Etinia

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ii

Contents

Chapter 1

The Basics

1.1   WHAT IS ETINIA?

Etinia is a game engine. It is designed to be a tool set to facilitate a large variety of different kinds of games including Role Playing Games and Tactical Combat Games. This book contains the core rules for using this system,some character samples,and the details of a world system designed to work with the Etinia engine.

1.2   A NOTE ON ROLEPLAYING

The objective of a role playing game is to collaboratively tell a story between the players. For some players, this is best accomplished with heavy rule sets that clearly delineate skills so that each player is strictly balanced with every other player. For others, this is best accomplished with light rule sets that allow players to do wild and crazy things that are not at all balanced. This rule set attempts to strike the best of both worlds by creating a modular rule set. This means the tactical players have their strict rules set, but role playing players may simply play without them. Unfortunately, one of these styles requires much more precise language in order to achieve clarity. Therefore, these rules will be written primarily to the audience of tactical players. For those of you who prefer a lighter game, simply take the rules and focus on what kind of abilities each level provides. For example, a Life mage who can make a fireball could also light a candle with magic.

The rules may not clearly delineate this ability but it is obvious from the spirit of the rules. This ambiguity then requires some sort of authority. Any ambiguity is to be determined solely by the game master. Furthermore, these rules make several clear references to distances, for a lighter game consider anything with in 1 space to be close, 2 spaces to be mid ranged, and 3+ spaces to long ranged. Therefore these distance rings could be used instead of a battle map. Furthermore,for references to width assume that each weapon can hit the number of enemies equal to the area in spaces of that it could hit on a battle map. One final recommendation for role playing heavy groups would be for the game master to assign a number of rp points to each player. These points could be used to overrule a judgment call on a rule or to "re-roll" a failed attack or test.

1.3   HOW TO GET STARTED

1.3.1   HERO

The basis of Etinia is the Hero. To begin the game,one should create a Hero. To create a Hero,one receives 11 skill points and 6 equipment points. The skill points are used to purchase skills. The equipment points are used to purchase equipment. Heroes have Attributes, Skills, Abilities, Equipment, and an Elemental Affiliation. Attributes are basic statistics that determine how the character functions at a very basic level. There are 4 basic attributes: Will,Strength,Defense,and Speed. Will is the ability of the character to remain conscious after taking damage. It determines how many hits a player may take before falling unconscious. Will starts at 6 and may be as high as 11. Strength is the ability of the Hero to perform actions. It is a factor in every action. Defense is the ability of a Hero to avoid being hit and taking damage. It is a factor used in stopping actions done against the player. Speed is the ability of the Hero to move quickly. It determines when and how often Heroes move. Strength,Defense,and Speed start at 0 and may become as high as 5. Skills are the ways heroes use their attributes perform actions in the game,and how heroes can improve their attributes. Heroes can have up to 5 skills. Skills come in 5 skill levels. Each level is more powerful than the last and includes the abilities of every previous level. Level 1 skills are the weak-

est,and level 5 skills are the most powerful. Over the course of the game,heroes will level up. When Heroes level up,they may acquire new skills and improve their current ones. However,Heroes cannot have two skills with the same name. For example,a hero cannot have Close Combat 2 and Close Combat 3. All skills have a price in skill points based on their level.

Skill Level	Cost in Skill Points
1	1
2	3
3	6
4	10
5	15

For example,if a player wanted Battle Knowledge 3 and Cast 2 (two different skills); the player would need 8 skill points. Skills are organized into Skill Trees based on function. There are seven different skill trees: Attack,Defense,Knowledge,Magic,Mechanics,Ancients and Racial. Skills in the Attack Tree allow characters to deal damage to opponents. These skills are handy for any damage dealing character or weapons master character. Improving the skills allows you to increase the range,deal more hits,and unlock more options. The Defense Tree allows player to reduce both directly and indirectly the damage that they receive. These skills are useful for any wall or tank character. As characters level up these skills,they will be able to greater reduce the damage they take. The Knowledge Tree is the house of all knowledge in the game. The uses of the skills in the knowledge tree are as diverse as the knowledge itself. Each skill contains a variety of different abilities that become more and more potent as the character advances them. The Magic Tree is home to all things dealing with magic. Characters based off mages,sages,and other magic casters will benefit greatly from the skills in this tree. However with great power comes great cost. Many skills in this tree require energy to be expended to be used. As the skills in this tree are advanced,the abilities become more and more powerful. The Mechanics Tree is where robots programs and machines take their power. However,with great power comes great cost. Many skills in this tree can be prevented when damage is taken. As the skills in this tree are advanced,the abilities become more and more powerful. The Ancients Tree is home to old power. Heroes based off colossal warriors can find their skills here. These

skills give extreme power for a limited time. As the skills in this tree are advanced,the abilities become more and more powerful. The Racial Tree contains skills that change the attributes of the heroes who have them. Skills such as Strength,Defense,Speed,and Will are located here as well as special racial abilities. As these skills are advanced,the attributes that they represent are improved. The skills that a Hero has determine which Abilities they may use. Abilities are specific actions that a player may perform. For example a character with Close Combat 1 gains the ability long cut which when equipped with a short range weapon may target any hero in within two panels in front of him. In addition having the necessary skill,Heroes must also choose to ready a skill. Readying a skill is simply including the ability in a list of skills that the hero will use. Abilities may be readied at any time outside of combat. Each hero may have up to 20 abilities readied.

1.3.2   EQUIPMENT

Making Equipment

Heroes also get 5 Equipment Points to use to purchase equipment. There are several different types of equipment.

Equipment Type	Function
Armor	Protects Hero; Sets affinity
Helm	Protects Hero
Footwear	Protects Hero
Short Range	Use Close Combat attacks
Long Range	Use Long Range attacks
Staff	Improves Magic Tree attacks
Shield	Use Shield abilities
Gloves	Improves Melee attacks

All equipment is made using the following materials which determine its statistics

Cost	Material	Attack/Defense	Engineer
1	Organic	1/1	0
3	Stone	2/2	0
6	Ore	3/3	1
10	Metal	4/4	2
15	Processenium	5/5	3
N/A	Refined Alloy	6/6	3
N/A	Legendary Alloy	7/7	4

IMPORVING EQUIPMENT

ENGINEERING Engineering is preformed by the Technical skill. Each material has different properties that affect the extent to which it can be modified by engineered. There is no cost to engineering an item during character creation. The effects of the modifications are permanent. Equipment may only be engineered at creation.

ENGINEERING LEVEL	EFFECT
0	No effect
1	+1 attack −1 defense or +1 defense −1 speed or +1 speed −1 attack
2	2 Rank 1 or +1 MP
3	2 Rank 2 or Gain Ability from a Skill Level 1
4	2 Rank 3 or Gain Level 1 Skill

ALCHEMY Alchemy is preformed by the alchemy skill. All materials may use all levels of alchemy. The effects of alchemy are permanent. Characters with the alchemy skill do not have to pay the cost to use alchemy on their weapons

Cost in equipment points	Effect
1	Add element
3	Add Ability from a Skill
6	Add a level 1 skill

ADVANCED WEAPONS Advancements may be purchased for any weapon. There are 6 types of advancements. Advance-

ments costs 15 points. Each weapon may have 3 advancements. The advancements may be of the same type,different types,or any combination thereof. The advancements do not affect the elemental affinity of a weapon.

Advancement	Effect
Earth	+5 to the attack stat
Sky	+3 to all initiative draws
Justice	+1 lv to all skills equipped to this weapon
Sea	Weapon gains and additional type attribute (short/long/melee/defense) or a second elemental affinity
Life	Gives the user +1 Will
Abandon	+1 to the card bonus ($card \geq$ 15 then the card is treated as a joker)

HERO DEFINITION

All Player Characters and most computer controlled characters are Heroes. Heroes have the following characteristics: Attributes: There are 4 attributes: Strength,Speed,Defense,and Will.Strength,Speed,and Defense have a maximum value of 5,and Will has a maximum value of 11.Strength,Speed,and Defense start at 0 and Will starts at 6. Skills: a list of 5 skills that determine what abilities may be placed in the abilities list. Abilities: a list of all possible actions that may be chosen from in a given battle. Equipment: there are 5 equipment slots: Helm,Chest,Foot,and 2 hands. See the section on equipment for more detail. Elemental Affiliation: the element affiliated with a character. Element is determined by the element of the hero s armor. Info: non-essential information such as name,description,etc.

EQUIPMENT Definition

Weapons have the following characteristics: Attack: how much damage a weapon can do Defense: how much damage a weapon can stop Location: where the weapon is equipped: helm,foot,chest,hand,dual hand Elemental Affiliation: what elemental type of damage a weapon does Abilities: a specific ability that may be used. Skills: Two

slots for skills. One slot may be accessed by engineering (Knowledge Tree: Technical Skill) the other by enchanting (Magic Tree: Alchemy Skill). Weapons may also be purchased / acquired with skills in these slots. Treat Skills equipped in this way a +1 level for the specific skill.

1.3.3 STATUS SYSTEM

Status effects modify the attributes of a character. There are seven types of status effects.

- Buffs and Debuffs increase or decrease a statistic for a given duration.

- Recurring Buffs and Debuff do the same except the increase/ decrease is applied each round.

- Add ability grants the use of a specific ability.

- Remove ability prevents a specific ability or class of abilities.

- Remove Equipment - prevents the use of a piece of equipment until the duration has expired.

- Prevent Status - prevents the assignment of certain types of status effects

- If Then Status- When an allowed if then occurs then a status is imparted

1.3.4   Archetype System

The Archetype system allows both the game master and the players to easily scale between small and large unit sizes as well as vehicles and monsters using the same rules framework. It allows this through the use of 3 properties: body, mind, and DNA. Each property is described by an integer values on the closed interval from 0 to 4. The sum of these integers is referred to as the power level. These properties provided basic features of the characters.

Body

Body affects how and what kinds of equipment may be used by the character. There are 3 sub types of equipment: Hand, Armor, and Gear. By default a character may use 1 hand item and 1 Armor item; they cannot use a gear by default. For each level that the character gains in body, they may increase the carry limit of hand, armor, or gear by one level.

Mind

Mind affects the number of skills that the character may have and the initial number of skill points that the player may have. By default, a character has a limit of 2 skills and a starting skill points of 1 point. For each level that the player gains in mind, the character gains 1 to the skill limit and +3 initial skill points.

DNA

DNA affects the fundamental attributes of the character. By default, the player has a cap of 10 attribute points and 2 attribute points. For each level that player gains in mind, the player gains +10 to the cap of attribute points and +2 initial attribute points.

Squads

Any group of 3 units can form a squad. Forming the squad makes the 3 distinct units into a single unit with a power level of +1 from the highest power level of the units in the squad. This is capped at no more than 3 more that the power level of the lowest power level in the squad. Squads can form squads with other squads and units can form squads with squads. The +1 power level can be added

to Body, Mind, or DNA provided the property does not exceed 4. A solo unit may not exceed a power level of 9.

Some suggestions

The power level that the GM chooses should be based off the kind of game that the players desire. For RPG's choose a power level of 9 with a 3/3/3 split between body, mind, and DNA. Tactical combat should use players with power levels of 0 or 1.

Chapter 2

SKILLS

2.1 BASIC ABILITIES

Defaulting: Use an basic action with -5 modifier
Basic Attack : range 1
Basic Long Range Attack : range 2 not 1; additional -3 modifier
Move: move 1 space; failless

2.2 Attack Tree

2.2.1 Close Combat

Level 1:	Long Cut and Wide Cut
Level 2:	Spin Cut
Level 3:	Stab (sword inflict bleeding) and Life cut
Level 4:	Shock Wave
Level 5:	Wide Wave and Great Spin
Level Ω:	Storm of Blades (Spin Cut inflict bleeding)

2.2.2   Long Range

Level 1: Bow shot (target a line; hit nearest object; range 5
squares orthogonal) and Arc Shot (target one tile
up to 3 spaces away from user)

Level 2: Modify hitbox on bow shot V shot and wide shot
and Shotgun Spread (triangle of height 2)

Level 3: Focus (Status; Duration 2; increase range of long
range by 2)

Level 4: Spreader Shot

Level 5: Barrage 2 (fire two shots; -5 modifier to both shots)

Level Ω: Use two abilities from this tree in one move at -8
modifier each

Long Range cannot target adjacent objects

2.2.3   Melee

Level 1: Punch (short sword + knockback) and Kick (wide)

Level 2: Grab - pulls a player from unto 2 panels away to
player

Level 3: (Throws may be used in the same action as grab)
Far throw (knockback 2) and High Throw (para-
lyze)Down Throw(damage)

Level 4: Combo Strike(2 abilities from melee)+3 knock back
for far throw

Level 5: Combo Strike (3 abilities from melee,-5 to hit for
each attack in chain)

Level Ω: passive ends the turn immediately when this player
is attacked even if during a chain attack

2.2.4   Light Combat

Level 1: "Quick Attack" +1 initiative next turn

Level 2: move and attack

Level 3: "Stab" inflict bleeding

Level 4: "Throw Knife" allows long range attack

Level 5: ignore abilities of targets allies during this attack

Level Ω: Unit may attack an adjacent foe once per round as
a free action

2.2.5 Overdrive

Level 1: Berserk Mode +5 modifiers for 3 turns; then,take 1 damage

Level 2: passive deal a Critical Hit for Two J+ in addition to a joker

Level 3: Super Mode- charge for 1 turn then +5 modifier for 3 turns

Level 4: Finisher (do 2 damage to foes with Debuffs)

Level 5: Charge for 5 turns; Activate Final Form (Max Attributes; if damage > 1,damage −1)

Level Ω: All attacks are Critical Hits when the hero is at 1hp

2.2.6 Dexterity

Level 1: Aim- draw an extra card and choose highest

Level 2: Aim to Status Shot (3 turns buff/ Debuff)

Level 3: +1 hand (passive)

Level 4: Aim to Power Shot (2 damage)

Level 5: Aim to Trick Shot - do a close combat attack after arc shot

Level Ω: On Joker ignore armor

2.2.7 Precision

Level 1: Pick Locks

Level 2: Steal equipped items

Level 3: create decoy [follow pacifist AI]

Level 4: +5 to all flanking bonuses

Level 5: Create Shadow Clone [duplicates actions of main]

Level Ω: create 2 shadow clone

2.2.8 Attack Improvisation

Level 1: Short Range to Long Range and Long Range to Short Range

Level 2: Defense to Short Range and Defense to Long Range

Level 3: Short Range to Defense Long Range to Defense

Level 4: Weapon to Special and Special to Weapon

Level 5: Dual Handed - use two weapons while attacking

Level Ω: Melee to Long Range, Melee to Short Range,Melee to Defense

2.3 DEFENSE TREE

2.3.1 Shield

Level 1: Block - protects user

Level 2: Block: protects user (passive)

Level 3: Cover Ally - protects targeted adjacent ally with shield

Level 4: Cover Allies - Protects all adjacent allies

Level 5: Cover all - Protects all adjacent allies (passive; optional; pre-flex)

Level Ω: Replace all references in shield to "adjacent" with up to 2 spaces away

2.3.2 Stealth

Level 1: Avoid Sight: can be seen only when adjacent until action (Status duration 3)

Level 2: Surprise - Do max flank when coming out of stealth

Level 3: Avoid Sight 2 - cannot be seen until action taken (Status duration 3)

Level 4: Steal: Take a non-equipped item from target when coming out of stealth

Level 5: passive When hidden,Inflict bleeding on attack

Level Ω: Reflex - when hidden,draw to avoid hit on K+

2.3.3 Perception

Level 1: Passive: See Traps
Level 2: Passive: See +2 fog of war sight
Level 3: See Skills and Abilities
Level 4: Alertness - Status(5) See Stealth (stealth status -1)
Level 5: Alertness gains Intent (pre-flex once per battle)
Level Ω: Alertness gains - Stealth -2,Pre-flex twice

2.3.4 Immunity

Level 1: avoid terrain effect
Level 2: status that causes debuffs to click down 2x fast
Level 3: status that causes +1 to the duration of a different status
Level 4: clear a status with 1 duration to inflict status prevent identical status for 3 turns
Level 5: Purge - clear all statuses from user
Level Ω: Statuses that target adjacent foes and allies now target user instead

2.3.5 Aura

Level 1: Create a single use defensive Aura of 2lv/2lv
Level 2: Create a single use short weapon Aura of 2lv/2lv
Level 3: Create a single use long weapon Aura of 2lv/2lv
Level 4: Change aura elemental affinity (effects items made of aura)
Level 5: Charge Aura - durability of aura weapons +1 use per charge
Level Ω: Charging aura also gains $+1/+1$ to aura strengths (cap 5)

2.3.6 Counter

Level 1: Status Counter if less for close combat
Level 2: Status Counter if less for long range
Level 3: Status Counter if less for Special or Defense
Level 4: Status Counter with "if then" instead of less
Level 5: Status Counter with if more instead of less
Level Ω: Counters 2 actions instead of 1

2.3.7   Trap

Level 1:	Lay Trap that inflicts status
Level 2:	Lay Trap that does damage to target
Level 3:	Lay trap that hits target and adjacent for status
Level 4:	Lay trap that hits target and adjacent for damage
Level 5:	Lay trap to convert neutral unit
Level Ω:	Throw trap up to 3 panels away

Traps activate during the status phase of the turn

2.3.8   Disarm

Level 1:	Remove Traps
Level 2:	Remove Equipment
Level 3:	prevent all target hero's actions for 1 round
Level 4:	Remove Weapons
Level 5:	prevent all target hero's actions for 3 rounds
Level Ω:	Remove all equipment except weapons

2.4   KNOWLEDGE

2.4.1   General Knowledge

For each knowledge skill that a character has, they gain the following abilities

2 Skills:	+ 1 lv to any knowledge skill (only one skill may be boosted at a time)
3 Skills:	Unlock Further Knowledge
4 Skills:	Unlock Greater Knowledge
5 Skills:	Insight : target a foe at beginning of battle; all attacks by this hero deal +1 damage to that foe

2.4.2 BATTLE

Level 1:	Take Command - +1 power level for squad limit 1 per squad
Level 2:	Passive Take Command
Level 3:	If the hero is in command of a squad, the hero may take an additional action apart from the squad
Level 4:	Supply Drop
Level 5:	Forces Drop
Level Further:	Formation Moves
Level Greater:	+3 Forces Cap (Limit 2 units may use this per side)
Level Ω:	None

2.4.3 MAGIC

Level 1:	"Throw" Verb; "Bolt" noun
Level 2:	"Block" noun; "Place" Verb
Level 3:	All Verbs
Level 4:	All Nouns - First level magics
Level 5:	reflex : Stop Any Magic
Level Further:	All Adverbs
Level Greater:	Stop Magic and counter with same spell without cost
Level Ω:	None

2.4.4 HISTORIC

Level 1:	Decrease the duration of an ancient status by 1
Level 2:	Multilingual,Basic Map w/o fog of war
Level 3:	Map with Positions of all characters
Level 4:	Change into an ancients status for 1 turn; cool down 1 turn
Level 5:	Ancient Languages,Path finding: add 1 feature to map before battle
Level Further:	Map updates
Level Greater:	terraforming: add 2 features to map before battle
Level Ω:	None

2.4.5   Piloting

Level 1:	Pilot - Squads containing this unit may move before or after a normal action
Level 2:	Passive Pilot
Level 3:	
Level 4:	
Level 5:	
Level Further:	Preform level one portal actions on a portal
Level Greater:	
Level Ω:	None

2.4.6   TECHNICAL

Level 1:	Craft with material levels 1 and 2
Level 2:	Technical Abilities lv1
Level 3:	Craft with material levels 3 and 4
Level 4:	Technical Abilities lv2,Research
Level 5:	Craft with materials level 5+
Level Further:	Level Further: Engineering lv1 and lv2
Level Greater:	Engineering lv3 and lv 4
Level Ω:	None

2.4.7   NATURALISTIC

Level 1:	Acquire item on KO 10%,Farm Plants
Level 2:	Convert Neutral Creatures
Level 3:	Acquire item on KO 20%,Farm Animals for food
Level 4:	Order One Creature
Level 5:	Acquire item on KO 30%,Farm Animals for Allies
Level Further:	Order Three Creatures
Level Greater:	Acquire item on KO 50%
Level Ω:	None

2.4.8 MEDICAL

Level 1:	First Aid: heal 1 hp
Level 2:	Clear One Status
Level 3:	Surgery (Heal 3hp or Clear All status with 2 turn recharge)
Level 4:	Pharmacology (2 turn buff/debuff including HP)
Level 5:	Improved Pharmacology (4 turn buff/debuff including HP)
Level Further:	Immunizations (prevent Debuff of a given type)
Level Greater:	Wonder Cure - inflict status that once per battle revive to full from KO
Level Ω:	None

2.4.9 CHARISMA

Level 1:	Call Ally lv 1(quicken an ally to move next); Discount Lv1
Level 2:	Convert Neutral Character (Requires 3 successful attempts w/o interference)
Level 3:	Tag Ally (Switch places with out of battle ally for 3 turns,All effects and damage done to this ally transfer to Hero after 3 turns); Discount Lv2
Level 4:	Call Ally lv2 (Preform a single action of an out of battle character)
Level 5:	Convert Foe (Requires 3 successful attempts w/o interference); Discount Lv3
Level Further:	Reinforce Ally (All allies get +2 modifier); Order Ally (Creates an ally that acts under AI for 3 turns)
Level Greater:	Double Soul (Combine with an adjacent ally into a single unit with total skill +1; if skill lv¿5 then grant Ω skill)
Level Ω:	None

2.5 MAGIC

Magic works using the difficulty system. When a character uses a
magic ability, they draw 2 cards. The first card is the card bonus
for the action. The second card determines whether or not the
caster will suffer manna burn. This is determined by using the
difficulty of the action. If the rank of the second card is greater
than or equal to the difficulty of the action, then the user suffers
no manna burn; else, the user will suffer 1 damage as manna burn.
Each level that a character has in a given skill reduces the difficulty
of using abilities in that skill by their skill level. For example, a
character with Cast 4 who is using an ability with a difficulty
of 12 from the Cast skill would need a 8 or better to succeed.
However if the same character attempted to use a Heal ability,
He would have to get a Queen or better to succeed. Abilities that
have enhanced manna burn will suffer the ceiling of ceiling (cost/5)
damage. For example the same mage casting the 12-difficulty spell
except it dealt enhanced manna damage,the manna burn would be
3 damage.

2.5.1 CAST

Level 1: Bolt (9 difficulty),Block (9 difficulty)
Level 2: Sky Bolts (10 difficulty),Elemental Specialty [grants
special cast and -1 difficulty for the element; only
one element may be specialized at a time]
Level 3: Blast (11 difficulty) Empower magic [-1 difficulty
for next cast; deductions stack i.e.3 uses yields a -3
difficulty for next cast]
Level 4: Wave (12 difficulty),Storm (12 difficulty)
Level 5: Gain Second Special Elemental Specaility
Level Ω: Difficulty -2 for Cast abilities

2.5.2 HEAL

Level 1: Heal 1 (difficulty 8)
Level 2: Take Energy from magic from environment,Status heal (difficulty 9)
Level 3: Take Energy from ally or neutral unit
Level 4: Take Energy from foe,Cast 2 heal actions in one turn (+2 difficulty)
Level 5: Revive from KO (difficulty 14),Cast 3 heal actions in one turn (+3 difficulty)
Level Ω: Difficulty -2 for Heal

2.5.3 ALCHEMY

Level 1: Enchant Element (9 Difficulty)
Level 2: Transmute item at 3:1 cost (10 difficulty)
Level 3: Transmute item at 2:1 cost (11 difficulty),Enchant Ability from Skill lv1 (10 Difficulty),Increase Skill level of enchanted ability by 1 level (+1 difficulty each level)
Level 4: Transmute item at 1:1 cost (12 difficulty),Enchant Ability Skill lv 1 (15 difficulty)
Level 5: Create Great Alchemy (Difficulty 19)
Level Ω: Difficulty -2 for Alchemy

2.5.4 SUMMON

Level 1: summon creature worth 3 points (10 difficulty),order creature
Level 2: Summon creature worth 5 points (11 difficulty)
Level 3: Summon creature worth 10 points (12 difficulty),sustain creature (+1 each turn sustained past 2)
Level 4: Summon creature worth 15 points (13 difficulty)
Level 5: Summon creature worth 20 points (14 difficulty),move while summoning
Level Ω: Difficulty -2 for Summon

2.5.5   STATUS

Level 1:   Buff/Debuff 1 point any stat except will duration 3 (Difficulty 10)

Level 2:   Remove Status (11 Difficulty)

Level 3:   Recurring Buff /Debuff 1 point duration 3 (Difficulty 12)

Level 4:   Increase Duration by 1 (+3 each)

Level 5:   Increase Intensity by 1 (+4 each)

Level Ω: Difficulty -2 for Status

2.5.6   MIND

Level 1:   Passive share fog of war sight,communicate w/o line of sight

Level 2:   Inflict Knock back (11 Difficulty each)

Level 3:   Preflex (Difficulty 15)

Level 4:   Mind Wipe (ban use of all abilities from a skill for 3 duration; difficulty 13)

Level 5:   Mind Control (chose one of next 5 actions,difficulty 14)

Level Ω: Difficulty -2 for Mind

2.5.7   GEOMANCY

Level 1:   Move Panel new location (10 difficulty)

Level 2:   Change panel type (11 difficulty)

Level 3:   Change 3x3 area to panel type (12 difficulty)

Level 4:   Change Conditions (13 difficulty)

Level 5:   Release Panel Effect (14 difficulty)

Level Ω: Difficulty -2 for Geomancy]

2.5.8   SHAPE-SHIFTING

Level 1:   Change elemental affiliation (difficulty 10)

Level 2:   Change race (11 difficulty)

Level 3:   Acquire additional racial area (Difficulty 12)

Level 4:   Acquire additional Racial Skill (Difficulty 13)

Level 5:   Acquire 3rd Racial Skill (Difficulty 14)

Level Ω: Difficulty -2 for Shape-Shifting

2.6 MECHANICS

Abilities in this tree may not be used if the user is below 1/3 full will.

2.6.1 AI

Level 1: Memory 2; Learn Ability (2 Memory)
Level 2: Memory 4; Learn Skill (4 Memory)
Level 3: Memory 6; Learn Weapon (6 Memory)
Level 4: Memory 8; Improve Skill 1 level (3 Memory each)
Level 5: Memory 10
Level Ω: Memory 16

2.6.2 ENGINE

Level 1: Shift 1(move one attribute point from attack,defense,or speed to attack,defense,or speed);
Level 2: Shift 2
Level 3: Shift 3; shift movement type
Level 4: Shift 4
Level 5: Shift 5
Level Ω: Teleport (uses 3 shifts to move in all remaining actions to a specific part of a round)

2.6.3 INFECTION

Level 1: Deal 1 damage and heal 1 hp
Level 2: Deal 1 damage and inflict recurring debuff (3,1,HP)
Level 3: Deal 1 damage and control foe's next action
Level 4: Deal 1 damage and control foe until he or she is attacked
Level 5: Deal 1 damage and exchange a skill with foe.
Level Ω: KO target after next round if user and target are adjacent

2.6.4   EXTENSION

Level 1:   +1 extensions; use one extension to increase At-
tack,Defense,or Speed; buff removed when user can-
not use Extension

Level 2:   +1 extensions

Level 3:   +1 extensions; +1 hand for 3 extensions

Level 4:   +1 extensions

Level 5:   +1 extensions; +1 durability for all extensions for
2 parts

Level Ω: for 2 extensions,+1 attack,defense,and speed

2.6.5   DRONES

Level 1:   Create Attack Drone (create 1 unit that attacks at
will with a short range weapon); Create Defense
Drone (create one unit that defends me); the drone
units are destroyed if the drone s controller unit is
hit.

Level 2:   Create Heal Drone (create 1 unit that Defends Team
that can heal other units); Create Long Range
Drone (Create 1 unit that attacks at will with a
long range weapon)

Level 3:   Create Movement Support Drone (create a unit that
modifies another drone to have "flight" movement
instead of land movement)

Level 4:   Create Terraform Drone (Creates a unit that follows
controller and changes tiles to a specific preset type)

Level 5:   Create Command Drone (Creates a unit that allows
the control of another drone as if it is an additional
player character)

Level Ω: Advanced Drone (Creates a unit that allows a drone
take an additional action each turn)

2.6.6 TRANSFORM

Level 1: Change element (takes 1 turn)
Level 2: Change Weapon (takes 2 turns)
Level 3: Change Armor/Foot/Helm (takes 2 turns)
Level 4: Speed up changes (-1 turns)
Level 5: Change skills (takes 4 turns; cannot be used to replace Transform)
Level Ω: Speed up changes (-1 turns)

2.6.7 FIELDS

Level 1: field radius 1; buff 1 attack,defense,or speed.
Level 2: debuff 1 foe's attack,defense,or speed
Level 3: recurring buff (3,1,HP); negate conditions
Level 4: debuffs recurring foe's HP
Level 5: field radius 2
Level Ω: increase magnitude of effect by 1 unit

2.7 ANCIENTS

Cool: a status that lasts a given duration that during which no Ancients skills may be used Status: Ancient statuses for each skill are required to use all abilities in a skill

2.7.1 Dragon

Level 1: Enable DragonRage (Duration lv +2/ Cool 5) Attack (+lv)
Level 2: Claws (Wide cut + bleeding; +lv as bonus; -1 duration)
Level 3: Flight (status; cannot be targeted by short range weapons; duration -1)
Level 4: Dive ([lv-2] x short range attacks; duration -1; must be in flight)
Level 5: Breath (hits a triangle 3 deep; drains duration to 0; cool is +5 duration for next cool)
Level Ω: Mega Breath (hits a triangle 5 deep with two Special Attacks; drains duration to 0; cool is +10 duration for next cool)

2.7.2 Hydra

Level 1: Enable SeaStorm (Duration lv+2/ Cool 5) Will cap (+lv)

Level 2: Venom (Long Range; inflict recurring debuff (-1,3,HP); +lv as bonus to hit; -1 duration)

Level 3: Regent (status; Heal 1 HP; duration -1)

Level 4: Frenzy (On hit,counter with [lv-1] x short range attacks; duration -1)

Level 5: Muramasa (Deals [Will cap-will] short range attacks; drains duration to 0; cool is +5 duration for next cool)

Level Ω: Dark Counter (On hit,counters with Muramassa twice; drains duration to 0; cool is +10 duration for next cool)

2.7.3 Ares

Level 1: Enable LastStand (Duration lv+2/ Cool 5) Wield (Unlocks legendary powers on Ancient Weapons)

Level 2: Route (prevents targets next turn; +lv as bonus to hit; -1 duration)

Level 3: Level 3: Rally (Status; all allies with 1 hp move again; duration -1)

Level 4: Charge (Exchange actions with a teammate; -1 duration)

Level 5: Muster (Interrupt initiative and take moves rounded down before all others; drains duration to 0; cool is +5 duration for next cool)

Level Ω: Artillery (take 1 long range attack on all foes; drains duration to 0; cool is +10 duration for next cool)

2.7.4 Dimension

Level 1: Enable VoidCast (Duration lv+2/ Cool 5) Negate Conditions

Level 2: Change all adjacent tiles to a specific tile set (-1 duration)

Level 3: Spawn Object (duration -1)

Level 4: Spawn Creature (Exchange actions with a teammate; -1 duration)

Level 5: Force of Will (Effects made during ancients mode become permanent; drains duration to 0; cool is +5 duration for next cool)

Level Ω: Black hole (do 3 hits to adjacent enemies; do 2 hits to enemies 1 panel away; do 1 hit to enemies 2 panels away; pulls targeted units towards user; drains duration to 0; cool is +10 duration for next cool)

2.7.5 CONTROLIA

Level 1: Enable LuckyStreak (Duration lv+2/ Cool 5) +lv to all actions

Level 2: +3 luck (duration -1)

Level 3: Even Luck (status; redraw lv or less; duration -1)

Level 4: Good Luck (Draw two and take average; -1 duration)

Level 5: Strong Luck (Draw 3 cards and take highest for card bonus; drains duration to 0; cool is +5 duration for next cool)

Level Ω: Miracle (Automatic Joker for next action; drains duration to 0; cool is +10 duration for next cool)

2.7.6   Hades

Level 1: Undead - Prevent KO status(Duration lv+2/Cool 5)

Level 2: Scream - paralyze adjacent foes for 1 turn(2 duration)

Level 3: Blood Call - buff +1 to strengh adjacent allies(2 duration)

Level 4: Status for every will ¡ 0; strength + 1

Level 5: Infect - On hit +4 duration to ancients or + 1 will (3 duration)

Level Ω: +1 power level when KO character; curve stomp

2.7.7   Titan

Level 1: Enable GreatDefence +lv defense (Duration lv+2/ Cool 5)

Level 2: Block - Defence Cap + lv (duration -1)

Level 3: Shrugoff - passive if damage ¿ 1 damage -1 (duration -1)

Level 4: Smash - Strength = Defense + Strength (duration -2)

Level 5: Indomitable - preflex prevent an action that targets user(duration = 0; Cool + 5)

Level Ω: Impenetrable - passive preflex prevent an action that targets user(duration = 0; Cool + 10)

2.7.8   Centaur

Level 1: +lv to speed duration = lv +2

Level 2: charge - ignore terrain and enemies and move 2; attack units that are moved through

Level 3: rescue - ignore terain and enemies and move 2; pull characters adjacent to path to adjacent to stop

Level 4: if player passed, player may reflex action

Level 5: Flank Speed - move 2 allies adjacent to path gain max flank duration 1

Level Ω: status damage = damage + panels moved

2.8 Drifting

Drifting abilities may only be used on portals.

2.8.1 Space

Level 1: portal allows transport between 2 portals
Level 2: User may exit up to lv away (1 mp)
Level 3: Open Portal at distance (1mp)
Level 4: Force enemy to enter portal(1mp)
Level 5: Transport all allied units adjacent to portal(2mp)
Level Ω: Force all enemy units to enter adjacent to portal(2mp)

2.8.2 Time

Level 1: Portal (+1 initiative)
Level 2: move target character up or down one position in initiative.
Level 3: Enlarge Portal
Level 4: Stop (Caster and target cannot act next round)
Level 5: Quicken -Target gains an additional action at the end of the turn order.
Level Ω: Quicken Party - allies gain an additional action

2.8.3 Ancient

Level 1: Portal (+1 power level but user can only use default abilities)
Level 2: Player may use skills instead of default abilities
Level 3: +2 Power Level
Level 4: Expand Portal
Level 5: Follow Portal
Level Ω: +3 Power Level

2.8.4   Dream

Level 1: Portal (Prevent 1 debuff from having affect)
Level 2: Target gains debuff on card bonus
Level 3: Prevent critical hits on target
Level 4: Expand Portal
Level 5: For target, treat 3's as a -2
Level Ω: Target suffers 2 damage/hit

2.8.5   Dark

Level 1: Portal takes will from adjacent allies for a buff of +1 to action uncapped per will taken duration 2
Level 2: Expand Portal
Level 3: Take will from allies to heal the environment
Level 4: Corrupt World - drifters without dark drifting take 1 damage while drifting
Level 5: Hits do 2 damage but deal 1 damage recoil
Level Ω: Player can continue to attack as long as they can target a new unit

2.8.6   Arcane

Level 1: Portal heal environment or self at 3:1 environment:self ratio
Level 2: can now target allies
Level 3: Expand Portal
Level 4: can now target foes
Level 5: Gaia's link: target transfers will to environment each round or visa versa
Level Ω: Abilites in this tree are now range 2

2.8.7 Cyber

Level 1:	create portal(user may place/dispel a block adjacent to portal) users with cyber drifting may attack through block
Level 2:	user may knockback a block when on a portal
Level 3:	user may create a line of blocks from the portal to a existing block
Level 4:	user may move to any space adjacent to a set of adjacent blocks to which he is adjacent
Level 5:	User transforms block to copy next attack
Level Ω:	User chain transforms blocks to copy next attack

2.8.8 Kinetic

Level 1:	Portal + lv to attack value
Level 2:	Disables (Force Repair; Force Manaburn; -3 duration ancients)
Level 3:	Beam (seeks to hit target)
Level 4:	Follow Portal
Level 5:	"jump" over foes from portals
Level Ω:	Spirit Blast - Wait n turns; deals n damage to n radius panels from user; if attacked during wait reset n to 0

2.9 RACIAL

STRENGTH The Strength level is multiplied by 2 and added to all attacks

DEFENSE The Defense level is multiplied by 2 and added to all defenses

SPEED Speed has 2 functions. First when players draw for initiative,add the speed multiplied by 2 to the card bonus. Second,if the initiative value for any hero is 15 or greater; then the Hero takes 2 actions per round.

WILL Will level is added to 6 for a characters Will Cap.

Chapter 3

World Generation

1. Before - The time before the world ended.

   (a) Empire - The glory of the people rise from the ashes
      i. Dystopia - Cities fall to our darkest hour
      ii. Crusade - War rages between corrupt leaders
      iii. Guilds - Guild halls bring our greatest skill
      iv. Expansion - Seeking a new home

   (b) Gears - Science evolves the success of the people
      i. Cyber - Evolving networks bring hope and ruin
      ii. Steam - Wild frontier of steel and steam
      iii. Arc - Ultra-Advanced technology in the blink of an eye
      iv. Space - Boldly searching for a new home amongst the stars

   (c) Magic - great houses lead the world with a new power
      i. Monsters - From monsters of the past, civilization emerges
      ii. Renaissance - Rebirth of lost skills and prosperity
      iii. Science Fantasy - Using new powers to reach to the stars
      iv. War - World wide war driven without end by Magic

   (d) Ancients - Power of a forbidden time awaken

i. Crystal - Order and Chaos separated by the light
of hope

ii. Dreams - Order destroyed in a land without physi-
cal law

iii. Horrors - When our nightmares roam the land

iv. Savage World - Everything gone; Only the strong
remain

Appendix A

THE STAR JOURNAL

A.1   WHISPS

A.1.1   BASIC INFORMATION

Elemental Alignment: Life Class: Light Race Racial Area: Magic Racial Specialty: can use all magic at -2 difficulty

A.1.2   PHYSIOLOGY

GENDER

The Whisps are androgynous. They reproduce by budding. Whisps bud every 10 a years on the summer solstice.

LIFE CYCLE

The average Whisps live for about 30 years with a standard deviation of 5 years. As the Whisps age,their body temperature grows. Whisps are considered to be young until their first budding. Growth-wise,the Whisps are fully developed after the first year of life. Development-wise,the Whisps are not fully matured until their first budding. The gap between physical and mental development causes conflict because the youth are eager to act,but often do not have the sense of mind in order to act properly. During

the middle phase (from the 1st budding to the 2nd budding),the Whisps are at their physical prime. During the last stage of life,the Whisps temperature slowly levels off. When the Whisps die,their flame slowly fades until they die.

HEIGHT AND WEIGHT

The core of the Whisps body is a sphere that is 40cm in diameter. As the Whisps age their trail ranges from 20cm to a meter in length. The Whisps weigh about 20kg.

ANATOMY

The Whisps are constructed of plasma-like substance that is constructed in two main components. The core is a sphere about 40cm in diameter. The core is where most core functions of the Whisps take place. The nervous, vascular, and digestive systems are located in the core. The nervous system of the Whisps is remarkably developed to allow seamlessly interface with the Destiny system. The Whisps use this system to as their primary means of locomotion as well as interacting with their physical environment. This highly developed nervous system is also how the Whisps sense their environment. Because the sensory system is not dependent on light, sound, or contact, the Whisps have extraordinary senses. Their vascular system is an open vascular system with convection within the core being the primary means of circulation. The digestive system produces energy by engulfing foreign objects and using chemical combustion reactions to extract the energy from the objects. The other body structure is the trail. It contains the reproductive organ where budding Whisps are developed. The trail also contains a crystal encased nerve. This nerve acts as an antenna for the central nervous system allowing the Whisps to extend their sphere of influence. Other than the nerve in the trail, the Whisps do not have any internal structure. The dermis of the Whisps is constructed of the same crystalline substance that coats the spine and is hot to the touch. However, the dermis does not provide much protection from physical damage as the in depth integration with the destiny system is the primary method of defense.

A.1.3 SOCIOLOGY

RELATIONS WITH OTHER RACES

Whisps tend to be peaceful towards other races. This is mostly because while they can defend themselves,they can become easily overwhelmed due to their lack of physical defense inhibit and their

ECONOMY

The Whisps use a market economy. They specialize in enchanting materials produced by other groups. The Whisps also use their superior intelligence to perform design and engineering work. However,the high levels of intelligence and relatively fast reproductive cycle leads to an enormous highly qualified labor force that is competing for a comparatively small number of jobs.

OCCUPATION

The Whisps fulfill mostly tertiary sector jobs. They specialize in engineering,energy,and product refinement. Their engineers are some of the best of all of the races. They focus on elegance in design. Their work is considered to be exceptionally reliable and functional but not without cost. The Whisps have a large energy sector. They work to produce energy through Magic fueled energy systems. The Whisps also work in product refinement. Whips alchemists are considered to be highly skilled in their field.

LEISURE

The Whisps have a large variety of leisure activities. Many activities involve modifying games played by other races to require the use of magic. For example,the Whisps play a ball game where the ball may only be struck with bolts of magic above a field where the players are flying around. The Whisps also enjoy crafts and art. One especially popular technique is to embed moving images into gems using magic.

EDUCATION

The Whisps educate their young by transmitting knowledge using magic through the antenna in the trail. This allows huge and effective data throughput, but is exhausting for both the teacher

and pupils. Primary and Secondary education takes place in the
first 3 years of life. The Whisps School is often scheduled only once
a month. After the first 3 years the Whisps then are apprenticed
for the next 5 years in a variety of different areas. During this
time, the Whisps will explore a variety of different career paths
until they find one that they have great skill. After a career path
is chosen, the Whisps begin a two year long application process as
they compete for positions in the best companies. Then only the
most talented are given jobs, the rest often emigrate to find work.

GOVERNANCE

The Whisps are governed by a Republic. The laws ensure equality
of opportunity for its citizens and provide a frame work to resolve
disputes. The laws are enforced by old magic powered by the life
force of all Whisps. The fact that the laws are enforced consistently
across all Whisps and mediated by an exterior force prevents tam-
pering and allows for an efficient and minimalist government.

FAMILY

The Whisps place moderate importance on the Family unit,but
greater importance on the community. This means while the Whisps
respect and appreciate their parents from which they bud,The
Whips place greater importance on the overall wellbeing of the
society in which they live.

HISTORY

No one knows when or why the Whisps were created. The old-
est records that exist do not even include the formation of the
Republic which happened in the early days of their race. The Re-
public has ruled for many generations and likely will continue to
rule. Occasionally there are young Whisps who wish to dismantle
the Republic by unraveling the wards that hold it in place; how-
ever, these efforts have been unsuccessful due to the fact the wards
are tied to the lives the Whisps. The Republic has successfully
defended itself against invasions of opposing races including the
Zar?ock and Navicos. The Navicos invasion was short lived. Some
historians have argued that the invasion was actually aggressed by
the Whisps and the Navicos were simply exploring. Whisps would

argue extensively that this is simply not true. The Zar?ock continued their efforts for several generations before being successfully driven away. These invasions left the Whisps strongly cautious of any actions by these two races.

A.1.4 PSYCHOLOGY

ALIGNMENT

Whisps generally follow a lawful alignment

GOALS

The goals of the Whisps are:

1. To continue their own existence

2. To enjoy life through self-perfection

FOES

The Whips do not actively seek out foes; however,they have and do fight to defend themselves. Their primary enemies include races that have the physical prowess to overtake them such as the Navicos and Zar ock.

TEMPERAMENT

The Whisps tend to have a short temper.

ATTITUDE ON LIFE

Whisps view life as a time to explore. There is nothing before or after.

A.2 NAVICOS

A.2.1 BASIC INFORMATION

Elemental Alignment: Sea Class: Light Race Racial Area: Magic Racial Specialty: Strength +2

A.2.2   PHYSIOLOGY

GENDER

The Navicos are Male and Female. The Males are slightly larger than the females.

LIFE CYCLE

The Navicos live on average 80 years with a standard deviation of 10 years. The Navicos are raised by their family until age 10. The Navicos are completely physically and mentally mature around age 20.

HEIGHT AND WEIGHT

The Navicos are on average 1.75 meters tall. They weigh approximately 90 kg.

ANATOMY

The Navicos have two arms and two legs. They walk primarily upon their two legs, but they can sprint using all four limbs. The Navicos are completely covered in blue fur with darker stripes. This fur aids them in camouflaging themselves in the water. Under the fur is a thick rubber-like skin that helps to seal in water. The Navicos have superior vision and hearing facilitated by their larger eyes and ears. The Navicos have claws that grow above their hands and feet. They use these claws for a variety of purposes. The toes of the Navicos are webbed to facilitate faster swimming. Compared to other races, the Navicos have considerable muscle mass. Internally, the Navicos are mostly unremarkable. Their features are similar to humans with the exception of the respiratory system. The Navicos have an additional pair of diaphragm muscles that can be used to quickly clear water from the lungs. The respiratory system is also capable of processing larger amounts of oxygen and of filtering out carbon dioxide more efficiently. This allows the Navicos to survive for extended periods of time under water.

A.2.3   SOCIOLOGY

RELATIONS WITH OTHER RACES

The Navicos are geological explorers by nature and natural drifters. This has both helped and hindered their relations with other races. One notable example occurred when a Navicos ship landed in Whips territory. Seeing the action as an act of War,the Whisps attacked. The willingness to not occupy territory has allowed the Navicos to form workable relationships with the Zar ock and Tessaran.

ECONOMY

The Navicos economy is primarily funded by trading with other races. The Navicos are premiere navigators and ship builders. They use these skills for a price for any race seeking transport.

OCCUPATION

Navicos earn their income by serving on ships. Hence,they spend most if not all their life onboard ships. These ships have a variety of roles ranging from cook,quartermaster,and captain. The exact number and variety of roles depends on the ship. However,one role is always filled: the Navigator. The Navigator serves as an advisor to the captain. It is the most respected role on a ship even more so than the captain. The Navigator reminds the crew of their duties to the world around them and to their souls. The Navigator encourages the crew to seek the Creator in all they do.

LEISURE

There is extensive time available on a ship on a long voyage. As such the Navicos are constantly searching for ways to entertain themselves. They enjoy mostly sports and shun the academic. Young Navicos will compete in tests of strength.

EDUCATION

The Navicos are educated in a teacher-apprentice manner. This process is quite lengthy. They learn what ever skills they need to complete their current role and little more. However,they are

typically adept at whatever they put their effort towards. Over their lifetime a Navicos may have 3 teachers.

GOVERNANCE

The Navicos do not have a centralized governmental structure. Instead each ship operates as an independent body. There are 4 authority figures on every ship: the Captain, the Purser, the Quartermaster, and the Navigator. The Captain has sole executive authority. He decides what tasks the ship will pursue and how they will be pursued. The Purser is the keeper of all funds. He is responsible for paying all hands aboard ship and has the sole authority to remove the Captain from his post. The Quartermaster Is the second in command of the ship and responsible for all cargo aboard ship. The Navigator serves as an advisor. The Navigators travel from ship to ship leading their ship. They are exempt from the Captain?s authority but rely on the crew for their wellbeing. The crew decides the pay of the Navigator at the end of the Voyage.

FAMILY

The family structure is important for the first 20 years of a Navicos s life. After this time period,the Navicos leaves his family and he or she serves his or her Captain solely.

HISTORY

The Navicos are another very old race. The most important element to the Navicos history is the history of the Navigators. According to records,the ships of the Navicos once traveled without Navigators. These early ships would often fight and dispute causing severe damage to all involved. Eventually a group of young Navicos sought to end the violence. They found an old book with faded gold lettering on the cover floating in the sea. The Navigators were fascinated by its message and spread it to the crews. The crews of these ships mutinied against their wicked captains,and the captains were relieved by the pursers.Since then the ships have been peaceful and a Navigator is always on board.

A.2.4 PSYCHOLOGY

ALIGNMENT

The Navicos are Lawful and Good. GOALS

1. Keep the commandments of the book of the Navigator

2. Obey the Captain

3. Fulfill the Charter

FOES

The Navicos tend to be happy go lucky and do not have major enemies

TEMPERAMENT

The Navicos are easy going

ATTITUDE ON LIFE

Life is a sacred gift of the Creator

A.3 TESSARN

A.3.1 BASIC INFORMATION

Elemental Alignment: Electric Class: Light Race Racial Area: Mechanics Racial Specialty: Can have up to 6 skills. The 6th skill is stored and can be switched as an action.

A.3.2 PHYSIOLOGY

GENDER

Tessarn are hermaphroditic. There must be at least two Tessarn for procreation to occur.

LIFE CYCLE

The Tessarn have two life cycles that occur concurrently. First the physical life cycle occurs over a period of 5 years. Second the psychological life span takes place over a period of on average 100 years with a standard deviation of 10 years. While the physical body will die, the psychological conscious will be transferred to the next body at the time of physical death. The twin nature of their life cycle is important for several reasons. Firstly, the Tessarn can change their physical appearance to adapt to the environment around them. For example, if the Tessarn enter an environment with large quantities of water it can adapt its form to include flippers and other adaptations that allow it to thrive in its new environment. Secondly, because the psychological conscious does not change with the physical body, it allows the Tessarn to learn from the past experiences from each iteration of its physical form and not has to relearn information between after iteration.

HEIGHT AND WEIGHT

Tessarn dimensions vary greatly. They typically range from .5 meters tall to as tall as 2.5 meters tall. Their weights range from 5kg to 200kg.

ANATOMY

The Tessarns have an extremely veritable anatomy. There are some common components. First there is a core. The core is cylindrical in appearance and houses the psychological conscious of the Tessarn, its memory, and the genetic information of the physical form of the Tessarn. The memory and genetic information are stored as digital information within the Tessarn. Ports on the base of the cylinder are the means of data transfer between two Tessarn that allow for data transfer and reproduction. The physical body changes every 5 years and rarely stays constant. It is typically constructed from organic materials using advanced chemical processes; however, in extreme climate situations, the Tessarn can produce a non-organic physical form. The changes are often drastic and allow the Tessarn to quickly adapt to the environment around them. Even the digestive and respiratory systems can completely change. A Tessarn can be a Carnivore before iteration and an Herbivore after the iteration.

A.3.3 SOCIOLOGY

RELATIONS WITH OTHER RACES

As a whole,the Tessarans will quickly change their relationships in order to maximize their current situation. For example if an associate suddenly becomes unpopular,it is not uncommon for it to be abandoned. If someone becomes popular the Tessarn will quickly begin to wheel and deal to become in that individual s good graces. This has earned the Tessarn a reputation as untrustworthy amongst most races.

ECONOMY

The Tessarns will quickly change their economy and mode of economy to adjust to their current environment to maximize their profits. In situations where a socialist economy is most effective for the whole it will be employed. In situations where a market economy is most effective it will be used. Tessarns tend to be short sighted in their planning making the best use of what works now in order to be successful. The changes in their economy tend to line up with their 5 year iteration cycle.

OCCUPATION

Tessarn are extremely well adaptable to any job they are put to. The Tessarn will optimize themselves to complete the tasks they need to complete when they physically iterate every 5 years. Outside of their specialty,the Tessarn tend to be mostly useless. They are generally gifted with the area of technology but even this can be rotated out of their abilities to make room for other abilities as the need arises.

LEISURE

Leisure is seen as a waste of time and resources. The Tessarn are strictly functionalist.

EDUCATION

Tessarn use the same data transfer protocols used to transfer their genetic information to transfer to other Tessarn. Any further education is seen as a waste of time and energy.

GOVERNANCE

The Tessarn view governance as a waste of time and energy. The only law that governs them is the survival of the fittest.

FAMILY

Time spent raising offspring is seen as a waste of time and energy. There is not a family structure.

HISTORY

The Tessarn arose from an artificially intelligent robotics experiment. As the time passed the Tessarn began to be completely autonomous. Eventually the Tessarn developed organic computing and their modern form developed. There are some Tessarn that object the short-termism of the Tessarn as a whole. These Tessarn tend to be more successful in the long run however are often criticized for not be as adaptable as the other members of their race. These individuals are highly respected by other races for their actions but tend to not receive the same respect at home. Over time the majority of Tessarn have attempted to phase out the more long-term orientated Tessarn but have been unsuccessful not seeing an incentive for anything more than a passive effort to eliminate them.

A.3.4 PSYCHOLOGY

ALIGNMENT

Lawful

GOALS

To achieve optimal performance.

FOES

The Tessaran have no distinct foes but they also do not have any distinct allies either.

TEMPERAMENT

Tessarn have whatever temperament best suits the situation they are in. Logic is valued and Emotional action as a whole is seen as inefficacy.

ATTITUDE ON LIFE

Life exists to produce a better next generation.

A.4 ZAR'OCK

A.4.1 BASIC INFORMATION

Elemental Alignment: Earth Class: Light Race Racial Area: Magic Racial Specialty: Can use long range attacks without a long range weapon

A.4.2 PHYSIOLOGY

GENDER

Zar ock are male and female. They reproduce by the female laying eggs that develop in the nest.

LIFE CYCLE

The Zar?ock life cycle begins at the egg. The eggs grow in nests of hundreds of eggs. After about 6 months in the eggs, the larval form will emerge. The newly hatched larvae are extremely hungry. They will eat the first thing they see; even if the first thing they see is one of their fellow hatchlings. After a few hours around a hundred larvae remain. These Larvae quickly learn to survive. They are born with an innate battle instinct. After assuring a source of food, the Zar?ock will begin to form a web and fashion tools. This stage will continue for several years. After about 30 years the Zar?ock will mature. At this time, they will have developed a large web and sizable arsenal of weapons. Some Larvae will go through a metamorphosis. The metamorphosis process takes only a few hours. After metamorphosing, the Zar?ock emerges fully developed and matured with large wings and are overall far more dangerous. Only Zar?ock that metamorphose are capable of reproducing. At

about 50 years of age the Zar?ock dies. When they die they are often used to feed the next generation.

HEIGHT AND WEIGHT

Zar ock are 3 meters tall in the larval stage and 5 meters tall in their metamorphosed state. They weigh 1800 kg and 3600 kg respectively.

ANATOMY

The anatomy of the Zar?ock differs on two factors: state of life, and sub species. Within each state of life there are only slight differences between subspecies. The larval stage has 10 limbs: 8 legs and 2 arms. The body stands erect on all eight legs and uses the arms to perform a variety of tasks ranging from devouring foes to wielding weapons. The adult stage has 16 limbs 8 legs, 4 arms, and 4 wings. Both types have the same type exoskeleton. The exoskeleton makes them incredibly strong. They have 8 eyes arranged on the head portion of the exoskeleton. These eyes allow the Zar?ock to see almost all the way around themselves without turning their head. Only 30 degrees directly behind the head is not visible. Internally, the Zar?ock have an unremarkable digestive, open circulatory system, and respiratory system. The digestive system has a distinct feature. In addition to its normal function, the digestive system will allow the Zar?ock to process their food into web. The web is remarkably strong. The Zar?ock use this web both to secure pray but also as their primary building material. The Zar?ock are mildly intelligent and are capable of communication and problem solving. The Adult form has the same features except it grows an additional pair of arms and 2 sets of wings. These wings are used to transport the Zar?ock short to medium distances in pursuit of their prey. There are 6 distinct subspecies. Each subspecies can be identified by the unique coloring of their exoskeleton. Reds have slightly stronger arms and thicker exoskeletons. They primarily serve as guards for the web. Blues have superior eyesight and fine motor skills. They are capable of wielding bows with ease. They serve as snipers taking out foes with the bows and web. Yellows are the fastest. They have the ability to paralyze their foe with a venomous bite. Greens have the thickest exoskeleton and are the most intelligent. Their increased intelligence gives them an aptitude for

magic. Whites are rarer and are the queens of the web. They have the strongest web. They have additional glands that secrete powerful hormones that can both seduce prey and call hordes of Zar?ock to their aid. Blacks are the Kings by far the rarest. They have the all of the preceding characteristics plus an unquenchable blood thirst. Even other Zar?ock tends not to like King Zar?ock. One would be remiss to avoid taking about the importance of the web to the anatomy of and function of the Zar ock. It functions almost as an extension to the Zar ock that it houses. The Webs are enormous cavernous structures. Zar ock store food,lay eggs and preform most of their lives within the walls of the web.

A.4.3 SOCIOLOGY

RELATIONS WITH OTHER RACES

Zar ock have poor relations with other races. Only Greens even consider the regularly consider the possibility of working with other races. These relations are often tempered with the knowledge that the Zar ock are known to eat those they don t like.

ECONOMY

All actions with in a web are centered on the Queen and possibly King of the Web. They will likely request items be built to suit their needs or to fulfill needs within their webs. For example tools could be build that are then rationed out to the others in order to defend the web or build a large object.

OCCUPATION

The Zar ock often work in serve of their king or queen. Whatever he or she asks them to do they often will do it. Outside of the webs of kings and queens,the Zar ock are skilled mercenaries and smiths. The Greens are even moderately skilled mages.

LEISURE

The Kings and Queens will often laze about doing whatever pleases them. They enjoy mostly carnal pleasures such as gorging themselves on food or torturing their underlings in a variety of ways. Occasionally a King will lead its forces into battle; however,this is

uncommon albeit terrifying experience. In free webs,the Zar ock will mostly play sports and occasionally study culture and history.

EDUCATION

Zar ock are not educated. If they die as a result they are viewed as not worth the effort anyway. Very seldom,a queen or a green will learn to read and study cultures of other races but this is uncommon even in the free webs.

GOVERNANCE

The queen strongly influences the actions of the other Zar ock through her hormones. To them,her secretions are a highly addictive drug. Zar ock that are exposed will experience an unimaginable high but will also go through severe withdrawal just hours later even after one exposure. To this end the queens will withhold this addicting serum in order to get what they want. Often Queens will never work and will have their slaves construct huge webs for them. Kings behave in much the same way except they often work to steal and kill for their spoils. In free webs,the Zar ock are ruled by a total democracy. As there are relatively few of them,this works well.

FAMILY

Zar ock have no family aside from the unshakable loyalty to their King or Queen. In the free webs,Zar ock treat the entire community as extended family with their specific subspecies as family. The oldest female is considered the leader of this family.

HISTORY

The Zar?ock are a very old race. They have existed since the beginning of creation much to the detriment of other societies. After several generations, the first queens were born. They used their chemical charm to build large webs. Despite the oppression their underlings endured, The Zar?ock flourished during this time and many of their now greatest skills were developed. After several millennia, a King was born. The king started a great war against the other races. This war led to the Zar?ock taking over large territories. After the king passed, the other races reclaimed much

of their lost lands. In the few Kings who have lived since, each has attempted to reclaim the glory of the first King. This also led to the creation of several distinct hordes of Zar?ock as the races were often unable to completely remove the Zar?ock from their previous territory. Eventually a small group of Greens and other Zar?ock were able to escape addiction. They formed their own democratic web. Without the addictive hormones to ensure cooperation, their web has faced many problems, but their civilization is the most developed of any Zar?ock horde.

A.4.4 PSYCHOLOGY

ALIGNMENT

Kings,Queens,and Others: Evil Free Webs: Neutral

GOALS

Queens and Kings: To have the most property than any Zar ock ever Others: To serve the King or Queen. Free Webs: to live life to the fullest

FOES

Almost all races hate the Zar ock. Few races will even agree to live near free web Zar ock for fear of attack.

TEMPERAMENT

Zar ock have horrible tempers.

ATTITUDE ON LIFE

Life here and now is all there is.

A.5 DRAS

A.5.1 BASIC INFORMATION

Elemental Alignment: Earth Class: Light Race Racial Area: Ancients Racial Specialty: Can access Mechanics Abilities

A.5.2   PHYSIOLOGY

GENDER

The Dras are androgynous.They reproduce by budding from the body of a dying Dras. Dras usually only produce one offspring; however,the older the Dras the more offspring it will produce upon its death.

LIFE CYCLE

The average Dras lives for about 10,000 years with a standard deviation of 1000 years. Because of their long lifespan they measure their age in centuries. They refer to centuries as cycles. Each cycle is divided into 100 clicks. Dras are considered to be young from birth to about 20 cycles. During this time, Dras are relatively weak and if killed during this time period, are unable to reproduce. As a Dras approaches its 20th cycle, it will go through a stage where it becomes able to bud offspring. This process is very painful for the Dras. It will experience great growth. The growth of a Dras consists of the development of its muscles and its mind to its adult stage. Until a Dras reaches this point in its development, it is only capable of feeding and listening. It is otherwise unable to act. However after its metamorphosis, it gains great strength, stamina, and ability. A Dras will continue to experience minor growth and development until its 80th cycle. At that point in its life cycle, it will halt development. Dras that live to beyond their 100th cycle begin a second metamorphosis. Unfortunately, many Dras die during this process; hence, the average life span of 10,000 years. After the second metamorphosis, the upper limits on a Dras's power disappear.

A.5.3   HEIGHT AND WEIGHT

Dras are on average 1.5 meters tall and weigh about 150 kg.

ANATOMY

Their anatomy is humanoid except they have 4 arms and 2 legs. Their skin is a hard exoskeleton that serves as a heat-sync, photo voltaic cell, and an oxygen scrubber. The exoskeleton is very dense

but has blood vessels in complicated networks just below the surface to cool blood and assist with the energy production process. Under the exoskeleton, Dras has several body systems. They have a vascular circulatory system except it contains several smaller ?hearts? located at the periphery of the chest cavity that assist the primary heart located in the abdomen at pumping blood around their bodies. Their respiratory system is located in their exoskeleton tiny pores located allow over the Dras allow gas to enter and then be processed by powerful cleaning cells. The Dras do not have a digestive system; instead, their exoskeleton contains photo voltaic and photo chemical cells that produce chemical and electrical energy directly for use by the body. The Nervous system of the Dras is distributed across the entire organism; however a core located in the midsection of the organism processes sensory information and processes goal oriented behavior. The Dras use the differing light quantities coming into their bodies to determine visual surroundings, and a similar process is used to determine sound. The Dras have a high powered energy core in their chest. This is where unneeded energy is stored, and where after the 1st metamorphosis, atomic fusion is used to produce the chemicals needed to sustain the Dras's life. Until the 1st metamorphosis, the Dras lives off a reserve from its predecessor. The immune system of the Dras is also very potent. All foreign particles are passed to the energy core and decomposed into new particles eliminating any threat of infection. After the 1st metamorphosis, an organ develops that begins to create the Dras that will bud from the current Dras after its death. After the second metamorphosis, the Dras lose their hard exoskeleton. The Dras that survive use the fusion source in their chest to develop a new exoskeleton. This process exposes the Dras to infection and other life-ending effects; hence, many do not survive.

A.5.4   SOCIOLOGY

RELATIONS WITH OTHER RACES

Dras are fiercely independent. They will not interfere with other races.

ECONOMY

The Dras have little need for economy because they can synthesize anything they need. However,if it must it can make a bargain with another Dras or another creature; they will exchange pieces of their fusion sparks.

OCCUPATION

Dras do not have formal occupations because they do not have an economy.

LEISURE

Dras do whatever they determine is best for them.

EDUCATION

Dras are fiercely curious. Dras observe the world around them to learn. They have near perfect memory and have no need of a formal education system.

FAMILY

Dras have no family because unless its parent Dras survives its second metamorphosis,it will not have any living family. Dras that are born as twins will never separate willingly. They behave more as one organism with two bodies than two separate organisms.

GOVERNANCE

The Dras are governed by a council of 5 twice ascended Dras. They are not governed in the general sense of the word. The council is more of an advisory body. The councils make decisions; however, each Dras is capable to disregard the decisions of the council at will. This disregard is a rare occurrence but can happen. Four of the members of the council represent the four cardinal elements. The final member of the council name is Dracorum Chronos. He acts as the leader of the council. He is a powerful time mage and the only mage ever to master complete control of time travel. The Dras Council is notorious for its deliberate action. No action is ever taken without extensive thought and discussion. In order for a decision to be made all five must agree.

HISTORY

Dras have existed since before the time before. They are remains of an old prototype of the Destiny System that appeared to have failed. They were discarded by the scientists as failed experiments. However, during the process of disposal, they suddenly gained consciousness. The Dras do not view the scientists who made them as their creators. They believe that even though the scientists may have assisted in their awakening, it is far beyond their ability to create the marvels of the Universe. They instead search all of time and space in order that they may find what they believe to the one true Creator. Since their awakening, the Dras have lived alone in any part of the multi-verse they can find. They observed the other races to learn their skills and abilities however never interfere with their subjects. The Dras feel that naturalistic observation is the only method that produces reliable results. After several generations of Dras, There were 5 Dras who had survived the second metamorphosis named: Chronos Dracorum, Prometheus, Gilgamesh, Thundolom, and Gaius. Each specializes in their own elemental abilities: justice, life, sea, sky, and earth respectfully. Each also focuses their studies on a specific area of the multi-verse. Chronos Dracorum being the oldest, wisest, and most deliberate by far of his kind watches the development of civilizations throughout all of time. Prometheus the youngest takes personal interest in the lives and interactions of different beings. Gilgamesh the creative watches the majesty and beauty of the sea. Thundolom the knowledgeable takes sentinel over the sky and space?s great mysteries. Gaius the solemn often remains even more alone than his fellows as he watches over the vast expanses of land in the wilderness. These Dras decided it was best for them to form a council to protect each other and their kind. While each of these five Dras is rarely together, they will meet to defend their own and to prevent any catastrophe that could endanger Dras kind or life in general. They have never worked with other races and many other races even deny the Dras exist.

A.5.5 PSYCHOLOGY

ALIGNMENT

Dras are Lawful Neutral and Non-Interventionist.

GOALS

Dras have three goals

1. To peruse knowledge of all forms through nonintervention to find and know the Creator

2. To prevent the destruction of the life of others to the extent that it does interfere with the first goal

3. To protect themselves only to the extent that it does not interfere with the first two goals

FOES

The Dras Council is sworn enemies of the Sards who the Dras view as inferior copies. They despise the constant intervention of the Sards into life that interrupts their naturalistic observation.

TEMPERAMENT

The Dras have an even temperament that comes from cycles of living

ATTITUDE ON LIFE

Life is the most valuable gift of the Creator

A.6   EMITS

A.6.1   BASIC INFORMATION

Elemental Alignment: Sea Class: Light Race Racial Area: Ancients Racial Specialty: Can copy another race s specialty

A.6.2   PHYSIOLOGY

GENDER

Male and Female: Those who drown while attempting to cross the waters of time are reborn as Emits. They lose their own memory in the process. Despite the existence of two genders they cannot reproduce.

LIFE CYCLE

Emits are immortal creatures,but they can be killed by sustaining fatal damage. They only have an adult stage; however,their apparent age is directly tied to the time period they currently occupy. In the time of before,they appear as infant child of the race they are currently imitating. In the time of the past,they appear as young children of the race they are currently imitating. In the middle ages,they appear as adolescents of the race they are currently imitating. In the present,they appear as adults of the race they are currently imitating. In the future they appear as elders of the race they are currently imitating.

HEIGHT AND WEIGHT

Emits copy the height of the race they are currently imitating. Emits weigh about 50 kg despite the form they currently hold

ANATOMY

Their anatomy changes to match the race they are currently intimating. While alone or with only other Emits,they appear as white formless humanoids.

A.6.3 SOCIOLOGY

RELATIONS WITH OTHER RACES

Because Emits copy the appearance of other races when they are around them,they have no specific racial agreements or disagreements.

ECONOMY

They copy the economy of the race they are living with. When alone,they will barter if necessary.

OCCUPATION

They copy the occupation of the race they are living with. When alone,they will specialize in a specific task they have done before. Often,they fill government positions or serve in the tertiary job positions. One group of Emits tasks themselves with the task of

restoring time to its normal flow as well as preventing blockages of
its flow. Another group writes a text known as the Star Journal
that is a record of all life in the multi-verse. This group is very
stoic in its efforts to ensure that nothing is missed. It is considered
an honor to be a member of this group.

LEISURE

They copy the leisure of the race they are living with. When
alone,they will spend time swimming and participating in other
aquatic activities. Emits will often spend extensive periods of time
reflecting the events of the day and the actions of others.

EDUCATION

They have vast knowledge from the water of time and see no need
for formal education. However,they will participate in the educa-
tional systems of other races both as teachers and students in order
to fit in as necessary.

GOVERNANCE

The Emits operate under a dictatorship. The dictator is a very
old creature known as the Chronos Dracorum. It is a living em-
bodiment of time. Under the Chronos Dracorum, there are 3 lieu-
tenants: Ergas, Luilas, and Argem. Each supervises an aspect of
emit life. Ergas is the Great Historian. He keeps is responsible
for all of the records contained in the Star Journal. He and his
followers work to record detail accounts of history. Luilas is the
Great Guardian. He is the enforcement arm of the Emits. His
followers work to protect as many beings as possible by actively
interfering with time. He and his followers were banished from the
fountain of time for their actions by the Chronos Dracorum and
Argem, but some Emits are sympathetic to his cause. Argem is
the Great Rememberancer. He and his followers work to ensure
that the Chronos Dracorum?s will is carried out in his absence. He
often opposes the actions Luilas and occasionally Ergas for their
interference in time.

FAMILY

They copy the family life of the race they are living with. Emits have no families on their own. They live as a huge single-family units.

HISTORY

They exist from the flow of time. The Emits follow a twice meta-morphosed Dras known as Chronos Dracorum. This Dras was a master of time magic and uses the form of a large dragon as its exoskeleton. The Emits are the result of his fusion-spark interacting with the time stream. Chronos Dracorum created the Emits to assistant him in his mission to observe the universe. The Emits prospered under the rule of Chronos Dracorum benefitting from his vast knowledge and leadership. Chronos Dracorum realized that the Emits were becoming more and more sentient. He felt that he could not continue to lead them without interfering with their natural development and thereby breaking his creed of non-interference. Soon after, Chronos Dracorum appointed 3 lieutenants to run the civilization. These lieutenants strove in their own ways to lead the emits on in the same ways as Chonos Dracorum.

A.6.4   PSYCHOLOGY

ALIGNMENT

Lawful good.

GOALS

Argem -To obey the Time Dragon
Luilas - To find the person who can destroy the Destiny System.
Ergas - To accurately record history for all eternity

FOES

They oppose the Sards.

TEMPERAMENT

They tend to be very even tempered,but will copy another temperament to fit in

ATTITUDE ON LIFE

They value life as sacred; however their life is not as important as the lives of those around them.

Appendix B

DEFINITIONS

B.1 KNOCKBACK

At the end of an attack event,the target character is moved back namespaces in the direction of the attack.

B.2 FLANKING

Add a modifier for each attack preformed on the same hero in one round +0 first attack
+3 second attack
+5 each subsequent attack

B.3 ELEMENTAL BONUS

+5 Super Effective
+3 Against Neutral
+0 No Effect
-5 Not Very Effective

B.4 CRITICAL HITS

Critical Hits are dealt every time a joker is drawn as the card bonus and at other times as determined by skills. The effect of a critical

hit is determined by the element of the weapon used for the attack.

Affinity	Effect
No Element	+ 5 modifier ignore skill buff caps for this attack
Law	+ 5 modifier ignore skill buff caps for this attack
Earth	+1 damage on a successful hit
Sky	Move 2 spaces after critical attack
Justice	Buffs strength,speed,and Defense +2 for 3 turns
Sea	Gain +1 skill for next action (lv5 -¿ Ω -¿Tree Ω)
Life	Heal 1 will on hit
Abandon	Ignore armor when calculating opponent's defense value

B.5   FOG OF WAR

All characters see two spaces in fog of war conditions. If a character cannot see a foe,they may not target them. However,if an attack that targets a foe/object within sight would also hit a foe out of sight,both maybe hit.

B.6   BATTLE

$AttackValue = (2xstrength) + Weapon_{attack1} + Weapon_{attack2} + specific_{skill1} + Specific_{skill2} + card_{bonus} + Attack_{Modifiers}$ $Attack_{M}odifiers = status_{e}ffects + flanking + elemental_{b}onus$ $DefenceValue = (2xDefence) + Armor_{S}tat + Helm_{S}tat + Foot_{s}tat + Weapon_{D}efence + Specific_{S}kill + Defence_{M}odifiers + 5$ $Defence_{M}odifiers = status_{e}ffects$

Order of a Round

1. Resolve all status effects

2. Draw cards for initiative add speed x2 for Initiative

3. Highest Initiative goes first in case of ties draw again for tie breaker

4. Continue in order of descending initiative

5. When last player has taken their first action; go back to highest initiative character; and if he or she has additional actions to take,then he or she may take them

6. Continue until all players have taken all actions

7. Decrease Durations of Status Effects by 1

8. If the durations of any status effects are 0 then remove them

 Order of Action

1. Check Range if in range continue; else stop

2. If Attack > Defense then ability occurs; else ability fails

3. Reflex Interrupt; Knockback Occurs; Counter Occurs; Pre-flex Interrupt; Action is taken

B.7   NEUTRAL UNITS

Span as a terrain feature; Treat as hero class character; randomly select a pair of Race and Action type Race: see star journal for list of races

B.7.1   Action Types

- Aggressive: they always attack the closest units

- Territorial: Attacks first thing with in a ring of spawn point

- Peaceful: at first stand still but will attack last attackers if attacked

- Wanderers: Move in a random direction each move

B.7.2   ORDERS

Actions for a computer controlled unit that may be assigned

- Order: basic action changes assignment of an allied unit that may take orders

- Attack at will: attack nearest foe; will decide randomly if two are equally close; will use assigned ability

- Attack Focus: attacks unit designated; when unit does not exists reverts to attack at will; will use assigned ability

- Attack the Weak: target the enemy unit with the least HP; will prioritize the closest units first; randomly in a tie; will use assigned ability

- Defend me: moves between the hero giving order and enemy forces: will use assigned ability if applicable

- Defend Team: uses abilities to raise defense; will use assigned ability if applicable

- Defend Lowest: defends the friendly unit with the least HP; will prioritize the closest units first; randomly in a tie; will use assigned ability if applicable

- Heal Me: heals unit who gives order; will use assigned ability

- Heal Team: Heals the nearest ally; will use assigned ability

- Heal Lowest: Heals the ally with the least hp; will prioritize the

- closest units first; randomly in a tie; will use assigned ability

B.8   SUPPLY/REINFORCEMENTS DROPS

The item or troop that will be dropped is decided before battle. They then are dropped when a character activates the drop ability.Supplies maybe any item and forces may be any hero. The player calling the drop decides the target position. Draw two cards for drift from this position.Royals cause no movement from target position.Spade numbers: move up one space; Heart numbers: move right one space; diamonds: move down one space; clubs: move left one space.Only one force / item may be dropped in one action even if more than one unit has objects to drop. Only the character with the specific drop request may call the drop.

B.9   TERRAIN

- Neutral - no effect

- Encumbering- requires two movement actions to exit

- Dangerous - deal 1 damage

- Defended -5 to defense modifier; cannot be seen in fog of war

- Slick - move two panels when exiting

- Sky - cannot be entered on without flight; if knocked back onto without flight skill then paralyze 1 and climb up

- Relic - allows magic/mechanics/ancients without exception;

B.10   CONDITIONS

- Anti-Magic - no magic skills may be used; spawn one relic

- Anti-Mechanics - no mechanics skills may be used; spawn one relic

- Anti-Ancients - no ancient skills may be used; spawn one relic

- Fog of War - see section on fog of war

- Storm- randomly selects 1 sector to be attacked with highest attack value on board

- High Energy- 15 MP available in the environment

- Normal Energy - 10 MP available in the environment

- Low Energy - 5 MP available in the environment

- Neutral- no effects

B.11   OBJECTIVE BASED FEATURES

Depends on time period. Can be interacted with using skills.May or may not have door; door may or may not be locked.

B.12   IF THEN TRIGGERS

This is the list of all possible triggers:

- Attacked - triggers when the user is attacked

- Long range - triggers on the use of long range attack

- Close combat - triggers on use of a close combat attack

- Special - triggers on the use of magic/mechanics/ancients

- Defense - triggers on the use of defensive skills

- Element- triggers on a specific element

- Movement - triggers when creature moves

- Fence - triggers when a creature moves inside radius of n panels

B.13   EXPERIENCE POINTS AND LEVELING UP

For each successful action and critical success (joker),one experience point is gained. For every 30 experience points,1 level point is gained. To advance a skill one level you must pay the amount of level points equal to the current level of the skill.

B.14   CALL ALLY

Call ally lv 1 the character does one ability
Call ally lv 2 the character does three abilities

B.15   LAWS

Any Trigger except fence may by the law that must be followed. The following bonuses may be gained:

- +1 will

- +1 strength

- +1 defense

- +1 Speed

- +1 experience

B.16   RESEARCH

Items can be researched using the Technical Knowledge Skill. Each unit of research requires 1 exp be expended. The exp cannot be used to level up. The following items can be researched

Item	Effect	Cost
Alloy	Material with a 6/6 strength	4 units
Harmonizer	Helm Allows access to Ancients skills	12 units
Mechas	Helm Allows access to Mechanics skills	12 units
Mystic Gem	Helm Allows access to Magic skills	12 units
Power Suit	Armor that holds up to 5 Racial Skills beyond Cap	24 units
Bionis	Armor that holds 1 skill that can be improved	24 units
Data Density	Armor that holds 5 abilities	24 units
Gene Splicer	Armor that holds a level one racial skill ignore cap	24 units
Great Power	Armor that holds 5 MP	24 units

B.17   GREAT ALCHEMY

The following items can be produced using the great alchemy skill:

Item	Effect
Golem	Creates a moveable unbreakable object
Gold	Worth the same as 1 unit of Processenium when traded
Philosophers Stone	Stone that holds 5mp but can be exchanged to revive a character without fail ignore all other restrictions.

B.18 SPECIAL CASTS

Element	Effect	Difficulty
Abandon	Prevents KO from having an effect for 3 turns	17
	Change condition to all prohibitive except user	17
	Target deals damage x2 but suffers damage as recoil	19
	Creates skill number characters from target character each with 1 different skill from target character	19
Earth	Create vines that move out at beginning of turn dealing 1 damage to targets in path	17
	Prevent all damage and forbids move; Each time this is used successively manna burn deals turns +1 damage	17
	Requires full HP. If manna burn: user takes 1 damage. If no manna burn: target suffers User Will. +2 damage and User now has 0 Will.	20
	Target characters are now in double soul state for 3 turns	19
Justice	Target gains Move Type: Teleport for 3 turns	17
	Change condition to all permissive	17
	KO caster and revive all allies; Fails if manna burn	20
	Draw a card for each character (friend and foe) and KO all that receive a black card; Fails if manna burn	20
Life	Heal 3 to target	15
	Deal 1 Damage and inflict Bleeding to target	17
	Revive target to 1 hp and prevent damage until targets next turn	19
	Clones targets character's equipment as a drone	19
Sea	Weapons gain all attribute types for 3 turns	15
	Creates unbreakable block	17
	Upgrade equipment by 1 level for 3 turns. Refined alloy remains at boosted level	19
	Change all panels with in a ring 2 units	19

B.19   RACIAL ABILITIES

Works Best With	Grants
Magic	-2 difficulty
	$+1$ MP
	Elemental Affinity $x2$
	Magic does $+1$ damage against status afflicted characters
	$+1$ duration for all Magic abilities
	Access Magic Tree without Racial Specialty
Mechanics	6th Skill that can be switched in and out using the Engine Skill
	$+1$ Durability to Mechanics
	Repair on after any successful action
	Units adjacent to this hero cannot move away
	Gain ability: build tower object with 3 will as action. Mechanics abilities can be used while the tower is standing ignore durability
	Access Mechanics Tree without Racial Specialty
Ancients	Ancients Durations $+1$
	Cool down -1
	Gain ability: Force target hero into cool down.
	Use any ancient skill as the Skill modifier.
	All ancient skills use a common pool. Add duration to the pool when activating a new ability. For each active ancients ability,subtract one duration each turn
	Activate 2 ancients abilities in one turn
	Access Ancients tree without racial specialty
Knowledge	6th skill for knowledge skills
	$+1$ to all heal intensities
	Share knowledge skills with adjacent allies at $Lv - 4$.
	Prevent friendly fire
	Boost 1 knowledge skill by 1 level
	-3 difficulty for word spells

Works Best With	Grants
Attack	Use long ranges skills without a long range weapon
	Use the aim ability 3 time per battle without an action
	Gain ability focus: inflict status that yields attack,defense,speed for 3 turns
	Can use close combat abilities without a close combat weapon
	+5 to all attack actions,-5 to all defense actions
	Gain ability: prevent target hero from being revived. Cannot be prevented if target hero has 0 will or less
Defense	May use 1 shield without using a hand equipment slot
	+ 5 to all defensive actions,-5 to all attack actions
	If damage is ¿1 then damage -1
	Counters defend twice
	-1 duration debuffs
	Stealth duration +1
Racial	Strength cap +2
	Copy Racial ability
	Will cap +2
	Speed cap +2
	Gain ability: Copy targets attributes
	Defense cap +2
	Access all Ω skills without using an additional skill slot. Skill slots -1
	May use 1 attribute skill without using a skill slot
Vehicle	Characters using this vehicle may use skills
	Equipment for vehicle may be exchanged with carried heroes
	Capacity for 3 units
	Move 2 spaces for each move action
	Hands +4
	Ignore terrain,Hands -2

B.20   RACIAL SPECIALTIES

Specialty	Grants
Magic	Access Magic Skills
Ancients	Access Ancients Skills
Mechanics	Access Mechanics Skills
Vehicle	Access Vehicle Racial Abilities

B.21   FARMING

Farming is accessed through the Naturalist Skill. Creatures and plants in the farm are raised through solar units. Each EXP the player earns is equivalent to 12 solar units.

Creature	Effect	Solar Units
Bitter Plant	Buff strength +1 for 10 turns ignore cap	4
Sour Plant	Buff defense +1 for 10 turns ignore cap	4
Salty Plant	Buff Speed +1 for 10 turns ignore cap	4
Sweet Plant	Buff will cap +1 for 10 turns ignore cap	4
Spicy Plant	Modifier + 10 for 2 turns	4
Fish	Buff defense + 5 and defense cap +2 for 3 turns	12
Milk	Increases buffs/debuffs durations by taking all countdowns on milk status for 3 turns	6
Steak	Buff strength +5 and strength cap +2 for 3 turns	12
Eggs	Decreases buff/debuff durations by making all count downs by 2 for 3 turns	6
Poultry	Buff Speed + 5 and Speed cap +2 for 3 turns	12
Pork	Heal 5 will and will cap +2 for 3 turns	12
Ore Golem	$Wood/Stone/Ore/Gem/Proce$	12/24/36/48/60
Daycare	1 exp for housed creature	24

B.22 REFERENCE TABLES AND GUIDES

Index

Hero, 2