

NPC CREATION

STEP 1: TRAITS

Bring character to life with **personality**, **needs**, **instincts**, and **quirks**.

STEP 2: LEVEL

Average NPC difficulty is **5** above party level.

STEP 3: ATTRIBUTES

Pick one dice distribution: 8-8-8-8 10-8-8-6 10-10-6-6 12-8-6-6

Assign scores to **DEX**, **INT**, **MIG**, and **WLP**.

STEP 4: SPECIES

Each species has a base number of skills and may have damage affinities.

STEP 5: BASIC ATTACKS

For each attack, choose two attribute dice and damage type.

Damage is **HR + 5** by default.

STEP 6: SKILLS

Species base number of skills + one skill for every ten levels.

Gain an additional skill for each damage vulnerability.

Vulnerability to physical damage grants two skills.

STEP 7: RANK

Elite: skills + 1, HP × 2, 2 turns/round

Champion: skills + X, HP × X, MP × 2, X turns/round

Villain: minor = 5 UP, major = 10 UP, supreme = 15 UP

SKILLS

CRISIS EFFECT: an effect that persists while in crisis, such as changing affinities or an attack ignoring resistances.

DAMAGE ABSORPTION: **one** resistance or immunity becomes absorption.

DAMAGE IMMUNITY: **one** non-vulnerability becomes immunity.

DAMAGE RESISTANCE: gain 2 resistances or cancel 2 vulnerabilities.

FINAL ACT: an effect triggered at zero HP, such as self-destruct.

FLYING: can't be melee attacked by non-fliers. Being in crisis or taking vulnerable damage forces the flier to land.

IMPROVED DAMAGE: +5 damage to one attack or spell.

IMPROVED DEFENSES: assign +2 and +1 to defense and magic defense.

IMPROVED HIT POINTS: +10 to max HP.

REACTION: react to one specific trigger, such as counterattacking when melee attacked or recovering MP after taking magic damage.

SPECIAL ATTACK: add a special effect to one basic attack, such as multi, applying a status, preventing an action, or starting a clock.

SPECIALIZED: +3 to accuracy, magic, or one type of opposed check.

SPELL CASTER: learn **two** spells *OR* learn **one** spell and gain +10 max MP. Spells may come from character classes or from the NPC spell list. Choose **MIG + WLP** or **INS + WLP** for the magic check.

STATUS EFFECT IMMUNITY: gain immunity to two statuses.

UNIQUE ACTION: a unique effect triggered by taking the **skill** action, such as changing affinities or increasing the damage of one spell.

◇ = INCLUDES PLAYTEST CHANGES!

SPECIES ◇			
SPECIES	SKILLS	DAMAGE AFFINITIES	
BEAST	4		
CONSTRUCT	2	IMMUNE: POISON & POISONED	RESIST: EARTH
DEMON	3	RESIST: CHOOSE TWO	
ELEMENTAL	2	IMMUNE: POISON & CHOOSE A TYPE & POISONED	
HUMANOID	4		
MONSTER	4		
PLANT	3	IMMUNE: DAZED, SHAKEN, ENRAGED	VULNERABLE: CHOOSE 1: AIR / BOLT / FIRE / ICE
UNDEAD	2	IMMUNE: DARK & POISON & POISONED	VULNERABLE: LIGHT

NPC RANKS ◇	
SOLDIER	DEFAULT RANK
ELITE	REPLACES 2 SOLDIERS
CHAMPION	REPLACES ANY NUMBER OF SOLDIERS OF EQUAL LEVEL
VILLAIN	ELITE / CHAMP WITH ULTIMA POINTS, ◇ ACTS FIRST

NPC SPELLS ◇			
NAME	MP	TARGET	EFFECT
AREA STATUS	20	ANY	MINOR STATUS
BREATH	5	ONE	HR+10 DMG
CURSE	5	ONE	MINOR STATUS
CURSE XL	10	ONE	MINOR STATUS × 2
CURSED BREATH	10	ONE	HR+15 DMG & MINOR STATUS
DEVASTATION	30	ANY	30 DMG (ONLY ELITE & LVL ≥ 30)
LICK WOUNDS	5	SELF	RECOVER 20 HP, +10 PER 20 LVL
LIFE THEFT	10	ONE	HR+15 DMG, RECOVER ½ AS HP
MIND THEFT	10	ONE	HR+15 DMG, RECOVER ½ AS MP
POISON	×10	≤ 3	POISONED STATUS
QUICKEN	◇ 10	ONE	TARGET DOES BASIC ATTACK
RAGE	×10	≤ 3	ENRAGED STATUS
SHELL	10	SELF	RESIST PHYSICAL DMG
WAR CRY	×10	≤ 3	+1 ACCURACY
WEAKEN	10	ONE	+5 DMG FROM ALL SOURCES

ENCOUNTERS		
DIFFICULTY	ENEMY LEVEL	NUMBER OF ENEMIES
EASY	SAME LEVEL AS PARTY	FEWER ENEMIES THAN PARTY
NORMAL	5 LEVELS ABOVE	EQUAL NUMBER OF ENEMIES
HARD	10 LEVELS ABOVE	MORE ENEMIES THAN PARTY

SPENDING AN ULTIMA POINT							
ESCAPE FROM SCENE		INVOKE TRAIT TO RE-ROLL DICE		RECOVER 50 MP & CLEAR STATUSES			
MISSION REWARDS				MISC DAMAGE			
LVL	ITEM COST	AVG REWARD		LVL	MINOR	HEAVY	MASSIVE
5	≤ 500	250 / PC		5	10	30	40
10	≤ 1000	400 / PC		20	20	40	60
20	≤ 1500	500 / PC		40	30	50	80
30	≤ 2000	800 / PC					
40		1000 / PC					

BASIC WEAPONS						
CATEGORY	WEAPON	COST	ACCURACY	DAMAGE	HANDS	RANGED
ARCANE	STAFF	100	WLP+WLP	HR+6	2	
	TOME	100	INS+INS	HR+6	2	
BOW	CROSSBOW	150	DEX+INS	HR+8	2	RANGED
	SHORTBOW	200	DEX+DEX	HR+8	2	RANGED
BRAWLING	UNARMED		DEX+MIG	HR+0	1	
	IMPROVISED		DEX+MIG	HR+2	1	EITHER
	IRON KNUCKLE	150	DEX+MIG	HR+6	1	
DAGGER	STEEL DAGGER	150	DEX+INS + 1	HR+4	1	
FIREARM	✦ PISTOL	250	DEX+INS	HR+8	1	RANGED
FLAIL	CHAIN WHIP	150	DEX+DEX	HR+8	2	
HEAVY	IRON HAMMER	200	MIG+MIG	HR+6	1	
	✦ BROADAXE	250	MIG+MIG	HR+10	1	
	✦ WARAXE	250	MIG+MIG	HR+14	2	
SPEAR	✦ LIGHT SPEAR	200	DEX+MIG	HR+8	1	
	✦ HEAVY SPEAR	200	DEX+MIG	HR+12	2	
SWORD	✦ BRONZE SWORD	200	DEX+MIG + 1	HR+6	1	
	✦ GREATSWORD	200	DEX+MIG + 1	HR+10	2	
	✦ KATANA	200	DEX+INS + 1	HR+10	2	
	✦ RAPIER	200	DEX+INS + 1	HR+6	1	
THROWN	SHURIKEN	150	DEX+INS	HR+4	1	RANGED

EQUIPMENT QUALITIES					
QUALITY	COST	EFFECT	⚔	🛡	🌀
ANTISTATUS	500	IMMUNE TO A STATUS	•	•	•
RESISTANCE	700	RESIST A NON-PHYSICAL DAMAGE TYPE	•	•	•
AMULET	800	+1 MAGIC DEFENSE	•		•
BULWARK	800	+1 DEFENSE	•		•
DUAL RESISTANCE	1000	RESIST TWO NON-PHYSICAL DAMAGE TYPES	•	•	•
SWORDBREAKER	1000	RESIST PHYSICAL DAMAGE	•	•	•
IMMUNITY	1500	IMMUNE TO A NON-PHYSICAL DAMAGE TYPE	•	•	•
OMNISHIELD	2000	+1 DEFENSE AND MAGIC DEFENSE	•		•
PERFECT HEALTH	2000	IMMUNE TO ALL STATUSES	•	•	•
DAMAGE CHANGE	300	ALL DAMAGE DEALT BECOMES A TYPE			•
INITIATIVE UP	500	+4 INITIATIVE		•	•
ACCURACY UP	1000	+1 ACCURACY		•	•
MAGIC UP	1000	+1 MAGIC		•	•
VITALITY UP	1000	+5 HP WHEN RECOVERING HP		•	•
HEALING UP	1500	+5 HP PER TARGET FOR HEALING SPELLS		•	•
SPELL UP	2000	+5 DAMAGE FOR OFFENSIVE SPELLS		•	•
WEAPON UP	2000	+5 DAMAGE, CHOOSE MELEE OR RANGED		•	•
MAGICAL	100	TARGETS MAGICAL DEFENSE	•		
HUNTER	300	+5 DAMAGE TO A SPECIES	•		
PIERCING	400	DAMAGE IGNORES RESISTANCES	•		
DUAL HUNTER	500	+5 DAMAGE TO TWO SPECIES	•		
MULTI	1000	ATTACKS HAVE MULTI (2)	•		
STATUS	1500	TARGET TAKES A MINOR STATUS	•		
STATUS PLUS	2000	TARGET TAKES A MAJOR STATUS	•		

Players may **upgrade** equipment with a quality by paying **double** the quality's cost.
No equipment may have more than **one** quality.

BASIC ARMOR & SHIELDS ◇			
ARMOR	COST	DEF	M. DEF
NONE		DEX	INS
SILK SHIRT	100	DEX	INS + 2
TRAVEL GARB	100	DEX + 1	INS + 1
COMBAT TUNIC	150	DEX + 2	INS
SAGE ROBE	200	DEX + 1	INS + 2
BRIGANDINE	✦ 150	10	INS
BRONZE PLATE	✦ 200	11	INS
RUNIC PLATE	✦ 250	11	INS + 1
STEEL PLATE	✦ 300	12	INS
BRONZE SHIELD	100	+2	
RUNIC SHIELD	✦ 150	+2	+2

BASIC SERVICES		
INN, VILLAGE	5	FULL REST
INN, TOWN	10	
INN, CITY	20	
TAXI, LAND	10	1 TRAVEL DAY
TAXI, WATER	20	
TAXI, AIR	40	
ITEM SHOP	10	1 INVENTORY POINT

MOUNTS & VEHICLES			
	COST	SEATS	SPEED
MOUNT, LAND	200	2	× 2
MOUNT, WATER	500	6	× 2
MOUNT, SUBMARINE	1000	6	× 2
MOUNT, AIR	2000	6	× 3
VEHICLE, LAND	600	6	× 2
VEHICLE, WATER	2000	10	× 2
VEHICLE, SUBMARINE	4000	10	× 2
VEHICLE, AIR	8000	10	× 3

CUSTOM WEAPONS ✦ = MARTIAL

- Choose the weapon's category.
- Choose whether the weapon is melee or ranged.
- Choose **DEX + INS** or **DEX + MIG** accuracy check.
- The weapon will **always** require two hands.
- The weapon begins as **not martial**, with **physical** damage of **HR + 5** and a cost of **300** zenit.
- Choose **three** customizations.
- If **damage bonus** ≥ **10**, weapon becomes martial.

WEAPON CUSTOMIZATIONS	
ACCURATE	+2 ACCURACY
DEFENSE BOOST	+2 DEFENSE, COUNTS AS A SHIELD
ELEMENTAL	+2 DAMAGE, CHOOSE DAMAGE TYPE
MAG DEF BOOST	✦ +2 MAGIC DEFENSE
POWERFUL	✦ +5 DAMAGE, +7 IF HEAVY NOT ALLOWED IF DAGGER OR ARCANE
QUICK	MAY CHOOSE TO PERFORM 2 ATTACKS ✦ COUNTS AS 2 CUSTOMIZATIONS, OBEYS 2-WEAPON FIGHTING RULES
TRANSFORMING	MAY HAVE 2 FORMS BOTH MUST HAVE TRANSFORMING