Basic Rules:

Chance Roll:
When a character takes an action that could fail, the player may be asked by the **GM** or a rule to make a '**Fate Roll**'. The player rolls 1d20. If the number on the face is higher than the **DC** shown in table 1, the action succeeds.

Table 1 : Difficulty Class (DC)

Difficulty	DC
Piece of Cake	5
Not Hard	10
Average	15
Troublesome	20
Pretty Tough	25
Super-Heroic	30

Probability Roll:
The GM, or a rule may also give the player a percentage chance to succeed at a particular task. In this case, the player rolls 2d10, one representing the tens position, and one representing the ones position. If the number shown on the die is less than the success chance, the action succeeds.

Hit Points (HP):
The character starts with **maximum** of 30 **HP**. When **current HP** reaches Zero, the character falls unconscious, and can take no action. At -10, the character **Flat-Lines**. A **Flat-Lined** character, must be revived within 1 minute (12 rounds). 1 hour of rest restores 1 **current HP** until the **maximum** has been reached.

Energy Points (EP):
Each character starts with 6 **EP** which can be spent on actions that may be psychologically or physically taxing. A character with 0 **energy points** is exhausted, and has disadvantage on success rolls. Some props may add a new Energy Point sub-category. This sub-category may be something like Magic Points (MP) that can only be spent on techniques tagged with 'Magic'. Once the sub-category has been exhausted, the player may choose to push themselves by using EP in it's place. 1 hour of rest restores 5 **EP**, until the maximum has been reached.

Action Points (AP):
The character has 6 points to spend on actions each turn. Moving 5 feet costs 1 **AP**. If . An unarmed attack costs 2 **AP**. Pulling something out of your bag or putting something in; sheathing/unsheathing a weapon; and getting up from a prone position - all cost 4 **Action Points**.

Attacking:
The player chooses a target, and makes a Chance Roll. By default, if the character is within 5 feet of a single target, the player may spend 2 AP and roll 1d20. If the number on the face is higher than the target's Defense, the attack is a success. Unarmed attacks do 1 damage.

Defending:
On your turn you may choose to defend. At the cost of 6 AP your character gains a +5 bonus to defense until the beginning of their next turn. The character also regains 1 EP.

Movement:
Moving 5 ft. costs 1 AP, and can be done before and/or after other actions. For each 1 AP spent on movement, the character may choose to also spend 1 EP to double the distance moved.

Loadouts:
The props currently being held by the character. Some objects require 2 hands to operate, and will be tagged with '2-Hand'. Switching loadouts costs 5 AP, and includes switching props to and/or from, one or both hands, with props in the pack or stashed elsewhere on your person.

Time:
Spending 1 AP is roughly 1 second. A round is about 6 seconds. 10 rounds is a minute.

Experience Points (XP):
The **GM** awards the character **XP** for successfully completing a task. The player saves these points until they can afford a particular character Card. The **GM** will decide when **XP** can be spent. The **Card** is a new rule, or a bonus to a statistic or roll. An easy battle earns each character 1 **XP**. An average battle earns them 2 **UP**s, and a difficult one can earn 3 or 4 **UP**s. These can also be awarded for good role-playing, clever tactics, finding treasure, solving puzzles, etc..

Avatar Cards:
Th

Power Level:
Th

Base Character Sheet:

(Name)	
HP:	30 / 30
EP:	5 / 5
AP:	5
Attack:	Fist +0 ~ 5ft./One target/1 dam.
Defense:	10+0

** Every character starts with this as their base. Change the name and add upgrades from the GM's approved upgrade list to make the character unique. It's up to the GM how many UPs you will start with, but 50 or 60 are good numbers for a new character. All characters are assumed to have a bag, and a regular outfit by default.

Avatar Card Catalog (ACC):
A**n** **Avatar Card Catalog** is a list of '**Cards'** which represent the character's growth and progress. The GM will tell the players which ACCs will be used for the campaign. There are multiple types of **Cards**, each with their own rules.

Props:

A Character's powers and skills come primarily from their gear, and ability to use it. The following **Card** types can branch off into an entire field of training, starting with one of these as a 'root'. Props that are the base of a power tree will be tagged with '**root**', and **branch Cards** will be tagged with '**branch**'. Props are broken into the following 8 sub-types:

Tools:

Tools are stored in the Character's pack unless otherwise noted, and can be retrieved as long as the character has a free hand at the cost of 4 AP. A tool may be required to perform a task

Weapons:

Weapons will each have their own rules, and are assumed to come with a sheath, or scabbard.

Armor:

Will be tagged with one or more locations on the body. Only one item per location is recommended. If the character is wearing armor tagged with '**Outfit**', no other armor should be equipped, except ones tagged with 'finger' and 'neck'. Each character has a 'finger' slot for each finger that character actually has, not including thumbs.

Companions:

A p

Consumables:

A p

Books:

A p

Vehicles:

A p

Phenotypes :

Optional rule. Resembles a 'race' in other systems. Determines the character's physical description, and may confer some special abilities or drawbacks. **Phenotypes** tagged '**genetic**' can only be purchased at character creation, and only if the GM approves. Other **Phenotypes** may be given by the GM without spending UPs. In this case the **UP** cost for the **Phenotype Card** is still added to the character's **Power Rating**.

Secondary Card Types:

Techniques:

A **Technique** is an **Upgrade** that can be used when the player chooses. Techniques may incur an **Energy Point** cost, and/or an **Action Point** cost to the character.

Upgrades:

an upgrade permanently **Modifies** a technique, item, or even the character. If it is a character mod, changes are made to the character's stats. Otherwise the mod applies to the specified parent upgrade in the current power tree.

Additional Card Information:

When the player makes a success roll, they may choose a skill and a trait received from a CC, and add them to the result (at the GM's discretion). The player must justify the use of each skill or trait.

Skills:

A skill represents training, and the ability to effectively perform a particular task.
(Examples: Spot, Throw, Research)

Traits:

A trait represents a physical quality the character has at their disposal.
(Examples: Smart, Strong, Charming)

Filters:

Each upgrade will have a **TL** score, and an **FL** score between 0 and 5. **TL** stands for **Technology Level**, and **FL** stands for **Fantasy Level**. This will help GMs filter out unnecessary upgrades.

Table 2 : Technology Level (TL)

Technology Level	(TL)
No-Tech. Cave-man. Primitive.	0
The wheel. Metal tools.	1
Covered wagons. Flint-lock pistols.	2
Automatic weapons. Motorized vehicles.	3
Computers. Primitive Robots.	4
Space Travel. Androids. Power-Armor.	5

Table 3 : Fantasy Level (FL)

Fantasy Level	(FL)
Not even a talking pig.	0
Rarely people may know of minor magics.	1
A select group can summon moderate power.	2
Magic and monsters are abundant in some areas.	3
Your neighbor has a pet dragon.	4
Alice in wonderland	5

Tags:

Tags provide a bit more detail regarding the nature of the upgrade and how it should be handled.

"Bob's Basic" (ACC)

Prop List:

Weapons - Battle-Axe, Baseball Bat, Bashlight, Butcher Knife, Mace, Machete, Handgun, Revolver, Semi-Automatic Rifle, Sword, Sledgehammer, Short Bow, Shotgun, Spear, Wrench.

Armor - Hand Wraps, Helmet, Bullet-Proof Vest, Mech Suit, Space-Suit, Covert Communicator, Knee Pads, Combat Boots, Item Sash, Suit of Armor, Wizardly Robes, Leather Jacket, Ring of the Bear, Ring of the Lion, Ring of the Hare, Pack Organizer, Heads-Up display, Jet-Boots, Championship Belt.

Companions - Horse, Dog, Wolf, Falcon, Crow, Gremlin, Giant Spider, Owl, Monkey, Cat, Tiger.

Tools - Grappling Gun, Rope, Cigarette Lighter, Holy Symbol, Medicine Bag, Flute, Spyglass, Pocket Computer, Cast-Iron Pan, Re-Breather, Magic Wand, Juggling Balls, Magnifying Glass, Multi-tool, Grooming Kit, Lock Pick, Pocket Knife.

Consumables - Health Potion, Energy Drink, Grenade, Oil Pot, Caltrops, Zip-Ties, Canteen, Timed Bomb, Taser Gun, Flares, Torch.

Books - Holy Book, Dictionary, Calisthenics Handbook, Grimoire Vulpecula, Fashion Magazine, Gun Magazine, Occult Encyclopedia, Driving Handbook, Book of the Eye, Nature Magazine.

Vehicles - Car, Motorcycle, Bicycle, Speed-Boat, Hover-bike, Scooter.

Phenotypes - Dwarf, Elf, Cambion, Reptilian, Yeti, Wolf-Man, Zombie, Vampire, Gnome, Cyborg, Hamster.

Baseball Bat (14 UP):

(Weapon, TL:1, FL:0)

Hands: 1
Melee Attack:
　　3AP / +4 / 5ft.
　　1d8 / single target / bashing

++ Character Trait: Tough +2

[Melee, 2-Hand, Slashing]

Nail Bat (8 UP):
requires: Baseball Bat

(Upgrade, TL:3, FL:0, Stack: 4)

++ Baseball Bat: Successful melee attacks do an additional +4 piercing damage.

[Upgrade, Weapon]

Stunner (8 UP):
requires: Baseball Bat

(Technique, TL:3, FL:0)

Cost: 4 AP & 1 EP Range: 5ft. A : +4 / 1d10 !Stun! / bashing	

++ Character Trait: Tough +1

[Technique]

Battle-Axe (14 UP):

(Weapon, TL:1, FL:0)

Hands: 2
Melee Attack:
　　3AP / +1 / 5ft.
　　2d10 / single target / slashing

++ Character Trait: Strong +2

[Melee, 2-Hand, Slashing]

Cleave (8 UP):
requires: Battle-Axe

(Technique, TL:3, FL:0)

Cost: 4 AP & 2 EP Range: 5ft. A : +2 / 2d10+strong / slashing B : +1 / 2d8+strong / slashing	

++ Character Trait: Strong +1

[Technique]

Bashlight (14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1d6 / single target / bashing

   A high-powered titanium flashlight designed to double as a club. If the bashlight is in your loadout, you light up a 40ft. Cone in the direction your character facing.

++ Character Skill: Spot +1

[Melee, 1-Hand, Bashing]

Butcher's Knife (14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +3 / 5ft.
    1d6 / single target / slashing

   A knife designed for cooking. Can be used on people also.
See: Michael Myers.

++ Character Skill: Cooking +3

[Melee, 1-Hand, Slashing]

Dagger (14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1d6 / single target / slashing

   A dagger

++ Character Skill: Cooking +3

[Melee, 1-Hand, Slashing]

Sabre (14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1d8 / single target / slashing

   A sword

++ Character Skill: Cooking +3

[Melee, 1-Hand, Slashing]

Hands: 1
Melee Attack:
    3AP / +2 / 5ft.
    1D12 / single target / bashing

   Critical attacks inflict 'Stun' on the target. A metal club topped with a ball covered in broad spikes.

++ Character Trait: Strong +2
++ Character Trait: Tough +2
++ Character HP: +6

[Melee, 1-Hand, Bashing]

Sledgehammer (14 UP):

(Weapon, TL:4, FL:0)

Hands: 2
Melee Attack:
    4AP / +2 / 5ft.
    1D12 / single target / bashing

   A hammer.

++ Character Trait: Strong +2
++ Character Skill: Forced Entry +8

[Melee, 1-Hand, Bashing]

Machete(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1D8   / single target / slashing

   Can't decide whether it is a short thin sword, or a long broad knife. Used for chopping foliage out of your path.

++ Character Skill: Navigate +3

[Melee, 1-Hand, Slashing]

Spear(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1D8   / single target / slashing

   Can't decide whether it is a short thin sword, or a long broad knife. Used for chopping foliage out of your path.

++ Character Skill: Navigate +3

[Melee, 1-Hand, Slashing]

Mace (14 UP):

(Weapon, TL:4, FL:0)

Wrench(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1D8   / single target / slashing

    Can't decide whether it is a short thin sword, or a long broad knife. Used for chopping foliage out of your path.

++ Character Skill: Navigate +3

[Melee, 1-Hand, Slashing]

Whip(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1
Melee Attack:
    2AP / +4 / 5ft.
    1D8   / single target / slashing

    Can't decide whether it is a short thin sword, or a long broad knife. Used for chopping foliage out of your path.

++ Character Skill: Navigate +3

[Melee, 1-Hand, Slashing]

Bow and Arrow(14 UP):

(Weapon, TL:3, FL:0)

Hands: 1
Melee Attack:
    2AP / +3 / 5ft.
    2 / single target / bludgeoning
Ranged Attack:
    2AP / +(aim) / 30ft.
    2d8 / single target / ballistic
Reload:
    1 clip / 8 shots / 3 AP

++ Character Skill: Aim +2

[Ranged, Firearm, 1-Hand, Ballistic]

Handgun (14 UP):

(Weapon, TL:3, FL:0)

Hands: 1
Melee Attack:
    2AP / +3 / 5ft.
    2 / single target / bludgeoning
Ranged Attack:
    2AP / +(aim) / 30ft.
    2d8 / single target / ballistic
Reload:
    1 clip / 8 shots / 3 AP

++ Character Skill: Aim +2

[Ranged, Firearm, 1-Hand, Ballistic]

Shotgun (14 UP):

(Weapon, TL:3, FL:0)

Hands: 1
Melee Attack:
    2AP / +3 / 5ft.
    2 / single target / bludgeoning
Ranged Attack:
    2AP / +(aim) / 30ft.
    2d8 / single target / ballistic
Reload:
    1 clip / 8 shots / 3 AP

++ Character Skill: Aim +2

[Ranged, Firearm, 1-Hand, Ballistic]

Revolver (14 UP):

(Weapon, TL:3, FL:0)

Hands: 1
Ranged Attack:
    3AP / +(aim) / 30ft.
    2d8 / single target / ballistic
Reload:
    1 clip / 6 shots / 5 AP

++ Character Skill: Aim +4

[Ranged, Firearm, 1-Hand, Ballistic]

Rifle (14 UP):

(Weapon, TL:3, FL:0)

Hands: 2
Melee Attack:
    2AP / +2 / 5ft.
    1d4 / single target / bludgeoning
Ranged Attack:
    4AP / +(aim) / 60ft.
    2d8 / single target / ballistic
Reload:
    1 clip / 10 shots / 5 AP

    A military style semi-automatic rifle. Comes with a single clip.

++ Character Skill: Aim +2

[Ranged, Firearm, 2-Hand, Ballistic]

Rifle: Clip (8 UP):
requires: Semi-Automatic Rifle

(Upgrade, TL:3, FL:0, Stack: 4)

++ Semi-Automatic Rifle: + 1 clip

[Upgrade, Weapon]

Rifle: Scope (8 UP):
requires: Semi-Automatic Rifle

(Upgrade, TL:3, FL:0)

++ Semi-Automatic Rifle: + 30 ft. Range
++ Semi-Automatic Rifle: *!! If the target is further than 20 ft. away, and on a successful ranged attack, do +4 additional ballistic damage. !!*
++ Character Skill: Aim +3
++ Character Skill: Spot +1

[Upgrade, Weapon, Character]

Handwraps(14 UP):

(Armor, TL:4, FL:0)

Location: Hands

Unarmed attacks now do 1d4 damage. A long thin piece of cloth wrapped around your hand to protect your bones.

++ Character Trait: Tough +1

[Attire, Hands]

Combat Helmet(14 UP):

(Armor, TL:4, FL:0)

Location: Head

A hard shell to protect your head.

++ Character Defense: +1 (5 DR vs ballistic)

[Armor, Head]

Flak Jacket(14 UP):

(Armor, TL:4, FL:0)

Location: Torso

Bullets bounce right off you like superman.

++ Character Defense: +2 (10 DR vs ballistic)

[Armor, Torso]

Running Shoes(14 UP):

(Armor, TL:4, FL:0)

Location: Feet

Fancy shoes with three stripes on the side designed for atheletics.

++ Character Skill: Jump +2
++ Character Skill: Tumble +2
++ Character: *!!! This character may move an additional 10 ft. per round without spending AP or EP. !!!*

[Attire, Feet]

Kinfe (Weapon, TL:1, FL:0)
(14 UPs):
Cost: 2 AP
Hands: 1
Attack: +2 5ft.
Damage: 1d4 slashing/piercing
[concealable, blade, 1-Hand, piercing]

→ **Back-stab (Technique, TL:1, FL:0)**
(11 UPs, requires: Dagger):
Character skill: Sneak +2.

If you have not been seen by the enemy, are in melee range, and the enemy is facing away from you, add +5 to the attack roll, and multiply the damage by 2.

→ **Dagger Marksman (Mod, TL:1, FL:0)**
(9 UPs, requires: Dagger):
Character skill: Throw +2.
Melee attack +1
Ranged attack +Throw (10+(5*throw))ft.
Add tag "Thrown"
The dagger can now be thrown using the throw skill as an attack bonus. A thrown dagger can fly up to (10+(5*Throw) feet with a maximum of 40ft. Once thrown, the dagger can then no longer be used until recovered. Spending 2 AP recovers.

   → **Juggler (Mod, TL:1, FL:0)**
   (10 UPs, requires: Dagger Marksman):
   Character skills : Juggle +3 & Throw +1.
   You now have 6 daggers. When one is thrown, spending 1 AP produces another. When all 6 are used recovering them costs 3 AP.

   → **Target Practice (Mod, TL:1, FL:0)**
   (8 Ups, requires: Dagger Marksman):
   Character skill: Throw +2.
   Character EP +2
   Attack +1
   Regular training keeps you ready for action.

→ **Quick-slash (Technique, TL:1, FL:0)**
(6 UPs, requires: Dagger):
Once per round you may spend 1 EP to make an extra dagger attack as a free action.

→ **Needle Storm (Technique, TL:1, FL:0)**
(10 UPs, requires: Dagger):
Spend 3 EP to make all dagger attacks this round do +2 damage. Does not stack.

Fire Effects (Mod, TL:0, FL:2)
(18 UPs):
This character can now produce a flame out of thin air. Add 5 to the EP score total of this character. Starting a campfire, or burning a scroll can be done by touch, as a free action, at the cost of 1 EP.

→ **Fireball (Technique, TL:0, FL:2)**
(15 UPs, requires: Fire Effects):
[*Cost: 1EP & 2AP, Range: 25 ft., Target: Single Enemy, Damage: 1d6 fire, To Hit: +10 VS Def. requires line-of-sight, a free hand, and the ability to speak.*]
This character can now aim their palm towards an enemy, and speak the command to shoot a flaming orb at them.
(Tags: fire, ranged, magic)

→ **Flame On (Technique, TL:0, FL:3)**
(16 UPs, requires: Fire Effects):
[*Cost: 5EP & 1AP, Target: Self*]
At the cost of 5 EP, and 1 AP, this character is engulfed in blue fire for the remainder of combat, or until doused with water. While on fire, successful melee attacks done against this character do 2 points of fire damage to the attacker.

→ **Twin Dragons (Technique, TL:0, FL:3)**
(18 UPs, requires: Fire Effects):
At the cost of 3 EP and 4 AP, this character unleashes two flaming dragons that will find their targets from up to 60 ft. away, dealing 1d12 damage to each. Automatically succeeds.

→ **Fiery Disposition (Mod, TL:0, FL:2)**
(17 UPs, requires: Fire Effects):
Reduce the EP cost of all 'Fire Effects' Techniques by 2. If this would drop the EP cost below 1, set it to 1. This character now has the skill : Intimidate +3