3	All	All
Calculations	2	4	6	8	10	11	12	All
Map	1	1	1	1	1	All	All	All

Automation	Description	Cost
Enter Trance	User can immediately enter a meditative trance, dream state, sleep, or any other state of natural consciousness at will.	0.5
Diagnostics	User can now consciously detect any function the subconscious is aware of or responsible for: exact temperature, heartbeat, breathing conditions, subtle knots or aches, sickness, wounds, barometric pressure, blood-alcohol content, organ strain, state of digestion or hunger, etc.	0.5

Lucidity	User is fully aware of their physical environment and senses while unconscious, meditating, in a trance, etc. All senses are active, including sight if the user's eyes are open. The effect is not distracting. User is also fully aware of their dreams, and can interact with their dream environment simultaneously. Grants "Diagnostics" and "Enter Trance."	1
Notify	Subconscious can notify the user of anything it can detect: alert when a specific word is said nearby, wake up at a specific time, notify when temperature drops below a threshold, performed an annoying habit, etc. Grants "Lucidity."	2
Detection	Subconscious can pay attention to its surroundings to detect and highlight desired things for the user. Can be used to highlight any known contact that comes into view, specific plant types, specific gestures that occur in periphery vision, specific musical notes in the background, etc. Grants "Notify."	3
Additional Mind	User can handle an additional separate mental task without penalizing any other, such as to pay attention to two conversations simultaneously or solving riddles while in combat. Can acquire up to three additional times, costing two chambers each.	3
Subliminal Process	Subconscious can offload mental tasks and research into the background or while unconscious, allowing them to be handled as though the conscious mind was actively working on it. Benefits from other subconscious advantages.	3

Scholar	Description	Cost
Research	User can read (or otherwise research) up to ten times faster while retaining the same amount of information as normal.	1
Scholar	User can fully integrate knowledge fluency at much faster speeds by subconsciously researching after training. This improves training speed by 3x (or 5x if acquired "Eidetic Memory").	3
Eidetic Memory	User has a perfect recollection, capable of remembering even the most mundane details of any memory ever perceived as though it was currently occurring. Grants "Scholar."	4

Detection	Description	Cost
Sense Vulgar	User can sense the use of vulgar powers (such as elemental attacks), giving them a strong opportunity to react and avoid surprise from these types of attack.	1
Sense Attack	User can sense incoming attacks against them with significantly heightened (10x) awareness, making it extremely difficult to ambush them. Grants "Sense Vulgar."	2
Sense Presence	User's subconscious will process through subtle senses (sounds, vibrations, subtle movements, etc) to identify the presence of nearby creatures. This improves detection of the presence of creatures by 10x. Grants "Sense Attack."	3
Sense Threat	User can sense hostility or ill-intent (including against allies) from detected people or creatures. Grants "Sense Presence."	5

Calculations	Description	Cost
Algorithm	Calculate any algorithm, trigonometric, or mathematical problem mentally at 100x the speed it could be achieved naturally in optimal circumstances. Can be acquired a second time for a 1000x increase.	2
Angle	Instantly identify the exact angle between three points.	1
Count	Instantly identify the total quantity of something detectable through available senses: number of marbles that just dropped on a floor, soldiers on a field, total shards of glass, times a word was spoken, etc.	1
Distance	Instantly identify the exact distance between two points.	1
Facial Detection	Subconscious will automatically identify and track faces. Can remind the user of times instances that they've interacted before.	2
Problem Solving	Process any mental problem (riddle, puzzle, pattern recognition, etc) at 50x the speed it could be achieved naturally in optimal circumstances. Doesn't guarantee success. Acquire again for a 250x increase.	3
Surface	Instantly identify the exact surface area of something, or the area between a set of arbitrary points.	1
Time	Instantly identify the exact time of day or the amount of time that has transpired between two events.	1
Velocity	Instantly identify the exact velocity and acceleration that something is moving.	1

	Instantly identify the exact volume of a liquid (sufficient visibility is required), the volume a container can hold, or the amount of volume available between a set of arbitrary points.	
Volume		1

Map	Description	Cost
Coordinates	User can sense true north at will, as well as their approximate GPS coordinates (including height from sea level, etc).	1
Mental Map	User gains an internal mini-map that automatically updates as they explore. It perpetually maintains their exact GPS coordinates, latest mapping of the surroundings, etc. Grants "Coordinates."	2