



A Live Action Roleplaying Game

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Version 1.0



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Credits

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Chrono Continuum Logo – Michael Andrew
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Introduction

Chrono Continuum is a live action roleplaying game (LARP) based on a Super Nintendo game released in 1995 by Square Enix called 'Chrono Trigger'. It was also re-released on Playstation in 1999 and again on Nintendo DS in 2008. It has been heralded repeatedly as one of the best RPG games ever released. The game's story follows a group of adventurers who travel through time in order to prevent a global catastrophe.

Chrono Continuum is an immersive larp where all participants; Players and Crew, are in costume and remain so for the entire event. Melee combat is resolved through the use of latex boffer weapons and Ranged combat is resolved through a simple call system. Magic is a combination of both, with an in-character call being made as a physical representation of the spell is used.

Player characters (PCs) play a single character for the entire event, unless that character dies or is removed from the game permanently or temporarily due to plot, in which case the player has the option of either joining the crew for the rest of the event or creating a new character and enter the game once again. The Crew, also called Non-Player Characters (NPCs), play a range of characters and monsters throughout the event for the PCs to interact with and/or fight, under the direction of the Game Masters (GMs).

For more information on live action roleplaying, visit the New Zealand Live Action Roleplaying Society website at www.nzlarps.org

If you would like to get involved with Chrono Continuum, please email the Game Masters at ChronoContinuum@gmail.com

Don't worry if you've never played in a larp before, we'll be happy to help you get started and explain anything you are unsure about.

Setting

We're from way after the day after tomorrow – Lucca

Chrono Continuum takes place in a world similar to earth, with eras such as the prehistoric age, where early humans and dinosaurs share the earth; the Middle Ages, replete with knights and magic; to the post-apocalyptic future, where humans and sentient robots struggle to survive. The characters will frequently travel through time to obtain allies, gather equipment, and learn information to help them in their quest.



Gear and Costuming

I guess true strength comes from the heart.... – Masa

Gear

When attending a Weekend long larp, it is important that you bring some essentials. Some items in the list below will not apply to a day game.

Your Costume – If you are coming to Chrono Continuum as a PC, you will be required to bring your own costume. This includes any equipment or weaponry they may have. Props and costumes add to the game's environment and make for a much more immersive game experience. Refer to each race for tips on costuming.

Plate, Bowl, Cutlery, cup – You will need these to eat at meal times. Please try and make them as in character as possible, for example, Early Humans should not be eating from modern looking plastic plates.

Toiletries – Bring all you need, there should be shower facilities wherever the game is held. Make sure you bring a towel and a spare roll of Toilet Paper.

Thermals and Socks – It can get cold out in the open, especially in winter. Be sure you are warm.

In-Character Shoes – Sturdy shoes are a must for all characters, you are going to be on your feet a lot so ensure that they are comfortable. Please try to make them as In character as possible.

Sleeping Bag, Pillow, Blanket – Sleep is important. Be aware that your sleeping quarters will be counted as an in character area too. Bring a blanket to throw over your sleeping bag if it looks too modern for your character.

Snacks and Drinks – Food will be provided at main meal times during a weekend game but sometimes sugar is necessary. If you want to bring snacks or energy drinks etc, please keep them out of sight or in an in character wrapping.

Costuming

Chrono Continuum is set over many time period with many different cultures and races. Please ensure your costume is appropriate for your race and fits with the Costuming requirements stated in each race's description. Be creative, but try to remain in the spirit of your race.

If you are playing a character who wears armour, please try to wear armour that is as much of representative of what your character is wearing as you possibly can.

Props can also help enhance your game experience and the experience of others. It is a good idea to put effort into bringing along personal items that your character may have.

If you are having trouble with costuming, please visit the Chrono Continuum forum at www.diatrIBE.co.nz and discuss it with other players. People are usually more than happy to offer advice and ideas.



Combat

...Give me your best shot. If you are prepared for the void! – Magus

Health

In Chrono Continuum, all player characters, with the exception of Reptites start with three hit points (HP) (Four for Reptites). HP can be increased by purchasing certain techniques or by use of some [Magic] techniques. Characters can also wear armour, which gives you armour points (AP). AP only work if you are wearing the piece of armour that provides it. If you are not wearing the armour, it does not give you any AP.

Damage

When taking damage in combat, damage comes off your stats in a specific order;

Temporary AP -> AP -> Temporary HP -> HP.

Temporary AP and Temporary HP cannot be repaired or healed once damaged. When AP is damaged, it needs to be repaired by someone with [Creation] Armourer or a spirit element mage with [Magic] Restore. You do not gain the AP until this has been done. HP is restored by [Creation] Medicine, certain [Magic] Techniques or by naturally healing. All characters naturally heal at a rate of 1 HP per mealtime in a weekend game or 1HP at game end in a day game. Shields block all damage but do not block Magic effects. See shields in the Equipment section for more details. Shields can never be damaged or broken. All hits in combat do one hit point of damage except those from characters with certain techniques. The calls will indicate to you the effects.

Ranged Combat

Ranged Combat is limited in Chrono Continuum. There are only four kinds of ranged weapon available, Bows, Crossbows, Pistols and Laser Pistols (see Equipment for more details) Bows and Crossbows must be larp safe and approved by a GM each game. They must shoot larp safe arrows or bolts. There is no call required. Pistols are required to shoot nerf rounds. These rounds must hit a target for a hit to count. You must also use the call "Bang <Target name> 2" when and if, the bullet hits. All pistols do 2 damage. Laser pistols do not require ammunition. They have a range of approximately 10 meters and are used with a call "Zap <Target name> 1" All laser pistols deal 1 damage. You must count out 5 seconds in your head before shooting again as the pistol needs to recharge after each shot.



Magic

All magic uses a call system and an MP system. All ranged magic has a range of approximately 10 meters. Magic uses MP, specified by each spell. MP is represented by coloured stones of five different colours, each representing a magical element.

Red – Fire

Yellow – Lightning

Blue – Water

Black – Shadow

White – Spirit

You will start each game with 10 MP of each element you have. All mages will be required to have two separate, coloured bags, One red, one green. The Green bag is for Unused MP and the red bag is for used MP. As you cast a spell, you must transfer the required number and colour of the MP for the spell to your red used MP bag. Once you have done so, and only then, may you cast the spell and make the call. At the end of combat, at the earliest convenience, you must deposit your used MP into a specified Out of Character container or give it to a GM. You cannot use stones of the wrong element for spells unless you convert them using [Magic] MP Conversion.

MP Recharging

Every game, each awakened character will start with 10 MP unless you have more from [Positive Quality] Magically Attuned, regardless of how many you had at the end of the last game. MP can also be restored through an Ether potion created by an apothecary. See a GM if you drink one. The third way you can recharge MP is by summoning it from the corpse of a dead mage. *MP is lootable.* You can take unused MP from the *Green* bag of an enemy mage. You may not take anything from a red bag. You can only take MP from a dead mage. Please roleplay channelling the magic from the corpse for at least 10 seconds. The fourth and final way you can recharge MP is by channelling it from certain magical artifacts or from magically active parts of the earth. If you find a pile of MP stones on the ground, you must roleplay some kind of channelling action for 10 seconds before picking up the MP (some or all) and adding it to your unused MP bag. Channelling actions could be chanting, praying, large obvious magical actions. It must be obvious to a casual onlooker that you are doing something magical.



Combat Calls

All special techniques in the game have a specific call which indicates their effect on the target. Any call that does damage will be followed by a number. This number is the damage you take. For example: "Fire 2" deals two damage. Below is a short list of important calls *all players* should know to be prepared for combat.

"Cleave" - You take the damage called after to your HP. It ignores any AP you have.

"Break Armour" - You take damage to your AP. This call never deals HP damage.

"Disarm" - You must drop your weapon on the ground.

"Disarm Shield" - You must drop your shield.

"Cripple" - This call will be followed by a named limb. You cannot use this limb until it is healed.

"Knockdown" - You must fall to the ground.

"Fear" - You must run from the user in fear for 10 seconds

"Knockout" - You fall unconscious for one minute unless roused.

"Fire" - Fire elemental Damage

"Lightning" - Electrical elemental Damage

"Courage to you" - You are immune to fear for 30 minutes

"Protect" - You Gain 2 temporary HP until combat ends

"Barrier" - You Gain 2 temporary AP until combat ends

"Reflect" - You ignore the effects (excluding damage) of the next three spells that hit you. This also applies to friendly spells.

"Heal" - Gain the specified amount of HP

"Restore" - Gain the specified amount of AP

"Bang/Zap" - You take the specified damage.

Someone has their fingers in an L shape to their forehead – They are speaking another language and unless you know it, you cannot understand.

Someone has their hands on their head – You cannot see/hear/notice them in any way. They are either completely hidden or not there in character.

Incapacitation

If you are damaged down to 0 HP, you become incapacitated. You must fall down to the ground. You are still aware of what is happening around you but you are in so much pain that you cannot take any action apart from moving your head, talking, or drinking a potion that is fed to you by someone else. You cannot drag yourself around (unless you have [Positive Quality] Will to Live), attack, cast spells, or use any special ability. You can still be affected by spells or abilities.



Stabilisation

If a character with [Creation] First Aid treats you for 15 seconds, you are stabilised. Being stabilised does not give you any HP but it does allow you stand and move. You still cannot attack, cast spells or use any abilities. If you take any damage, you are back to incapacitated. You must roleplay being badly injured.

Death

If you are incapacitated or knocked out, then anyone can kill you by drawing a weapon across your torso and calling "Finishing Blow!" This can only be done once you are lying down. If you are lying down feigning death, you are considered vulnerable to a finishing blow, even if you have HP remaining. When you are dead, you should roleplay your corpse for a while to allow your companions to mourn over you. When it is appropriate, you may report to the GMs to either create a new character or to join the crew for the rest of the game.

Safety

Do not aim any blows to the head or groin area. Any hits to these areas automatically do no damage. If you have been hit in the head, please do not break play unless you are injured. Inform your opponent by calling "Headshot". Make every effort to avoid headshots. Please try not to be offended if you receive a headshot, in the chaos of combat, they do happen by accident.

If an injury occurs, call "Time Out" loudly and repeatedly until all action halts. Please only use the Time Out call in the case of actual injury or emergency. If you hear the time out call, stop moving immediately and inform those around you of the time out. Time Out is an out of character safety measure and please respect it as such.

Character Creation

Together, maybe we can give this planet of ours a chance – Robo

Character creation can be split into 6 easy steps as follows.

Step 1 – Character Concept

The first step in creating a character for Chrono Continuum is to think about what kind of character you would like to play. A brash warrior or a knowledgeable magic user? An old man who can make weapons? An Explorer who wants to see everything there is to see? The options are limitless. Deciding on what kind of character you would like to play will help guide you in choosing the techniques and qualities that will suit your character. The GMs are happy to discuss any concept ideas you may have and be unsure about.



Step 2 – Choose a Race

There are 11 races to choose from 5 of the 7 Time periods that you will visit through the course of the campaign. Each has its own set of rules which apply to players who choose to play them, such as racial bonuses and disadvantages and rules on Magic use and Costume requirements. The Races and their respective time periods are as follows

- 65,000,000 B.C. – Early Humans
- Reptites

- 12,000 B.C. – The Enlightened Ones
- The Earthbound

- 600 A.D. – Medieval Humans
- Transformed Humans
- Mystics

- 1000 A.D. – Modern Humans
- Modern Mystics

- 2300 A.D. – Derelict Humans
- Robots

For more information on each of the races and time periods, see the section **Time Periods and Races** on page 6. Note: You *must* be around in one of the years specified above. You can be different ages, but it is important that your character is alive at the specific year above. You cannot for example, be a Modern Human from the year 1224 A.D. All Modern Humans must all be alive and at the age you want to play your character at 1000 A.D.

Step 3 – Gain 15 SXP and 3 HP

All starting characters gain 15 SXP (Starting Experience) which you can use to build your character during the creation process. Characters also start with 3 Hit Points (HP).

Notes on Experience – Chrono Continuum rewards roleplaying over survival and therefore XP awarded from each game is awarded to the player rather than the character. This means that if your character should die during the course of a game, any unspent XP that you have may be applied to your new character *in addition* to the 15 SXP. SXP and XP are almost identical, they are both worth the same and both can be used to buy qualities and techniques. The difference is any SXP remaining on a character *does not* carry over to a new character, only remaining XP. In saying this, you do not need to spend all your SXP in character creation; some may be saved for use later on for various reasons such as saving up for an expensive technique or to remove a negative quality in game.

A base XP amount is awarded to all players in a game, more is awarded to players who show a consistently high level of roleplaying, interaction with other characters, excellent buy-in to the setting, being involved with and generating plot, excellent costuming, and showing in any other way a willingness to go the extra mile in the game.



Step 4 – Buy Techniques, Qualities and Equipment

Techniques are split into four categories; [Physical], [Magic], [Creation] and [Knowledge]. They all have an XP cost and some have restrictions or pre-requisites which have to be fulfilled before purchase.

Qualities are split into two groups; [Positive Quality] and [Negative Quality].

The [Positive Quality] group adds bonuses to your character at the cost of XP while the [Negative Quality] group adds disadvantages to your character while giving you an SXP bonus to spend on other things. The [Negative Quality] group only gives you SXP bonus, not an XP bonus. There is a Maximum of 5 SXP that can be gained from Negative Qualities in character creation.

Equipment items are simply gear that your character can use in game such as weapons or armour.

Step 5 – Bringing your character to life

The next step is to create the final touches on your character. Name, Age, Job, Family, Interests, Goals, There are many things that could be included in a character background. Focus on ideas that will affect your character during the game. Including events, items or people gives the GMs a basis to write plot for your character. If you include some kind of mystery or long-term goal in your background the GMs can try to ensure that it unfolds during the games. A good background will provide you with a unique character that other players and crew will remember and enjoy interacting with. *Please do not include any time travelling in your background. It will not be approved.*

Step 6 – Submit for GM Approval

The final step in character creation is to submit all the above information and anything else you feel is appropriate to the GMs. Submit your Character sheet, along with your own name and contact details to ChronoContinuum@gmail.com. Be sure to keep a copy for yourself. The GMs will contact you soon after.



Time Periods And Races

65,000,000 B.C. – Prehistory

It all began ages ago... – Anon.

65,000,000 B.C. is a prehistoric land composed of one supercontinent inhabited by warring Reptites and Humans (Called Apes by the Reptites). Dinosaurs and other ancient monsters roam the land, and are hunted by tribes-people from human settlements. In this era, humans began to reach a fully evolved state, and witnessed the rise and fall of the dinosaurs.

65,000,000 B.C. Races

Early Human

Win and live. Lose and die. Rule of life. No change rule. Ayla fight. Ayla no run. Running worse than losing. – Ayla

The term "Early Human" is given to the people of prehistoric origin, who evolved for millions of years on the plains of the super-continent. By 65,000,000 B.C, they are physically very similar to normal humans, albeit with immature language ability and perhaps an absence of some other higher intellectual faculties. That is not to say that they are mentally stunted or childlike; they experience the full realm of human emotion and exhibit intelligence. They were often of strong build, as a tough physique was required to survive and fend off the Reptites. They live in small tents and hunt for subsistence. Early Humans usually dress in fur that they have taken from animals they have hunted.

Racial Bonus – The Early Humans are remarkably strong and excellent fighters. The first three [Physical] techniques that you purchase (In or out of character creation) cost 1 less XP to purchase.

Languages – You gain [Knowledge] Language – Common Tongue for free

Magic Use – Early Humans existed before Magic entered the world and therefore cannot use it. Early Humans cannot buy any [Magic] techniques or the [Positive Quality] Awakened.

Costuming Requirements – Early Humans tend to dress in simple outfits, made of fur or other things they can gather from the world around them. Weapons used by them are under a similar constraint.

Roleplaying Tips – Early Humans have a simple way of talking (See the quote above for an example) and are very primitive. Note, this is different from [Negative Quality] Stupid. Early Humans can speak words of more than two syllables. Remember when travelling through time that for you, fire is a relatively new invention so what you are going to see in the future is beyond your imagination.

Reptite

So... You are here at last. This is it then. The final showdown. Today there will be a conclusion. Will it be the Reptites, or you silly apes who end up ruling the world?

– Azala

The Reptites are an ancient race of intelligent, reptilian creatures that evolved on the plains of the prehistoric continent. Well developed before the oral tradition of the early humans even began, the Reptites subjugate the other animals of the land and dwell in caverns and stone structures. With scales and cold blood, they survive in the arid air outside and in the damp cool of their shelters. They also have large reptilian heads, perhaps responsible for their intelligence. This intellectual prowess and physical toughness allowed the Reptites to dominate the land for most of their existence, culminating in the construction of a huge fortress south of the central lava fields. This centre and their other homes are guarded by dinosaurs and other creatures under Reptite control. The Reptites apparently sleep on the ground, as formal sleeping quarters are never seen. The Reptites are deeply respectful of the planet; they will often speak of it in reverential terms, referring to it as mother. They also demonstrate a talent for combat after the Early Humans began to war with them for control of resources. The Reptites considered the humans inferior to themselves, and called them 'Apes'. Reptites are green or brown and have scaly skin. They are carnivores and therefore have sharp teeth lining their mouths. Reptites also have tails of varying lengths which match their skin colour.

Racial Bonus – Reptites have thick hides and are tough. They gain 1 free HP from their natural resistance giving them 4 HP (instead of 3) and a natural 1 AP upon character creation. The Bonus AP must be repaired through [Creation] Medicine or [Magic] Restore. No other technique can repair this once it has been damaged. The bonus HP does not count towards the added costs of [Physical] Tough and the AP stacks on top of any armour you buy.

Racial Disadvantage – Reptites have a natural weakness to electric shocks or lightning based magic. If you take damage from an electric source (Natural or Magical) you take 1 more. (1 damage deals 2, 2 damage deals 3 etc.)

Languages – You gain [Knowledge] Language – Common Tongue and [Knowledge] Language – Reptilian for free

Magic Use – Reptites existed before Magic entered the world and therefore cannot use it. Reptites cannot buy any [Magic] techniques or the [Positive Quality] Awakened.

Costuming Requirements – Minimum costuming is a coloured face and hands. Wearing extra costuming such as claws or a tail is optional but desirable. Clothing and armour again is simple, but Reptites are more advanced than Early Humans.

Roleplaying Tips – Generally Reptites are intelligent and most do not like Humans much. You call them Apes and should look for opportunities to put them down and show your superiority over them.



12,000 B.C. – The Kingdom of Zeal

Welcome to the magical kingdom of Zeal, where dreams come true... but at what price? – Anon.

12,000 B.C is beset by an Ice Age created by a yet unknown event millions of years earlier. The planet is covered in ice, snow, and tundra, and only in the high reaches of the atmosphere does grass grow on the floating continent of Zeal. Humans exist in both places; those on the planet's surface live in a complex cave network. Named the Earthbound, they cannot use magic and must depend on backbreaking manual labour for subsistence. Those with the gift of magic are known as the Enlightened Ones and reside on land masses magically levitating in the sky. Called the Kingdom of Zeal, these domains support verdant plant life, advanced cities, and great power and knowledge. The people of Zeal are very prejudiced against the Earthbound, whom they tap for slave labour. Those who have committed grievous crimes or treason against Zeal are sent to a floating mountain called Mt. Woe chained to the world below.

12,000 B.C. Races

The Enlightened Ones ✨

We Enlightened Ones were once the same as you... – Schala

The Enlightened Ones are the people of Zeal, magically empowered, impossibly cultured, and ardently devoted to the highest arts and exploration of human potential. The Enlightened Ones formally became a people after the Sun Stone was located and Zeal was created; the group able to use the power of the artifact took to the sky creating cities on a floating continent high above the ground. They soon developed a begrudging prejudice against the Earthbound. The Enlightened soon created a culture of their own; they gilded their cities with the colours of silver, white, and gold. Magic became an art to be explored and researched at the city of Kajar, and as magic and the society of Zeal began to fulfil the basic needs of life, some Enlightened Ones took to dreaming for enlightenment at the city of Enhasa. Knowledge reached a peak that would never again be matched, as the people of Zeal tackled philosophical questions such as the presence of fate and delved into the fundamental composition of the universe. The by-product of Enlightened civilization is pride and blind ambition; they consider the Earthbound subhuman, and have visions of immortality. There are however a few amongst them who show courtesy for The Earthbound, but their numbers are few. The Enlightened Ones have developed a slightly pale complexion, long pointed ears and blue hair through breeding and the effects of magic. Their hair colour can range from a rich cobalt blue to almost white.

Racial Bonus – The Enlightened Ones are exceptional magic users. The first Two [Magic] techniques that you purchase (In or out of character creation) cost 1 less XP to purchase. The [Positive Quality] Awakened also costs 1 less XP at a cost of 2XP.

Racial Disadvantage – The Enlightened Ones are not natural fighters. They cannot buy any [Physical] technique costing more than 3 XP.

Languages – You gain [Knowledge] Language – Common Tongue and [Knowledge] Language – Enlightened Speech for free

Magic Use – All Enlightened Ones have the ability to use magic. You must purchase the [Positive Quality] Awakened during character creation. This only costs 2XP however.

Costuming Requirements – Hair in a shade of blue is required (Or a representation. A Hat with a small bit of blue hair showing would be acceptable) Pale skin and pointy ears are optional but desirable. The Enlightened ones also dress in very high quality clothes, such things are cheap for them to manufacture but should look expensive to anyone else.

Roleplaying Tips – Essentially The Enlightened ones are 'Nobles' and everyone else is a 'peasant' in comparison. You have a sense of entitlement and generally The Enlightened Ones treat others with at least a small amount of contempt, especially The Earthbound.

The Earthbound

Stop degrading yourselves! – Schala

The Earthbound are a humble, magic-less group of humans who live in caves to survive the Ice Age. After the Ice Age set in, it is likely that all humans took to the caves in order to survive and carry on the species; however, after one group found the Sun Stone, created Zeal, and departed to the sky, the Earthbound were left to mind the dusty caverns. They have very little in the way of tools, but manage to survive of what little they can furnish from the resources around them. The history of the Earthbound, until the separation of the Enlightened Ones, was probably monotonous and uneventful, having carried on for thousands of years without divergence from simple survival. After Zeal was created and took to the skies, the Earthbound were considered filthy and primitive and were almost universally looked down upon by citizens of Zeal. The Earthbound would occasionally receive visits from their brothers, but the nature of these visits was probably exploitative. There are however a few members of The Enlightened Ones who alone would show courtesy to the Earthbound. The Earthbound fear the Beast's Nest, a series of caves which provides access to Mt. Woe, a floating mountain anchored to Terra Cave which Zeal uses as a Penal Colony.

Racial Bonus – The Earthbound are remarkably resourceful and excellent at survival. The first Three [Creation] techniques that you purchase (In or out of character creation) cost 1 less XP to purchase.

Languages – You gain [Knowledge] Language – Common Tongue for free

Magic Use – The Earthbound have been cast out of Zeal because they cannot use magic. The Earthbound cannot buy any [Magic] techniques or the [Positive Quality] Awakened.

Costuming Requirements – Most of The Earthbound physically look like Modern humans although some have features of The Enlightened Ones. Clothing should fit their situation in the world.

Roleplaying Tips – The Earthbound are survivalists, oppressed by The Enlightened Ones and forced to live off what you can make or scavenge yourself. Life is tough in the ice age and caves don't offer much protection from the cold. You know that The Enlightened Ones have a major advantage over you; Magic.



0 A.D. – Unknown

The black wind begins to blow... – Magus

Very little information about this time period is known other than the kingdom of Guardia was established in this year. Records from this time period are extremely rare. PCs cannot be from this time period.

600 A.D. – The Middle Ages

Queen Leene awaits. Your Majesty, we too shall take our leave – Frog

The Middle Ages are a vision of castles, knights, squires, and magic-wielding Mystics (Known as Fiends to the Humans) waging war on mankind. The Kingdom of Guardia protects humans in the war, consisting of three towns, a Cathedral, and countless knights who pledge fealty to King Guardia XXI. The Knights of Guardia are led by the gold armour-wearing Knight Captain, whose brother is a renowned Chef. The war machine of the Kingdom is charged with protecting Truce, Dorino, and Porre on the mainland. The central headquarters of the Mystic army, resides on a nearby continent. For reasons and motives unknown, the Mystics openly declared war on the human race around 590 A.D. and later invaded the southern continent of Zenan, the furthest extent of their front reaching Zenan Bridge, the link between Zenan and the Mainland.

600 A.D. Races

Medieval Humans

Male, Female, What's the difference? – Flea

Humans are the descendants of Early Humans, and are thought to have evolved naturally. At some point in history, humans were instilled with the biological ability to use magic. The trait of magic is apparently recessive, with only a few individuals receiving the ability to use it. However, the nature of the trait allowed it to be discovered and expressed by magic users with the knowledge of awakening. At the very least, those with an unexpressed trait can still leech power sources from magical items and still wreak magical effects. Still, some humans are simply unable to use magic at all and cannot be awakened or activate magical items.

Racial Bonus – Medieval Humans are excellent crafters of tools, weapons and armour. The first 2 [Equipment] items that you purchase (In or out of character creation) cost 1 XP less.

Languages – You gain [Knowledge] Language – Common Tongue for free

Magic Use – Most Humans can use Magic, although most have to be awakened by another magic user or an external source. Medieval Humans can buy [Magic] Techniques once acquiring the [Positive Quality] Awakened.

Costuming Requirements – Clothing or armour to fit the period.

Roleplaying Tips – Medieval Humans are obviously from Medieval times. Feel free to use Old English phrases often, such as Thee, Thou, M'lady etc.

Transformed Humans

I rather enjoy my form and I oweth it all to you! – Frog

Transformation magic is a recently discovered ability used by the Mystics in the war with Guardia. It is only useable by those of a high magical power, and therefore are usually only used by the higher ranks of the Mystic army. The power transforms regular humans into anthropomorphised versions of various animals in the hope of weakening the opposing army. The usual choices for transformation are prey animals rather than predators, as this makes it easier for the mystics to kill their victims. Few survive an attack of this manner, those that do however, find that their new bodies function similarly to their previous forms, as well as having many features of their animal form. The Transformed look like crosses between a human and the animal, although some forms look more human and some look more animal. No matter what animal was chosen, the transformed still have hands with opposable thumbs and also the ability to stand upright on their hind legs (although some find this harder than others). Transformed Humans have trouble in social situations as a lot of regular humans are wary or even frightened of their appearance.

Racial Bonus – Transformed Humans gain an ability or advantage from the animal they have become. You must choose a prey animal. Upon character creation, choose a [Physical] technique worth 3 XP or less. You gain this for free.

Racial Disadvantage – Due to your transformation, some things that you could do before or some abilities you had are no longer available to you. Choose one [Negative Quality] and apply it to your character. You gain 2 less SXP from this quality than normal. If you purchase a +1 SXP [Negative Quality], you lose one extra SXP from your starting total of 15.

Languages – You gain [Knowledge] Language – Common Tongue for free

Magic Use – Transformed Humans have the ability to use magic, even if they could not do so before. The large magical force used to transform someone's form seems to activate any dormant magic gene, and apparently can create it in those who do not have it.

Costuming Requirements – All Transformed Humans need at least 2 obvious items of costume that shows their transformation into their chosen animal (e.g. Ears or fur or coloured skin etc.)

Roleplaying Tips – Transformed Humans were once humans from Medieval history. Feel free to use Old English phrases often, such as Thee, Thou, M'lady etc. However some aspects of the animal you have become can shine through in the way you act or talk.

Mystics

The icon depicts a stylized purple eye with a black pupil and a small black tear or drop at the bottom.

All I want is world peace... or a piece of the world – Nagaette

The Mystics are a diverse race of several intelligent, magic-using species who merged into one group opposite the humans. They are known as Fiends by the humans of Guardia. The details of their origin are obscured; three possibilities exist: firstly, that the Mystics independently involved in the wilderness and gained intelligence and magic on their own; secondly, that the Mystics underwent rapid evolution from an unknown source; thirdly, that the Mystics were an engineered race created by the people of Zeal. Sometime in the eras after 12,000 B.C. (specific dates are lost) the Mystics banded together and established their own settlement on the continent of Medina, to the east of the Guardian Mainland and Zenan. While no history for the group exists between 12000 B.C. and 600 A.D., it is probable that the Mystics occasionally feuded with humans and sought to establish their own society apart from humanity. This led to a long military tradition that resulted in many Mystics serving as warriors in their own right; in the years leading up to 600 A.D., they created a mighty lair and maintained combative magic skills. These ill feelings eventually exploded into full-fledged war after the Mystic leadership began formulating plans for a campaign on Zenan. The Mystics came to accept a doctrine of extreme hatred against humans. Other aspects of Mystic life and magic delved into the dark and occult at this time as well, as forms of necromancy were practiced. They acted upon their passion by undertaking a series of raids against Zenan. They staged assaults through a large underground cave system that is still unknown to the Humans. Through this the Mystics could easily attack and retreat. A few bids for the permanent conquer of the Kingdom of Guardia were made, but each time the Mystic Army was stopped cold at Zenan Bridge. Mystics are a large collection of races, unified under one banner, ranging from Imps, Gargoyles and Nagas to the undead that have been raised by the army's necromancers. It is unknown how many types of Mystics there are. Players are encouraged to use their imagination when creating a mystic, but all Mystic races must be approved by a GM at character creation.

Racial Bonus – Mystics are innately Magical. You gain the [Positive Quality] Awakened for free upon character creation. Don't forget to choose a Magical Element too, even if you do not buy any spells.

Racial Disadvantage – Mystics generally have little use for technology and tend to rely on Magic in everyday life. All [Creation] Techniques purchased cost 1 more XP than normal.

Languages – You gain [Knowledge] Language – Common Tongue and [Knowledge] Language – Unified Mystic for free

Magic Use – All Mystics have the ability to use Magic. You automatically gain the [Positive Quality] Awakened during character creation.

Costuming Requirements – All Mystics need at least 2 obvious items of costume that shows their chosen species.

Roleplaying Tips – Mystics are currently at war. A lot of their society is currently based around their military and there is a lot of hatred towards Humans.

1000 A.D. – The Present

What are you hanging around here for? I thought you guys said something about a nice little slide show
– Crono

The world of 1000 A.D. has seen the advent of electricity, radio propagation, and improved forms of travel. Engineers are now building machines, and the Kingdom of Guardia has a judicial system. Guardia is still the dominant power in the world, though no longer guarded by knights and other relics of the Middle Ages. The Mystics, who still inhabit the continent of Medina, hold a grudge with humans because of the Mystic War in which they were defeated, but there are some who are friendly with humans. Although there is hate between the two races, a peace between the two has been held for almost 400 years. There is very little Mystic presence on Zenan or the Mainland and there is little Human presence on Medina. This is the most peaceful time upon the planet, symbolized by the Millennial Fair, a celebration near Truce of the first millennium since the founding of Guardia.

1000 A.D Races

Modern Human

Humans are so... silly! – Mune

Humans are the descendants of Early Humans, and are thought to have evolved naturally. At some point in history, humans were instilled with the biological ability to use magic. The trait of magic is apparently recessive, with only a few individuals receiving the ability to use it. However, the nature of the trait allowed it to be discovered and expressed by magic users with the knowledge of awakening. At the very least, those with an unexpressed trait can still leech power sources from magical items and still wreak magical effects. Still, some humans are simply unable to use magic at all and cannot be awakened or activate magical items. Modern Humans are more advanced than their predecessors, Medieval Humans. They have not changed physically but knowledge and technology has increased greatly.

Racial Bonus – Modern Humans are generally quick learners. They gain 2 extra SXP.

Languages – You gain [Knowledge] Language – Common Tongue for free

Magic Use – Most Humans can use Magic, although most have to be awakened by another magic user or an external source. Modern Humans can buy [Magic] Techniques once acquiring the [Positive Quality] Awakened.

Costuming Requirements – None.

Roleplaying Tips – You should know how to play one of these.

Modern Mystics

Most of the townsfolk still have a grudge against humans, so be careful. – Medina Imp

Modern Mystics are still a diverse race of several intelligent, magic-using species who have continued to exist under one banner, despite their defeat 400 years prior. It is unknown how many types of Mystics there are. Players are encouraged to use their imagination when creating a mystic, but all Mystic races must be approved by a GM at character creation. Their foothold on Zenan in 605 A.D. the Mystics were forced to retreat back to Medina. Stunned by this blow to their morale, the Mystics would lay down their arms and found a civilian establishment, though a dislike of humans continued to pervade Mystic thought. In the new city of Medina, the Mystics mimic human architecture and daily life, while some radicals have withdrawn to Heckran Cave in rejection of civility. In 1000 A.D., no public transportation systems exist between the human world and Medina. While the Mystics are somewhat tolerant of humans in their city, the slightest provocation could result in a fight. There are some forward-thinking Mystics without a grudge in the town; however, they are small in number. Diplomatic relations between Guardia and Medina were initiated and a treaty was soon established between the two nations. It has held so far for 400 years. Mystics are now a much smaller collection of races, still unified, ranging from Imps, Gargoyles and Nagas but the undead and necromancy have been outlawed by the treaty with Guardia.

Racial Bonus – Modern Mystics are innately Magical. Mystics are innately Magical. You gain the [Positive Quality] Awakened for free upon character creation. Don't forget to choose a Magical Element too, even if you do not buy any spells. Modern Mystics are also increasingly diverse now. You can buy a [Positive Quality] for 1 XP less.

Racial Disadvantage – Modern Mystics no longer live in a state of war and most equipment is imported from the Humans. All [Equipment] purchased cost 1 more XP than normal.

Languages – You gain [Knowledge] Language – Common Tongue and [Knowledge] Language – Unified Mystic for free

Magic Use – All Modern Mystics have the ability to use Magic. You automatically gain the [Positive Quality] Awakened during character creation.

Costuming Requirements – All Modern Mystics need at least 2 obvious representations of their chosen species.

Roleplaying Tips – Modern Mystics are less biased towards Humans than their predecessors but they are still quite guarded and their society is generally quite closed from outsiders. You lost the war at Zenan. Some of them accept this fact and handle life as best as they can, some still hold a grudge against Humans.



1999 A.D. – Cataclysm

Th..This can't be the way the world ends... – Marle

Information about this year is scarce. All that is known is that this was the year that the world as people knew it ended. Records from future times may provide information. PCs cannot be from this time period.

2300 A.D. – An Unfortunate Future

I was somewhere cold, dark... and lonely. Is that what it is like to... die? – Marle

The barren, desolate world of 2300 A.D. sits in darkness, receiving only a few beams of light that bleed through the cloudy, black atmosphere. Wind howls over cities bereft of most life and gutted hundreds of years ago. Human civilization consists of a scant number of dwellers in self-contained domes who live a monotonous existence without hope. They survive with the Enertron, a device that preserves human health but cannot cure the ever-present feeling of hunger. Robots scatter the landscape, most automated or destroyed. Robots with true Artificial Intelligence are rare now, most destroyed for parts or simply fell into a state of disrepair.

2300 A.D. Races

Derelict Human



Leave these humans. There is nothing left for them but despair. – Atropos XR

Humans are the descendants of Early Humans, and are thought to have evolved naturally. At some point in history, humans were instilled with the biological ability to use magic. The trait of magic is apparently recessive, with only a few individuals receiving the ability to use it. However, the nature of the trait allowed it to be discovered and expressed by magic users with the knowledge of awakening. At the very least, those with an unexpressed trait can still leech power sources from magical items and still wreak magical effects. Still, some humans are simply unable to use magic at all and cannot be awakened or activate magical items. Derelict Humans are descendants of the Humans who managed to survive the cataclysm which destroyed the earth 301 years ago. They live in constant hunger, as very little food remains, but they are still alive thanks to a device called the Enertron which revitalises anyone who uses it, but cannot quell the ever present hunger. They have very little hope and almost every single survivor cannot see anything but death and despair in their futures. The Human population is dwindling and soon will become extinct. Efforts have been made to attempt to preserve the Human race, but there are few optimists remaining.

Racial Bonus – Derelict Humans are technologically advanced and some of the surviving humans have access to remaining records. To enhance the chance of survivability, the Domes of 2300 A.D. share any and all information they have with each other. The first Three [Knowledge] techniques that you purchase (In or out of character creation) cost 1 less XP to purchase.

Languages – You gain [Knowledge] Language – Common Tongue for free

Magic Use – Most Humans can use Magic, although most have to be awakened by another magic user or an external source. Derelict Humans can buy [Magic] Techniques once acquiring the Awakened Quality.

Costuming Requirements – Clothing should fit your character's situation.

Roleplaying Tips – Derelict Humans are survivors of the Apocalypse. There isn't much hope in the future for them other than continued survival. The Earth is destroyed, plant life is rare. If it wasn't for the domes and factories that they live in converting carbon Dioxide to oxygen, life on earth would have long since ended. The Enertron is a hated but necessary machine, constantly giving them the gift of health and energy, but it still cannot fill that ever present hunger that has plagued them for so long.

Robot

Machines aren't capable of evil. Humans make them that way. – Lucca

Robots are machines created by Humans (or in some cases, other machines) to fulfil specific tasks. They have been in existence for nearly 800 years but full artificial intelligence has only been around for half that time. Many Robots in 2300 A.D. are destroyed although there have been rumours of robots reappearing on an offshore island. Robots are made of metal and are usually made to be very robust. Robots that have fallen into disrepair can be rebuilt and reactivated unless their vital internal componentry is damaged extensively. They have the ability to make complex calculations and usually have an inbuilt knowledge of technology.

Racial Bonus – Robots are tough and are resistant to damage. [Physical] Tough costs x+2 XP instead of x+3 (see [Physical] Techniques). You also gain [Positive Quality] Incredible Immune System for free since you are not organic and [Creation] Computer Technician since you are essentially a computer yourself.

Racial Disadvantage – Robots are Machines and do not have blood or organs like living beings. Damage on robots can only be repaired by a PC with [Creation] Electrician or [Creation] Mechanic. Also, when incapacitated, Robots simply deactivate and slump instead of falling to the ground.

Languages – You gain [Knowledge] Language – Common Tongue and [Knowledge] Language – Binary for free

Magic Use – Robots are not living beings and therefore cannot use magic. Robots cannot buy any [Magic] techniques or the Awakened quality.

Costuming Requirements – All Robots require at least 2 obvious items of costume that indicate that they are a Robot.



Roleplaying Tips – Robots are Machines and should be played so. They are often very logical and calculating. They sometimes will freeze while they calculate things internally and will often have a very scientific and very non-human way of looking at things.

∞ – The End Of Time












Why, this is “The End of Time” of course! All lost travellers in time end up here! Now where are you from? – Gaspar

The End of Time is defined as the point of least resistance in the space-time continuum. An enigma, it appears as a placid, dim setting with a lamppost and platforms against swirling mists in the background. All Gates connect to the End of Time. Its true form is unknown. It may also be a sort of kernel of time, where time begins and ends, similar to the dreamtime concept in certain mythologies. It serves as the abode of two people, an old man and a magical creature called Spekkio. PCs cannot be from this place out of the flow of time.






Techniques, Qualities and Equipment

Below you will find a full listing of all the techniques, qualities and equipment that can be bought with XP or SXP in Chrono Continuum. Each item will have a Name, an XP cost, A Description, A Call (i.e. What to call/do when used in-game) and Pre-requisites (If any). [Magic] Techniques also have an MP cost. They may have a number of pre-requisites such as Race or Magical Element. Other Pre-requisites will be listed with the ability. Below is a list of coloured symbols and the pre-requisites they represent. If there are no symbols listed, then there are no pre-requisites. If a symbol has a red X through it, the pre-requisite is that what the symbol represents must not present. (For example: a technique with the Modern Human symbol with a X through it () cannot be bought or used by any Modern Human character) while a technique with the Modern Human symbol () can only be bought by a Modern Human.

Racial Symbols

- | | | |
|--|--|--|
|  – Early Human |  – Reptile |  – The Enlightened Ones |
|  – The Earthbound |  – Medieval Human |  – Transformed Human |
|  – Mystic |  – Modern Human |  – Modern Mystic |
|  – Derelict Human |  – Robot | |

Magical Elemental Symbols

- | | | |
|---|--|--|
|  – Fire Element |  – Light Element |  – Shadow Element |
|  – Water Element |  – Spirit Element | |

Other Symbols

-  – [Positive Quality] Awakened



[Physical] Techniques

Power is beautiful and I have the power. – Flea

[Physical] Cleave – 2 XP – Cleave is a mighty strike that ignores armour, striking right through to the wearer. Anyone struck by this takes 1 damage to their HP, regardless of any AP they currently have. It does not break the armour, any further non-cleave hits still deplete AP first.

Call: "Cleave 1"

[Physical] Armour Break – 3 XP – Armour Break is a strike specifically designed to damage Armour. It does 2 AP damage but will deal no damage if the target has no AP. It does not deal HP damage.

Call: "Break Armour 2"

[Physical] Dual-Wield – 1 XP – Dual Wield is a passive ability which allows you to use two weapons at the same time.

[Physical] Disarm – 3 XP – Disarm is a strike to the weapon of the target which forces the target to drop the struck weapon. This does not work on shields. The strike itself does no damage as it does not hit the opponent.

Call: "Disarm" while striking target weapon

[Physical] Shield Break – 3XP – (Requires [Physical] Disarm) – Shield break works the same as Disarm, but it affects shields. The strike does no damage, but forces the opponent to drop his shield.

Call: "Disarm Shield" while striking target shield

[Physical] Crippling Blow – 3 XP – Crippling Blow strikes a limb on the target, damaging it so it cannot be used. You may strike either arm or leg. The target loses use of that limb until specific medical care is taken. This attack deals 1 damage.

Call: "Cripple <Target Limb> 1"

[Physical] Slam – 3 XP – Slam is a powerful hit designed to throw your opponent to the ground, leaving them open to further attack. The target of this attack must fall to the ground. This attack deals 1 damage.

Call: "Knockdown 1"

[Physical] Mighty Blow – 4 XP – Mighty Blow is a strong Physical attack which deals 2 damage to its target.

Call: "Mighty Blow 2"

[Physical] Power Strike – 10 XP – (Requires [Physical] Mighty Blow) Power Strike is a stronger version of Mighty Blow. It deals 4 damage to its target.

Call: "Power Strike 4"



[Physical] Overwhelming Blast – 12 XP – (Requires [Physical] Power Strike for at least one previous game) Overwhelming Blast is the strongest Physical attack available. It deals 6 Damage but due to the physical strain of such an attack, the user is breathless and is unable to attack for the next 15 seconds.

Call: "Overwhelming Blast 6"

[Physical] Tough – (x+3) – Tough permanently adds 1 HP to your total. The XP cost is x+3 where x is the number of times you have previously bought Tough (Level 1 costs 3, Level 2 costs 4 etc)

[Physical] Berserk – 4 XP – Berserk is a deadly but dangerous ability. You gain 3 temporary HP for 30 seconds. During this time you *must* attack your closest target, ally or foe until you are either incapacitated or berserk wears off. This Ability can only be used once per day. No other Technique may be used in a Berserk rage.

[Physical] Battle Cry – 4 XP – Battle Cry is an intimidating yell which instils fear into a single target. This ability causes the target to run in fear for 10 seconds after seeing this fearsome display. This Ability can only be used five times per day.



Call: Point at a target and yell loudly "Fear <Target's Name>"

[Physical] Knockout – 2 XP – Knockout is a blow delivered to the back of the shoulder blades (Not the head) with the flat of a weapon. It deals no damage. The target is knocked unconscious for approximately 1 minute or until roused by another person.

Call: "Knockout"

[Magic] Techniques



I'm the wind! Whoosh! – Mune

[Magic] Burning Hands – 2 XP –   (1 Red MP) – Burning Hands is a close combat offensive spell. It is cast by simply touching a target with your palm. Burning hands deals 2 damage to its target. You must count 5 seconds in your head before casting this again.


Call: Touch a target with your palm "Burning Hands 2"



[Magic] Flame – 2 XP –   (1 Red MP) – Flame is a low level ranged offensive spell. It deals 1 damage to its target.



Call: "<Target Name> Fire 1"

[Magic] Firewall – 2 XP –   (1 Red MP) – (Requires [Magic] Flame) – Firewall is a defensive spell that allows the caster to ignore the next point of damage that hits them (from any source) Damage of 2 or more is reduced by 1. Firewall can only be cast on the spell user.

Call: When damage occurs "Firewall"

[Magic] Fireball – 4 XP –   (2 Red MP) – (Requires [Magic] Flame) Fireball is the second level ranged Fire attack. It deals 2 damage to its target.
Call: "<Target Name> Fire 2"



[Magic] Blaze – 6 XP –   (3 Red MP) – (Requires [Magic] Fireball) Blaze is the third level ranged Fire attack. It deals 4 damage to its target.
Call: "<Target Name> Fire 4"



[Magic] Inferno – 10 XP –   (5 Red MP) – (Requires [Magic] Blaze) Your Body becomes engulfed in flames for 10 seconds. During this time, any person who you touch or touches you (shield and weapon touches do not count) takes 3 damage. You may only damage each character once however. You can still take damage while you are aflame but magic does not affect you until the 10 seconds are over. No other spells or techniques may be used while aflame.
Call: "Inferno" when you start. "Fire 3" to each person who makes physical contact with you



[Magic] Lightning Bolt – 2 XP –   (1 Yellow MP) – Lightning Bolt is a ranged spell that deals 1 damage to a target.
Call: "<Target Name> Lightning 1"

[Magic] Spark – 4 XP –   (2 Yellow MP) – Spark channels electricity through a targeted weapon, shocking the holder into dropping it. This works regardless of what the weapon is made of.
Call: "<Target Name> Disarm"



[Magic] Storm Blast – 4 XP –   (2 Yellow MP) – Storm Blast channels a strong gust of wind which blows a target to the ground.
Call: "<Target Name> Knockdown"

[Magic] Shroud – 4 XP –   (2 Yellow MP) –
(Requires [Magic] Storm Blast or [Magic] Spark) – Shroud completely hides its target from visible sight. The effect lasts for up to 1 minute. The target must place their hands on their head to show they are invisible. If they remove their hands, they are visible once more. While they are invisible, they cannot attack or cast spells or interact with any objects.
Call: "I Shroud you in the mists of time"

[Magic] Slow – 6 XP –   (3 Yellow MP) –
(Requires [Magic] Storm Blast or [Magic] Spark) – Slow decreases the flow of time around a target for 30 seconds. During this time they move at half their normal rate. They can still act normally but must move slowly. The speed of speech is unaffected in speed although the pitch of their voice must lower for the duration of this spell.
Call: "<Target Name> Slow"

[Magic] Stop – 8 XP –   (4 Yellow MP) – (Requires [Magic] Slow) – Stop freezes time around the target for 30 seconds. During this time, they cannot move at all. They take no damage from any external source. They cannot be manipulated to change position but they can be lifted and moved to another location.



Call: "<Target Name> Stop"

[Magic] Drain – 2 XP –   (1 Black MP) – Drain is a touch based spell which deals one damage to its target while healing the caster by 1 HP. If the damage is prevented, no HP is gained. You must count 5 seconds out in your head before you can use it again.



Call: Touch target "Drain 1"

[Magic] Shrink – 4 XP –   (2 Black MP) – Shrinks the target of the spell for 30 seconds. The target must go down on their knees. They can walk on their knees and act normally.



Call: "<Target Name> Shrink"

[Magic] Glue – 4 XP –   (2 Black MP) – Glue will stick two targets together for 30 seconds. The targets must link one arm with each other and remain so until incapacitated or the spell wears off. If one target is incapacitated, the other must stay attached.



Call: "<Target Name> and <Target Name> I Glue you together"

[Magic] Sleep – 4 XP –   (2 Black MP) – (Requires [Magic] Glue or [Magic] Shrink) – Sleep sends the target into a deep slumber for 5 minutes or until they are roused. This spell will not work in the midst of battle as the adrenaline of a fight counteracts its effects.



Call: "<Target Name> Sleep"

[Magic] Command – 6 XP –   (3 Black MP) – (Requires [Magic] Sleep) – Command allows the caster to issue a single word command to a target which must be obeyed. Open ended commands (such as flee) affect the target for 5 seconds. You cannot command a target to do an action of self-harm. The command "Sleep" can be used in battle.



Call: "<Target Name>, I command you to <Command>"

[Magic] Conversion – 10 XP –   (5 Black MP) – (Requires [Magic] Command) – Conversion is a powerful spell which fools the targets mind into joining the opposing side for 30 seconds. The target of the spell must attack its allies with the same force that they were attacking their enemies for the duration of the spell. The spell is broken if the target is incapacitated.



Call: "Conversion <Target Name>"

[Magic] Absorb – 2 XP –   (1 Blue MP) – Absorb allows the caster to absorb one regular hit from a weapon and convert the damage to 1HP for themselves. This effect only cancels one damage from an attack; it does not cancel any extra damage or effects. Strikes done out of battle cannot be absorbed.



Call: When hit "Absorb"

[Magic] Courage – 2 XP –   (2 Blue MP) – Courage gives the target an intense feeling of bravery, allowing even the most frightened of people to stride into battle fearlessly. It also provides immunity to any fear effect for 30 minutes.



Call: "Courage to you <Target Name>"

[Magic] Protect – 6 XP –   (3 Blue MP) – (Requires [Magic] Courage) – Protect gives the target added vitality and toughness. The target gains 2 temporary HP. This HP cannot be healed and does not replace HP already lost to damage. It disappears after damage or at the end of a battle when an enemy is no longer in sight.



Call: Touch the target "Protect"

[Magic] Barrier – 6 XP –   (3 Blue MP) – (Requires [Magic] Courage) – Barrier provides the target with a magical shield surrounding them which adds defence. The target gains 2 temporary AP. This AP cannot be repaired and does not replace AP already lost to damage. It disappears after damage or at the end of a battle when an enemy is no longer in sight.

Call: Touch the target "Barrier"

[Magic] Reflect – 8 XP –   (4 Blue MP)
– **(Requires [Magic] Barrier or [Magic] Protect)** – Techniques have no effect on those under the reflect spell. The target of this spell ignores all effects (excluding damage) of the next three spells or techniques which are used on them. This also applies to friendly spells such as healing.



Call: Touch the target "Reflect"

[Magic] Immunity – 12 XP –   (6 Blue MP) – (Requires [Magic] Reflect) – Immunity provides absolute protection to the target. The target is immune to all effects and damage from any source for 10 seconds. Cannot be used in conjunction with [Magic] Martyr.

Call: "I bring you Immunity"



[Magic] Martyr – 1 XP –   (1 White MP) – Martyr is a touch spell which heals a target for 1HP at the cost of one damage to the caster.

Call: Lay a hand on the target "I offer my health to preserve yours"

[Magic] Heal – 4 XP –   (2 White MP) – Heal restores 1 HP of the target. It cannot heal past the target's maximum HP and does not restore any AP or temporary HP. It can be used as a ranged or a touch spell.



Call: Touch – "Heal 1"

Ranged – "<Target Name> Heal 1"

[Magic] Cure – 6 XP –   (3 White MP) – *(Requires [Magic] Heal)* – Cure restores 2 HP of the target. It cannot heal past the target's maximum HP and does not restore any AP or temporary HP. It can be used as a ranged or a touch spell.

Call: Touch – "Heal 2"

Ranged – "<Target Name> Heal 2"

[Magic] Restore – 6 XP –   (3 White MP) – *(Requires [Magic] Heal)* – Restore either repairs 2AP on damaged armour or repairs a Robot, restoring them by 2HP. The effect is one of the other, both or a split of the effects is not allowed.

Call: Touch the target "Restore 2"

[Magic] Fountain of Health – 8 XP –   (4 White MP) – *(Requires [Magic] Cure)*


– When this spell is cast, every person who is touching the hand you hold out gains 1 HP.

Call: Hold out one hand "I create for you, a fountain of health."

[Magic] Complete Restoration – 12 XP –   (6 White MP)

– *(Requires [Magic] Fountain of Health)* – When this spell is cast, the target heals all of their HP. The spell rejuvenates them completely and they also gain 2 temporary HP which stay until they are lost to damage.

Call: Touch the target "Complete Restoration"

[Magic] MP Conversion – 2 XP –  (3 MP of one colour) – MP Conversion allows you to transform the element of MP to one more useful to you. At the cost of 3 MP of the same element, you can create a single MP of the element of your choice. For Example, At the cost of 3 Yellow MP, you can generate 1 White MP. See a GM when you do so to trade your MP.



























[Creation] Techniques

I think I can fix it... – Lucca

Each [Creation] Technique is a skill that your character has. It can come from many different sources, but generally if you have a skill, you are fully trained and experienced in it. (If you have an idea for a [Creation] Technique for your character, please feel free to suggest it)

[Creation] Armourer – 3 XP – Armourers have the ability to repair Armour, Light, Medium or Heavy. It requires a set of tools (A few representative tools will suffice). You can repair armour at a rate of 1AP per 10 minutes of work.



[Creation] Master Armourer – 3XP – (Requires [Creation] Armourer) – Master Armourers are better at their craft. The repair rate is reduced to 1 AP per 5 minute of work.



[Creation] Mechanic                        

[Knowledge] Techniques

Because of my knowledge I was able to convince the queen I was a mighty oracle, but no history book could have prepared me for what happened here. – Magus

Each [Knowledge] Technique represents knowledge your character would have accumulated in their lifetime. As a skill, it means that the GMs may give you information not available to other characters and it also enables you to ask for extra information from the GMs if you feel your character would have knowledge of it. (If you have an idea for a [Knowledge] Technique for your character, please feel free to suggest it) As you will be travelling to destinations and times you never have been to before, some knowledge may be withheld at the GM's discretion. [Knowledge] Language may be taken multiple times and is highlighted gold

[Knowledge] Time Period – 65,000,000 B.C.     – 2 XP

[Knowledge] Time Period – 12,000 B.C.   – 2 XP

[Knowledge] Time Period – 600 A.D.     – 2 XP



[Knowledge] Time Period – 1000 A.D.     – 2 XP



[Knowledge] Time Period – 2300 A.D.   – 2 XP



[Knowledge] Literacy – 2 XP – You have the ability to read and write the common tongue

[Knowledge] Flora – 2 XP – You are familiar with plants and their properties

[Knowledge] Fauna – 2 XP – You are familiar with wildlife and their behaviour.

[Knowledge] Chemistry   – 2 XP – You are familiar with the science of Chemistry



[Knowledge] Biology   – 2 XP – You are familiar with the science of Biology

[Knowledge] Physics   – 2 XP – You are familiar with the science of Physics.

[Knowledge] History – 2 XP – You have a grasp on general history. This can help in identifying items and when they came from among other uses.

[Knowledge] Appraise – 2 XP – You have dealt with money and artifacts and have an eye for determining the worth of an item.



[Knowledge] Magic Lore   – **2 XP** – You have studied the art of Magic and feel that you have an understanding to its nature.

[Knowledge] Language – **2 XP** – You have learnt to speak another Language. You may only learn Languages from time periods you have been to therefore, you can only learn languages from the time period you are from at character creation. Select a Language from the following list.

Languages in each Time Period.

- | | |
|-----------------|---|
| 65,000,000 B.C. | – Common Tongue*, Reptilian (Reptites) |
| 12,000,000 B.C. | – Common Tongue*, Enlightened Speech (The Enlightened Ones) |
| 600 A.D. | – Common Tongue*, Unified Mystic (Mystics and Modern Mystics) |
| 1000 A.D. | – Common Tongue*, Unified Mystic (Mystics and Modern Mystics) |
| 2300 A.D. | – Common Tongue*, Binary (Robots) |





*All characters start with [Knowledge] Language - Common Tongue






Qualities





Qualities work similar to techniques except they are often passive effects that effect game mechanics and roleplaying in ways either helpful or hindering to the character. A [Positive Quality] costs XP and gives a benefit to your character. A [Negative Quality] gives you SXP which you can spend on techniques, a [Positive Quality] or equipment but at the cost of a detriment to your character. *Characters may gain a maximum of 5 SXP total from Negative Qualities.* All qualities with **Gold Names** can be purchased multiple times. Both Positive and Negative Qualities can be purchased out of character creation but for some, you must have an in game reason why you are purchasing it. Purchase of Qualities is subject to GM approval. Some Negative Qualities may also be bought out at the cost of twice the XP you gained from the original purpose. It must also be roleplayed out in game. For Example: to buy out [Negative Quality] Infirm, it will cost 8XP. You must also have done something in game that would allow you to overcome its effects.


[Positive Qualities]


You won't die....immediately that is!! – Queen Zeal

[Positive Quality] Awakened     – **3 XP** – You are magically awakened. Magical force has the ability to flow through you allowing you to cast mighty spells. You can now purchase [Magic] Techniques. Upon purchase of this quality, you must also choose one magical element from the following list which determines what spells you can learn.

Fire – 	Lighting – 	Shadow – 	Water – 	Spirit – 
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[Positive Quality] Spell Knack     – **1 XP** – Magic can flow through you but there is something unknown blocking it. You have very limited magical ability. You may purchase one, and only one, [Magic] Technique. You must still fill any pre-requisites and also must choose a single magical element from the above list upon purchase of this quality.




[Positive Quality] Elementalist  – **2 XP** – Magic takes a different effect on you than usual. Something about you allows you to access other types of magic that normally would be unaccessable. Upon buyings this quality, choose another magical element you do not already posess. You may now purchase [Magic] Techniques from that element too. This quality can be purchased up to four times.

[Positive Quality] Magically Attuned  – **1 XP** – You have the ability to hold more MP in your body. Each game you start with 2 more MP for each time you buy this Quality.

[Positive Quality] Escape Artist – 2 XP – You are remarkably good at escaping from bonds that have held you. Any physical restraint around either your arms or legs can be escaped from after 1 minute of fiddling with the restraints. If both your arms and legs are restrained, it takes 1 minute for each of your restraints, starting with your arms. Any magical bindings are inescapable by this method.

[Positive Quality] Guts – 2 XP – You are not easily frightened. Any time a call of “Fear” is made on your character, reply with “Immune” The fear has no effect on you. Guts will also affect you in a lot of situations so roleplaying this quality is encouraged.

[Positive Quality] Will to Live – 1 XP – You are strong willed enough to drag yourself out of danger if you are struck down. When incapacitated, you can slowly crawl/drag yourself around. You cannot stand, you must stay on the ground. You cannot take any other action (attack, magic etc) but you can still communicate. Bare in mind you are extremely injured, and for all accounts, incapacitated. Please roleplay accordingly. If you are struck again while like this, you are fully incapacitated and are under the rules for this. (Cannot move, can communicate slightly)

[Positive Quality] Human Looking    – **2 XP** – You look remarkably human-like, even though you are not. With a few strategically placed items of clothing or something similar, you will in most instances pass off as a human. Beware though, Some humans will not like ‘pretenders’. You are still obligated to the costume requirements for these races, although they can be subtle/easily hid instead of obvious.

[Positive Quality] Quick Healer – 4 XP – Your body naturally heals quickly, even without medical care. You automatically heal at a rate of 1HP every five minutes.

[Positive Quality] Sturdy – 2 XP – You must have a shield to buy this quality. All “Knockdown” calls on you that impact your shield have no effect. This *only* applies when the strike hits your shield. Call “Immune” when hit

[Positive Quality] Well Anchored – 4 XP – You are remarkably well grounded. All “Knockdown” calls made on you have no effect (other than damage). Call “Immune” when hit.

[Positive Quality] Incredible Immune System – 2 XP – Your immune system is highly advanced. You are immune to almost all poisons and disease. A GM will inform you if you are vulnerable to a particular poison or disease.

[Positive Quality] Lucky – 5 XP – You are very Lucky. Once per day you may ignore a single call made on you from any source. You must call something along the lines of “That was Lucky”.

[Positive Quality] Multilingual – 3 XP – You are talented at learning languages. [Knowledge] Language costs you only 1XP instead of 2XP.


[Negative Qualities]


Note: All SXP stated below is *added* to your total. It can be spent on anything else. Be aware, it provides SXP which does not carry over if your character dies. Be sure to spend this first.

[Negative Quality] Mild Allergy – +1 SXP – You are mildly allergic to a certain substance. Whenever you encounter this substance in game, you react badly. Perhaps you get bad migranes, maybe you sneeze uncontrollably in its prescene. Submit your reaction and what you are allergic to when you purchase this quality. Substances and reactions are subject to GM approval. Please choose something that you are likely to encounter in game.


[Negative Quality] Major Allergy – +3 XP – You are very allergic to a certain substance. Whenever you encounter this substance in game, you react very badly. You can do little but suffer in its prescene, you cannot fight or cast magic while it is near you. This reaction should also be roleplayed out. Submit what you are allergic to when you purchase this quality. Substances are subject to GM approval. Please choose something that you are likely to encounter in game.

[Negative Quality] Combat Paralysis – +5 XP – You freeze up in combat situations. When you see combat occurring, you cannot do anything but move for 20 seconds. This includes talking. Your movement is slow and forced as well.

[Negative Quality] Gremlins  – +4 XP – Technology does not like you. Anything Electronic or Mechanical often refuses to work for you, sometimes even breaking if you do. Alert a GM if you attempt to use anything technological and they will inform you of the effect. Note: *This cannot be used as an offensive action.* You cannot run up to an enemies machine and break it. If you use technology with the purpose of breaking it, chances are it wont even do that for you.


[Negative Quality] Infirm  – +4 XP – You have substandard physical fitness. Perhaps you are ill, or simply old. For whatever reason, physical activity is not your forte. All [Physical] Techniques cost 1 extra XP and you are expected to roleplay your low physical fitness.

[Negative Quality] Fragile  – +2 XP – You are more frail than the average person. You start on 2HP. Note: This does not affect the XP cost of [Physical] Tough.

[Negative Quality] Mystic Poser  – +2 XP – For some reason, you are enamoured with Mystics. You want to be one so badly, you disguise yourself as one. Your costume must contain at least 2 items representing your disguise. You are still a Human by all extents and you gain no special powers, including [Knowledge] Language – Unified



Mystic. Be warned, Some Mystics may not react nicely if you are revealed to be an imposter.

[Negative Quality] Transformed Human Poser  – **+2 XP** – For some reason, you are enamoured with Transformed Humans. You want to be one so badly, you disguise yourself as one. Your costume must contain at least 2 items representing your disguise. You are still a Human by all extents and you gain no special powers. Be warned, Some transformed Humans may not react nicely if you are revealed to be an imposter.

[Negative Quality] Uneducated – **+2 XP** – You have had no education of any kind. All [Knowledge] Techniques cost 1XP more than normal to learn.

[Negative Quality] Stupid – **+5 XP** – You are below normal intelligence. You cannot speak in words of more than 2 syllables. In addition, you cannot learn any [Knowledge] Techniques with the exception of any [Knowledge] Language techniques that you gain upon character creation.

[Negative Quality] Paraplegic – **+5 XP** – You are paralyzed from the waist down and cannot walk or move your legs. You can move only with the help of other people or by the help of something such as a wheelchair. Be prepared to roleplay this out, Any time you are standing, you are out of character and must have a hand on your head. Please do not use this to cheat. Paraplegic is subject to GM approval.

[Negative Quality] Prejudiced – **+1 XP** – You are prejudiced towards a particular race (to be chosen when this quality is bought) You do not like any member of this race, as far as you're concerned the entire species is below you and worthy of your contempt. You must have encountered this race to buy prejudiced.

[Negative Quality] Mute – **+3 XP** – You cannot speak or make any sound from your mouth. The only time you can speak is either out of character, or if you are making a Call from a technique.

[Negative Quality] Weak Arm – **+1 XP** – One of your arms is significantly weaker than average. You cannot hold anything heavier than a mug full of water in your arm. You cannot lift anything heavier (including helping other people up) with this arm. This quality may be taken twice, once for each arm. The second purchase of this quality gives you +2 XP to a total of +3. Please specify which arm you have chosen.

[Negative Quality] Limp – **+1 XP** – You walk with a pronounced limp. Perhaps it is age or an old battle wound. You must roleplay this whenever you walk. It also should impede your running ability.

[Negative Quality] Blinded Eye – **+1 XP** – You are blind in one eye and must cover it with a patch or a bandage so you cannot see out of it. For safety reasons, you can only take this quality once.

Equipment

This weapon represents considerable power... Your actions may either save or destroy life. Wield your sword with full knowledge of the consequences! – Melchior

Equipment is simply tools, weapons and armour that you can purchase to use in game. If you have purchased the equipment, assume you are fully trained in its use. You can purchase extra gear (such as a second sword or shield) and give it to another character to use. (They do not need to spend the XP as long as you have)

Melee Weapon – 1 XP – For 1 XP, you gain a single melee weapon greater than 25cm end to end or 2 weapons under 25cm end to end.

Ranged Weapon – Varies – You gain a single ranged weapon. Depending on your time period, you have access to different types of ranged weapons. Beside each is an XP cost. See Ranged Combat for more details.

65,000,000 B.C. – Bows (1XP)
12,000 B.C. – Bows (1XP)
600 A.D. – Bows (1XP), Crossbows (1XP)
1000 A.D. – Bows (1XP), Crossbows (1XP), Pistols (2XP)
2300 A.D. – Pistols (2XP), Laser Pistols (4XP)

Ammunition – 1XP – For 1XP you gain up to 10 Arrows/Crossbow Bolts (Reusable) or 15 Bullets (Used in Pistols. Single use only). Laser Pistols do not require Ammunition.

Shield – 1XP – Shields do not provide any AP. They are instead used to deflect blows. They cannot be broken or damaged. Shields only block physical. It does not stop "Knockdown" unless you have [Positive Quality] Sturdy. If a "Disarm" call hits your shield, it has no effect. If a "Shield Break" call hits your shield, it is knocked from your hand. All Magic effects take place and cannot be blocked with a shield.

Light Armour – 2XP – Light Armour provides 1AP. It is usually leather or some kind of padded material. It should cover at least 50% of your body


Medium Armour – 3XP – Medium Armour provides 2AP. It is usually hardened leather, Plastics or metal of some description. It should cover at least 50% of your body






Heavy Armour – 4XP – Heavy Armour usually represents a full body of armour and provides 3AP in defence. It is often metal. It should cover 75% of your body.





Open Faced Helm – 1XP – An open faced helm is any kind of helm in which your face is clearly visible. It provides 1 more AP and can only be used in conjunction with Medium or Heavy armour



Closed Face Helm – 2XP – A closed face helm is any kind of helm which covers most of your face. It provides 2 more AP and can only be used in conjunction with Heavy armour.

Light Crystal  – **1XP** – The Enlightened Ones used shining crystals to illuminate areas when night fell. Smaller ones have been used as portable light sources. The light source must look somewhat crystal-like. For a simple version, an LED and a battery loosely wrapped in cellophane would be adequate.

Lantern      – **1XP** – Lanterns are a popular way to carry around light. Please only bring electronic lanterns for safety purposes. In game, they shall be treated and seen as gas lanterns.

Torches     – **2XP** – Torches were invented around 990 A.D. and have been used to provide light for many people since then. Please provide your own batteries and remember to bring spares. Please only bring hand-held torches (nothing larger than a Maglight torch) Torches that are too bright will be banned.