

### 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 'Chance 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 all d20 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 fully restores **EP** and sub-categories.

### 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 and getting up from a prone position 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, but not sub-categories.

### 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 stuff 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** represents 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 **XP**, and a difficult one can earn 3 or 4 **XP**s. These can also be awarded for good role-playing, clever tactics, finding treasure, solving puzzles, etc..

### Avatar Cards:

An avatar card can be pretty much anything a crafty GM can come up with. These are props that make your character special, and your relationship with, and mastery of those props.

### Power Rating:

Once XP is spent on a new Avatar Card, the XP cost of the new card is added to the character's Power Rating. This indicates how much of a threat your character is.

### Group Resource Points:

Group Resources represent the treasures and sources of income the group has access to. These points can be spent on things that apply to, and are utilized by all the avatars in the party. (*example: a headquarters, or large vehicle like a spaceship, or even an army*) The GM may simply award these card types to the group for some narrative reason. They may or may not allow the purchase of these card types without their permission. Each XP handed out to each avatar, earns the party 1GRP. (*example: if 5 players each earn 3 XP, the party earns 15 GRP*). However, this number may also be augmented by the GM. They may add, or take away GRP if it makes sense to do so for the story. If the party finds a pile of treasure, or has their HQ robbed for example.

## 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. Add upgrades from the GM's approved upgrade list to make your character unique. It's up to the GM how many XP 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):

An **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:

Companions are NPCs under the care of your Avatar. Animals may be commanded by the avatar to perform an action. The GM gives a DC for the action and the player makes a chance roll. Some companions are useful in combat and will be tagged with 'Battle Beast'. If the companion joins the combat it take it's turn immediately after the Avatar's turn. At the beginning of the companion's turn, the player makes a chance roll vs DC 10. If the roll is a success, the player decides the companion's actions. Otherwise no action is taken, but the player may move the companion 5ft.

### Consumables:

Consumable prop cards represent not only the object itself, but the ability to craft or procure another. Once a consumable has been used, mark it off on your character sheet. The prop can no longer be used until the avatar gets to rest for at least 8 hours, and only if the GM approves. It may not be possible if the character is imprisoned, or disabled for example.

### Books:

Books usually teach the avatar a set of skills or techniques, but in truth, they may serve a wide variety of functions. A book is held in the pack, and does not need to be in the loadout to receive the bonuses imparted by it unless otherwise noted.

### Vehicles:

Vehicles require a place to park when not in use, and may not always be available to the avatar. Driving has it's own rule set outlined in the following section: 'Special Rules'.

### 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**.

## Boost Cards:

### 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 upgrade, changes are made to the character sheet. Otherwise the mod applies to the specified parent card in the current power tree.

## Party Cards:

### Bases:

A

### Vehicles:

A

### Staff:

A

### Army:

A

### Settlement:

## Additional Card Information:

When the player makes a success roll, they may choose a skill and a trait received from a card, 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 card and how it should be handled.

### Stack:

Some cards can be purchased multiple times. Stackable cards will be identified by the word 'Stack:' followed by a number representing the total number of times this card can be purchased.

## Special Rules:

### Driving:

If the avatar is driving, and needs to do something fancy, the GM may have the player make a chance roll. A chase between two or more vehicles can only be attempted between vehicles which are within 1 speed category of each other. When a chase is initiated, there will be one group trying to get away, and another trying to catch up. The group running away is trying to obtain 10 'Escape Tokens'. Each token represents 20 feet of distance between each group. When the escaping group obtains 10 escape tokens, or when all vehicles in one or both groups become disabled or destroyed, the chase ends. Start the chase with 5 escape tokens. Each round consists of a contested driving roll between drivers in each group. Each driver adds a bonus from the table below based on the speed category of their vehicle. If the escaping group wins the roll, add an escape token. If the chasing group wins, take a token away. If there are multiple drivers in a group, each driver makes a chance roll. Add them all together, and divide by the number of drivers. Passengers then each get a turn to make an action. If the driver has a one-handed ranged weapon, they may make an attack with a -5 penalty. If there are no escape tokens the two groups are considered to be next to each other. Each round with zero escape tokens gives a vehicle in the chasing group a chance to do a pit maneuver on a vehicle in the chasing group. The chasing vehicle must be the same size category as, or larger than the escaping vehicle. A second contested driving check takes place just between those two drivers. The chasing vehicle gains a +5 bonus to their roll for each size category larger they are than the escaping vehicle. If the escaping driver loses, both vehicles are taken out of the chase, and all characters in both vehicles are considered to be in the same location, where they will have an encounter on foot separate from any other members of either group. Disabled vehicles are left elsewhere by themselves. The chase continues in this way until all vehicles in one group are eliminated, or 10 escape tokens have been obtained.

**Table 4 : Vehicle Speed Categories**

Category: 0	+0	Provincial Speeds	0-5 mph.
Category: 1	+1	Continental Speeds	6-20 mph.
Category: 2	+2	Lunar Speeds	21-40 mph
Category: 3	+3	Planetary Speeds	41-70 mph
Category: 4	+5	Star Speeds	71-100 mph
Category: 5	+9	Quadrant Speeds	101-200 mph
Category: 6	+17	Galaxy Speeds	> 200

### War:

In war mode we use hexes, where each hex is 1000 ft.. A unit may choose to attack on their turn. If the avatar party is not involved in combat, simply make a contested chance roll and add the squad bonus. The squad that fails the roll loses Squad HP equal to the opposing squad's attack rating. If the Avatar party enters combat with a damaged squad the GM will adjust the HP of the squad accordingly, and combat happens as normal. Play out up to 10 turns on a local map, and we go back out to the war map. We

have two maps going at once. The birds-eye view, and the normal combat map where the avatar party is standing.

## Headquarters:

## “Bob’s Core” (ACC)

### Prop List:

**Weapons** - Baseball Bat, Bashlight, Battleaxe, Bo-Staff, Buckler, Butcher’s Knife, Chainsaw, Cutlass, Estoc, Gladius, Handgun, Hook-Sword, Kusarigama, Logging Chain, Mace, Machete, Nunchaku, Plasma Rifle, Revolver, Rifle, Sabre, Sledgehammer, Short Bow, Shotgun, Spear, Wrench.

**Armor** - Championship Belt, Covert Communicator, Combat Boots, Cowboy Hat, Fedora, Fingerless Gloves, Flak Jacket, Hand Wraps, Heads-Up display, Helmet, Jet-Boots, Knee Pads, Leather Jacket, Mech-Armor, Oni Mask, Pack Organizer, Ring of the Bear, Ring of the Lion, Ring of the Hare, Ring of Babylon, Space Suit, Suit of Armor, Tri-corn Hat, Thick Glasses, Utility Belt, Wizardly Robes, Warding Amulet.

**Companions** - Horse, Dog, Wolf, Falcon, Crow, Gremlin, Giant Spider, Owl, Monkey, Cat, Tiger, footman, squire, Drone, Dragon.

**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, Smoke Bomb, Bola.

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

**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.

## Party Card List:

**Bases** – Appartment, Abandoned Subway, Underground Lab, Tower, Castle, Floating Fortress, Spaceship, Battle-Bus, Gallion, Tank, Giant Meka, Yacht..

**Staff** – Spy team, Commander, Coven of Witches, Oracle, Accountant, Butler, Maid, Chef, Armorer, Secratary, PR team, Hacker Squad, Driver, Doctor, Advisor, Security Guard, Ship Crew, Diplomat

**Army** – Soldier Squad, Ninja Squad, Wizard Squad, Goon Squad, Swordsman Squad, Ogre Squad.

### **Vehicles** –

**Settlement** – Apothicary, Smithy, Theatre, Hospitol, Armory, Appartments, Grocery, Farm, Barracks, Guard Tower, Bazzar,

**Bashlight (10 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 is facing.

++ Character Skill: Spot +1

*[Melee, 1-Hand, Bashing]***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]***Slugger (8 UP):**

requires: Baseball Bat

**(Technique, TL:3, FL:0)**

Cost: 4 AP & 2 EP  
Range: 5ft.

A : +4 / 1d10 !Stun60%! / bashing

++ Character Trait: Tough +1

*[Technique]***Battleaxe (16 UP):****(Weapon, TL:1, FL:0)**

Hands: 2

Melee Attack:

3AP / +1 / 5ft.

2d12 / 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 & 3 EP  
Range: 5ft.

A : +4 / 2d12+strong / slashing

B : +3 / 2d8+strong / slashing

++ Character Trait: Strong +1

*[Technique]*

B A B



### Butcher's Knife (12 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]*

### Mace (18 UP):

(Weapon, TL:4, FL:0)

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 (17 UP):

(Weapon, TL:4, FL:0)

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

A big hammer. Used for breaking things, and hammering large nails.

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

*[Melee, 1-Hand, Bashing]*

### Dagger (12 UP):

(Weapon, TL:4, FL:0)

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

A small, well-balanced knife. A good choice if stealth is required.

++ Character Skill: Sneak +2

*[Melee, Concealable, 1-Hand, Slashing]*

### 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]*

### Sabre (14 UP):

(Weapon, TL:4, FL:0)

Hands: 1  
Melee Attack:  
2AP / (Swordplay) / 5ft.  
1d8 / single target / slashing

A light versitile sword used for fencing.

++ Character Skill: Swordplay +3

*[Melee, 1-Hand, Slashing]*

### Spear(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1  
Melee Attack:  
2AP / +3 / 10ft.  
1D8 / single target / piercing  
Ranged Attack:  
2AP / +(Throw) / 30ft.  
2d12 / single target / piercing

A long stick with a knife at the end. Used to stab people from a distance.

*[Melee, 1-Hand, Slashing]*

### Wrench(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1  
Melee Attack:  
2AP / +3 / 5ft.  
1D8 / single target / slashing

This item doubles as a tool. A large crescent wrench used to do maintenance and repairs on heavy machinery.

++ Character Skill: Knowledge: Mechanics +5  
++ Character Skill: Repair +3

*[Melee, 1-Hand, Bashing]*

### Whip(14 UP):

(Weapon, TL:4, FL:0)

Hands: 1  
Melee Attack:  
2AP / +(Whipsmanship) / 10ft.  
1D4 / single target / slashing

A long tube made of braided leather that allows you to attack people from a few feet away. Moves so fast it breaks the sound barrier.

++ Character Skill: Whipsmanship +3

*[Melee, 1-Hand, Slashing]*

### Bow and Arrow(14 UP):

(Weapon, TL:3, FL:0)

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

++ Character Skill: Aim +2

*[Ranged, 2-Hand, Piercing]*

### Handgun (14 UP):

(Weapon, TL:3, FL:0)

Hands: 1  
Melee Attack:  
2AP / +3 / 5ft.  
2 / single target / bashing  
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 / bashing  
Ranged Attack:  
2AP / +(aim) / 30ft.  
2d12 / 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 / bashing  
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
<i>[Ranged, Firearm, 2-Hand, Ballistic]</i>

#### 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]*

*[Armor, Head]*

#### Flak Jacket(14 UP):

(Armor, TL:4, FL:0)

Location: Torso

Bullets bounce right off you like superman.

++ Character Defense: +3 ( 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 athletics.

++ 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]*

#### 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 when you punch things.

++ Character Trait: Tough +1

*[Attire, Hands]*

#### Kneepads(14 UP):

(Armor, TL:3, FL:0)

Location: Legs

For people with sensitive knees.

++ Character Defense: +1

*[Armor, Legs]*

#### Combat Helmet(14 UP):

(Armor, TL:4, FL:0)

Location: Head

A hard shell to protect your head.

++ Character Defense: +2 ( 5 DR vs ballistic )

#### Covert Communicator(4 UP):

(Tool, TL:4, FL:0)

Sends and recieves RF signals from up to a mile away for communication. Comms are always assumed to be stuck in your ear instead of your pack. Requires a free hand to send a message, but not to receive one. Comms are encrypted ( DC 25 ).

*[Tool, Electronic]*



dagger can fly up to  $(10+(5*\text{Throw}))$  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.

## **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  $(10+(5*\text{throw}))$ ft.

Add tag "Thrown"

The dagger can now be thrown using the throw skill as an attack bonus. A thrown

*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

**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.]*