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GREEN LIGHTNING

TABLE TOP ROLEPLAYING SYSTEM

ALPHA EDITION



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**THE ALL IN ONE GAME SYSTEM
FOR GAMERS BY GAMERS**

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GREEN LIGHTNING

TABLE TOP ROLEPLAYING SYSTEM

Welcome to Green Lightning Role Playing. At this time I would like to thank you for your purchase of our Alpha system. While your experience may start here with the beginning basis of our role playing system it doesn't end here. As this system is designed to keep growing and updating from creations that we at Imbria Arts create, but also through you the fans, new content can be added to fit any number of games, styles and ways you want to play. At this time you can head over to our home website at www.imbriaarts.com/rpg/ and sign up to the system. Once you're active you can post your suggestions and ideas straight to the comments or email us. Please include some way for us to get in contact with us so we can place your name in the listing of creditors with each system addition/update we release. Of course this is a way to also keep updated on new additions to the game system as it develops.

About the Alpha edition:

When new games come out often they are placed into the hands of people to play test. Often the versions of play tests will alter and adjust the game to what the tester deem good and bad. But at Imbria Arts we aim to do things differently. So here is what we have done. In the past few years the system has been designed with each element being tested along the way and finally is being brought together into this rough form. Instead of having countless people brought in to test the system and have to raise the cost of the system for you we are offering this rough unedited version of the Game system at a low cost, and in turn we ask that you help by providing issues, suggestions and opinions on our game system.

As for the game System itself, we have combined the elements of several previous game systems and introduced a few new things as well but primarily anyone who has played standard 20 based games before can easily find these rules are in many ways similar. For those that have played our fan based games before, you should already be familiar with much of the character building with only a few new changes, most importantly of which is the way the system is built to work around the game style and setting you wish to run. We have designed this system to simplify the game mechanics and alter what is available for play based on the game setting you choose to run. Letting players go from pure hardcore survival horror, to light hearted comedy, to intense powerful science fiction action, to even classic fantasy role playing. All settings and styles are available to be channeled and controlled with little chaos and unfair balancing of power in ether the players or Game Masters hands.

Once again thank you for your support and we look forward to hearing from you ether on the website or through email contact at greenlightningsupport@imbriaarts.com.

Thank You
Brittany Dodson
Imbria Arts founder

Game Terms

This RPG uses a number of terms, abbreviations, and definitions in presenting the rules of the game. The following are among the most common.

Ability: A unique skill or an action that is used by a creature to perform tasks. These can both be taught thru action in game and rewarded to the player, or purchased with build points.

Ability Score: Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

Action: An action is a discrete measurement of time during a round of combat. Using abilities, using chi, using special actions, and making attacks all require actions to perform. There are a number of different kinds of actions, such as a standard action, move action, swift action, free action, and full-round action.

Alignment: Alignment represents a creature's basic moral and ethical attitude.

Armor Defense Score (ADS): This score is used to determine how much damage you can take in a hit. As well as figuring in your characters weakness in defense.

Armor Bonus: Each Class helps train characters in how to take a more defensive position in combat. Thus the classes grant a bonus to ADS per level of the class.

Background Abilities: Each player in order to better individualize their character can add Defects and Quirks to their character giving them a type of social and physical standing.

Base Attack Bonus (BAB): Each creature has a base attack bonus and it represents its skill in combat. As a character gains levels, his base attack bonus improves. When a creature's base attack bonus reaches +6, +11, or +16, he receives an additional attack in combat when he takes a full-attack action.

Build Points: A set number of points used to buy unique abilities, Special Attacks, Extra uses of ability a day, Bonus feats, Bonus Skill points, and Extra HP

Bonus: Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are non-cumulative (do not "stack")—only the greater bonus granted applies.

Chi: The source of all life, the way a ninja is able to perform unique and learned abilities and tasks power and ability when casting spells. When a creature uses chi, it often contains a number of variables, such as range or damage. That is based on the user's level.

Class: Classes represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as unique abilities or chi use. As a creature gains levels in a given class, it gains new, more powerful abilities. Most PCs gain levels in the core classes or prestige classes, since these are the most powerful.

Check: A check is a d20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks, and saving throws.

Concentration Check: When a creature is using Chi or powers, but is disrupted during the casting, he must make a concentration check or fail to perform the action being performed.

Creature: A creature is an active participant in the story or world. This includes PCs, NPCs, and monsters.

Damage Reduction (DR): Creatures that are resistant to harm typically have damage reduction. This amount is added to the players ADS score to allow them to take on greater hits.

Difficulty Class (DC): Whenever a creature attempts to perform an action whose success is not guaranteed, he must make some sort of check (usually a skill check). The result of that check must meet or exceed the Difficulty Class of the action that the creature is attempting to perform in order for the action to be successful.

Exceptional Abilities (Ex): Exceptional abilities are unusual abilities that do not rely on Chi to function.

Experience Points (XP): As a character overcomes challenges, defeats monsters, and completes quests, he gains experience points. These points accumulate over time, and when they reach or surpass a specific value, the character gains a level.

Feat: A feat is an ability a creature has mastered. Feats often allow creatures to circumvent rules or restrictions. Creatures receive a number of feats based off their Hit Dice, but some classes and other abilities grant bonus feats.

Game Master (GM): A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game.

Hit Dice (HD): Hit Dice represent a creature's general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Monsters, on the other hand, gain racial Hit Dice, which represent the monster's general prowess and ability. Hit Dice are represented by the number the creature possesses followed by a type of die, such as "3d8." This value is used to determine a creature's total hit points. In this example, the creature has 3 Hit Dice. When rolling for this creature's hit points, you would roll a d8 three times and add the results together, along with other modifiers.

Hit Points (hp): Hit points are an abstraction signifying how robust and healthy a creature is at the current moment. To determine a creature's hit points, roll the dice indicated by its Hit Dice. A creature gains maximum hit points if its first Hit Die roll is for a character class level. Creatures first Hit Die comes from an NPC class or from his race roll their first Hit Die normally. Wounds subtract hit points, while healing (both natural and magical) restores hit points. Some abilities and spells grant temporary hit points that disappear after a specific duration. When a creature's hit points drop below 0, it becomes unconscious. When a creature's hit points reach a negative total equal to its Constitution score, it dies.

Initiative: Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Level: A character's level represents his overall ability and power. There are three types of levels. Class level is the number of levels of a specific class possessed by a character. Character level is the sum of all of the levels possessed by a character in all of his classes. In addition, the build points are gained at each new level based on the game power level.

Monster: Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Non-player Character (NPC): These are characters controlled by the GM.

Penalty: Penalties are numerical values that are subtracted from a check or statistical score. Penalties do not have a type and most penalties stack with one another.

Player Character (Character, PC): These are the characters portrayed by the players.

Powers: Unique attacks and abilities granted the player through Family or Possession, however Monsters and some classes also offer these as means of attacks. Powers have a use per day based on the build points bought. A basic Power is granted to Possessed and Family Ninja and they start 1 use of it a day. New powers can be created and other can be expanded on.

Protection Score (PS): All creatures in the game have a PS score. This score represents how hard it is to hit a creature in combat. As with other scores, higher is better.

Reputation Score (RS): This score determines how Famous or Infamous the character has become. High fame can grant the character a bonus on purchases or even rewards. High Infamy grants bonuses to intimidation and fear inducing abilities.

Resistance (R): Some creatures are resistant to elements and gain spell resistance. When a creature with resistance is targeted by an attack, the user of the attack must make a level check to see if the attack affects the target. The DC of this check is equal to the target creature's R (some attacks do not allow R checks).

Round: Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world.

Rounding: Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down. For example, if you are asked to take half of 7, the result would be 3.

Saving Throw: When a creature is the subject of a dangerous attack, or effect it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw—they are made automatically. There are three types of saving throws: Resistance (used to resist poisons, diseases, and other bodily ailments), Reflex (used to avoid effects that target an entire area, such as *explosives*), and Will (used to resist mental attacks and Genjutsu).

Skill: A skill represents a creature's ability to perform an ordinary task, such as climb a wall, sneak down a hallway, or spot an intruder. The number of ranks possessed by a creature in a given skill represents its proficiency in that skill. As a creature gains Hit Dice, it also gains additional skill ranks that can be added to its skills.

Special Abilities (Sp): Spell-like abilities function just like normal abilities, but are granted through a special racial ability or by a specific class ability.

Stacking: Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties do stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that the penalties might negate or exceed part or all of the bonuses, and vice versa.

Supernatural Abilities (Su): Supernatural abilities are attacks, defenses, and qualities. These abilities can be always active or they can require a specific action to utilize. The supernatural ability's description includes information on how it is used and its effects.

Turn: In a round, a creature receives one turn, during which it can perform a wide variety of actions. Generally in the course of one turn, a character can perform one standard action, one move action, one swift action, and a number of free actions. Less-common combinations of actions are permissible as well, see Chapter 8 for more details.

Generating a Character

At the start of the Game the GM will state what difficulty they are giving the game which will determine the starting build points.

20 – Tough the Gm is giving a stronger restriction on early build and is keeping a tighter grip on players

30 – Average the Gm is granting the player plenty of room to create while keeping it balanced overall

40 – Weak the Gm is granting the players a strong role in playing a character and often battles weigh towards players

Ether copy the character sheet we provide or create your own.

Step 1— Determine Ability Scores: Start by generating your character's ability scores. These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you to have better than average scores for some of your abilities.

Step 2—Pick Your Race: Next, pick your character's race, noting any modifiers to your ability scores and any other racial traits. There are many to choose from, although your GM might have others to add to the list.

Step 3—Pick Your Class: A character's class represents a profession, such as Ninja or other classes. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP) for defeating monsters, he goes up in level, granting him new powers and abilities.

Step 4—Pick Skills and Select Feats: Determine the number of skill ranks possessed by your character, based on his class and Intelligence modifier (and any other bonuses, such as the bonus received by humans). Then spend these ranks on skills, but remember that you cannot have more ranks than x5 your level in any one skill (for a starting character, this is usually one). After skills, determine how many feats your character receives, based on his class and level.

Step 5—Buy Equipment: Each new character begins the game with an amount of money, based on his class and background abilities that can be spent on a wide range of equipment and gear, from armor to backpacks. This gear helps your character survive while adventuring. Generally speaking, you cannot use this starting money to buy Chi items without the consent of your GM.

Step 6—Finishing Details: Finally, you need to determine all of a character's details, including his starting hit points (hp), PS and ADS scores, saving throws, initiative modifier, and attack values. All of these numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name, alignment, Background Abilities, and physical appearance. It is best to jot down a few personality traits as well, to help you play the character during the game.

Creating a game

Under these rules the game holds a unique system of working together. The Game master as they work out the basics of the game to handle this game system is broken into categories to run games by. This system is designed to handle a variety of gaming styles and game play. To start this off the system starts with a HP system designed for the game play style. Additionally gameplay time lines determine the types of abilities weapons and even some class choices based on the time line of a game that the GM is set to run.

Game Play Styles

Survival – This game style the GM runs the player through a low HP rate which causes the players to find a high challenge in the basic of tasks. Other options of this game play is altering the healing rate and allowing the loss and damage of body parts. In exchange basic challenges grant a higher reward of experience for players.

Standard - The typical fantasy roleplaying game with standard healing system. The classic form of game play in role playing games. Options in this game play for rules include slower experience gain and restricted equipment choices based on the game time line.

Power – A higher rate of power for players, In this form the GM grants ways for players to increase their HP rate and have high powered attacks. Players of our previous titles this is the most common play for our systems.

Comedy – The less often used but open form of game play, most games in this choice while having HP it's not its loss does not result in death but a KO for the player. The difference in it is that the EXP rate is harder to level as players have to meet a requirement to gain EXP.

HP Rates

Game Style	EXP Rate	HP Per Level
Survival	High	Class Hit Die at Level 1+Endurance, +1 HP every level after & End. Bonus
Standard	Medium	Class Hit Die Per level +Endurance Bonus
Power	Medium	Class Hit Die +Endurance Bonus, Build Points Gain extra die = to level
Comedy	Low	Class Hit Die +Endurance Bonus, characters do not die (optional)

Game Play Time Lines

Ancient – This covers the types of games that occur at any point from the dawn of time to about the Dark ages in weapons, classes and skills

Revolution – This covers Middle Ages to Post world War, Opening new powers, technology, new classes and skills. One of the most broad times covers most things outside of a few skills, classes and technology

Modern – Modern day covers post war to modern times and a little bit beyond. Most Archaic skills, tech and a few classes have been lost for new ones.

Future – The time beyond the modern, most obsolete skills are gone replaced with high tech and new ways to tackle skills and weapons become the strength of the world.

What kind of Game do you want to play?

When a GM is starting to run a game it's important for them to choose the game style and timeline that best fits their choice of their game. I have listed the most common choices based on their game

Timeline					
Style	Ancient	Revolution	Modern	Futuristic	Mixed
Survival	Ancient Horror, Pre-human survival	Fantasy Horror, Revolution Horror	Horror, Survival Adv., Noir Detective Anime Horror	Post Apocalypse, Scifi Horror Space Horror Scifi Survival	Time Travel Survival
Standard	Early human Adv., Ancient Adventure Civilization Adv.	Fantasy Adv. Revolution Adv. Western Adv.	Steampunk, Modern, Adventure, Detective Adv.	Cyber punk , Science fiction Magical Science Space Adventure	Time Travel Adv.
Power	Ancient Super Hero, Ancient Gods	Anime Fantasy, Power fantasy	Super Hero, Martial Arts, Action Anime Magic Detective Kajiu	Cyber Hero Scifi Anime Space Hero Adv.	Time Travel Hero
Comedy	Early man comedy Ancient God comedy	Comedy Fantasy, Comedy Anime Fantasy, Western Anime	School Anime, Anime comedy, Comedy Adv.	Scifi comedy	Mix genre comedy

Game Type	Media Example	Game Type	Media Example
Pre-human survival	300 (Comic series/movies)	Ancient Gods	Hercules (Book/TV/movies)
Fantasy Horror	Dracula (Book/Movies)	Anime Fantasy	Lodoss War (Anime/manga)
Ancient Horror	Dr. Jekyll and Mr. Hyde (Book/Movies)	Power fantasy	One Piece (Anime/Manga)
Revolution Horror	Sleepy Hollow (Book/Movies)	Super Hero	Avengers (Comics/Movies)
Horror	Friday the 13 th (Movies)	Martial Arts	Street Fighter (Anime/video games)
Survival Adventure	Lord of the Flies (Book/ Movie)	Magic Detective	Dresden Files (Books/TV series)
Noir Detective	Maltese Falcon (Movie)	Kaiju	Godzilla (Movies)
Anime Horror	Hellsing (Manga/Tv show)	Cyber Hero	Reboot (TV Series)
Post Apocalypse	Fallout (video games)	Scifi Anime	Macross (Anime/Books)
Scifi Horror	Aliens (movies)	Space Hero Adventure	Guardians of the Galaxy (Comics/Movie)
Scifi Survival	Hunger Games (Book/Movies)	Early man comedy	The Life of Brian (Movie)
Time Travel Survival	The Time Machine (Book/Movies)	Comedy Fantasy	Princess Bride (Book/Movie)
Civilization Adventure	Game of Thrones (Books/TV Series)	Comedy Anime Fantasy	Slayers (Anime/Manga)
Fantasy Adventure	Lord of the Rings (Books/ Movies)	School Anime	Kampher (Anime/Manga)
Western Adventure	Deadwood (TV Series)	Western Anime	Afro Samurai (Anime)
Steampunk	Howl's Moving Castle (Books/Movie)	Anime Comedy	Ranma ½ (anime/manga)
Modern	Grand Theft Auto (video games)	Comedy Adventure	Hot Shots (Movies)
Adventure	Indiana Jones (Movies/ TV)	Scifi comedy	Spaceballs (Movie)
Detective Adventure	Sherlock (TV series)	Scifi Anime Comedy	Tenchi Muyo (Anime/Manga)
Science fiction	Cowboy Beebop (anime)	Mix genre comedy	
Magical Science	Ben 10 (TV series)		
Space Adventure	Star Trek (Tv/movies)		
Time Travel Adventure	Doctor Who (TV series)		

Experience and HP based on game play styles**Survival** – Low HP rate High EXP

Players gain their class HP and Endurance Bonus at the start of the game. Every level they gain they get 1 HP plus Endurance Bonus to add to their HP max. The rate of leveling in the game is for every 5 points of Experience the character levels up. Extra HP cannot be bought with Build points. Experience points are given when characters defeat encounters, avoid a hazard, completing objectives and surviving on limited resources. Additional the Gm may reward EXP points of impressing the GM for creative use of abilities and skills.

Standard – Standard HP and EXP gain

Players gain their class HP and Endurance Bonus each level, again the HP cannot be bought by build points. The rate of leveling follows the same chart given below. Experience is given when players, defeat an encounter, complete an objective, and avoid a hazard. The GM can still give bonus Experience for impressing the GM in the player's actions.

Power - Higher HP, yet low EXP

Players gain their class HP and Endurance Bonus each level, They also can spend 1 build point to gain a extra hit die of their class, or 2 Build points to gain the HP of an extra hit die at the Maximum result. The games balance however comes into play with the EXP gain, while this version follows the chart for EXP players only gain EXP by completing Objectives. Additional Experience may be gained if the GM feels fit to reward the players for their actions in a game.

Comedy – Standard HP (cannot die unless player wants to), Difficult EXP

Comedy is loose fitting, Players HP totals are till the Player is KO'd not dead abilities like Die hard and other like effects keep a player up despite the amount of damage they take until they fail an increasing Resistance check, at which time they pass out. Extra hit die can be purchased with build points but have to be rolled. Experience is hard to come by. The player is only given EXP when a difficult objective is met. The GM may also award a player if they are amused by the player's actions at which point no matter the difficulty the player gains 1 EXP for the task following the standard chart progress for leveling. Do to the no death rule players are restricted by the following. Players Build Point gain is set at the lowest setting, Death attacks cannot be taken. Players are required to take defects and advantages at a rate of 5 defects /2 advantages. Players can decrease their EXP gain at the end of an objective for not playing their character.

Optional Special Rules:

Honorable Death – When a Player dies in a game normally the GM will have the player bring in a new character at or around the same level as the lowest player, or equal to their last characters EXP. However an optional rule a GM can put in place is the Honorable Death, this is a final reward for a player that sacrifices their character in a way to help for the other players / to move the game along. With this rule the GM can reward the player extra EXP (for their new character) for their death in helping the group out. This is a special rules that is completely in the hands of the GM on if the player deserves the reward. It is set this way so you don't have players leveling up new characters off of Kamikazing their former characters.

Player Rewards – It's a good idea particularly in lower EXP games to reward players for doing certain things in character at the end of each game session, Given this is a reward and should only be given for the following actions of a player in a game. But the reward should remain 1 EXP per or some other in game prize by the GM.

Best Role Player – The player that acted out their character the most

Best Team Player – The player that best supported the group through actions with the group or in actions that helped the team progress to their goal.

Team Organizer – The player that kept the team the most focused on the game and helped push the game along

Note Taker / Info Broker – The player that took notes and is helpfully supplying information to the others from the notes they have on the game. This helps GMs greatly as they can easily lose track of where they are in games.

Time Keeper – The player that helps keep track of dates and times sometimes even weather patterns in the game. This allows the GM to focus more on the events and characters to interact with the players and thus the Time Keeper is a valuable role to reward.

Background Building Characters – One of the most interesting ways to help push the players into the characters they build is for the GM to offer a reward for their characters Background providing content for current or future events in the game. Because of this it is suggested to offer an increased starting level for players that offer such content over others that just create a character.

ABILITY SCORES

Each character has six rolled ability scores that represent his character's most basic attributes. They are his raw talent and prowess. While a character rarely rolls a check using just an ability score, these scores, and the modifiers they create, affect nearly every aspect of a character's skills and abilities. Each ability score generally ranges from 3 to 18, although racial bonuses and penalties can alter this; an average ability score is 10. The latter two abilities Spirit and Comeliness are determined by the combined score of three of the previous six

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. Special modifiers are applied after the scores are generated.

Standard: Roll 4d6, discard the lowest die result, and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method is less random than Classic and tends to create characters with above-average ability scores.

Classic: Roll 3d6 and add the dice together. Record this total and repeat the process until you generate six numbers. Assign these results to your ability scores as you see fit. This method is quite random, and some characters will have clearly superior abilities. This randomness can be taken one step further. With the totals applied to specific ability scores in the order they are rolled. Characters generated using this method are difficult to fit to predetermined concepts, as their scores might not support given classes or personalities, and instead are best designed around their ability scores.

Heroic: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This is less random than the Standard method and generates characters with mostly above-average scores.

Dice Pool: Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three highest dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. After all the points are spent, apply any racial modifiers the character might have. The number of points you have to spend using the purchase method depends on the type of campaign you are playing. The standard value for a character is 15 points. Average non-player characters (NPCs) are typically built using as few as 3 points. See Table 1–2 on the next page for a number of possible point values depending on the style of campaign. The purchase method emphasizes player choice and creates equally balanced characters.

Luck of the Draw: What is needed for this is a deck of cards and a set of dice (multiple dice sets are suggested)

The Drawing: Well now that we know about the ability scores now we need to know how to determine them. At creation all characters have all 10s to start. At either end the soul must gamble with the creator to determine your starting abilities. The Player shuffles the deck in front of the GM to avoid cheating then hands the deck back to the GM for inspection. After noting that the deck is random the player will draw 6 cards and lay them face down on the table. The player can decide to keep a 10 in any ability but once decided he cannot go back unless he draws the joker. If the player is unsatisfied with average he or she can decide to gamble with the creator for greater ability. The player then places his wager which can be as small as a Coin toss or as high as a d8 which is the dream of great power.

Once the wager is laid the GM must ask “Your Fate has been Judged! Do you Accept Fate?”

If the player says no then the bet is off and they have their 10. If they say yes the card is turned over to reveal their fate. If the Card is red then they have won the wager and may roll their dice and add that number to their current score. If the card is Black then they lose the wager and must subtract that amount. If the player takes the highest of the bets either win or lose and rolls the maximum amount they are bid to roll again. If the maximum amount is rolled a second time they are allowed to roll an extra d4 to add to their stat in the case of a win and the stat is reduced to 1 in the case of a loss. If the player has drawn the joker Chaos has decided to allow for a change to fate. The color of the card still determines loss or gain but the amount of the bet may be changed with the added penalties or bonuses it may give. If the player draws a joker when they decided not to gamble they are given the chance to roll a die if they wish to add or subtract depending on the color of the joker involved. They are always allowed to keep their 10 if they chose not to gamble and those stats not gambled on are always held to the last. This Choice is Utter Chaos and can result in a weak character as often as a strong one. So it is suggested when a player chooses this method to roll that the GM offer a bonus level, ability or Build Points.

Determine Bonuses

The Ability score is divided by 2 (rounded) to get the result of a of a Bonus to an ability to higher the ability the greater the bonus.

The Abilities

Each ability partially describes your character and affects some of his actions.

Strength (Str)

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat, such as Warrior, Monks, Martial Artists. Strength also sets the maximum amount of weight your character can carry. A character with a Strength score of 0 is too weak to lift anything including clothing worn. Some creatures do not possess a Strength score and have no modifier at all to Strength-based skills or checks.

You apply your character’s Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon, including a sling. (Exceptions: Off-hand attacks receive only half the character’s Strength bonus, while two-handed attacks receive 1–1/2 times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, Martial Arts and Swim checks.
- Strength checks (for breaking down doors and the like).
- Strength is used to determine the players Comeliness Score

Classes Best for High Strength
Warrior, Samurai, Martial Artist

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	1
14-15	2
16-17	3
18-19	4
20-21	5
22-23	6
24-25	7
26-27	8
28-29	9
30-31	10
32-33	11
34-35	12
36-37	13
38-39	14
40-41	15
42-43	16
44-45	17
ect.	+

Dexterity (Dex)

Dexterity measures agility, reflexes, and balance. This ability is the most important one for rogues, but it's also useful for characters who wear light or medium armor or no armor at all. This ability is vital for characters seeking to excel with ranged weapons, such as the bow or sling. A character with a Dexterity score of 0 is incapable of moving and is effectively immobile (but not unconscious).

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, firearms and many ranged chi attacks like *Dragon Fire* or *Shadow Shuriken*.
- Protection Score (PS), provided that the character can react to the attack.
- Reflex saving throws, for avoiding *explosives* and other attacks that you can escape by moving quickly.
- Acrobatics, Disable Device, Drive, Escape Artist, Ride, Sleight of Hand, Pick Pocket, Pilot, and Stealth checks.
- Dexterity is used to determine the players Spirit Score

Classes Best for High Dexterity

Ranger, Gunslinger, Ninja

Endurance (End)

Endurance represents your character's health and stamina. An Endurance bonus increases a character's hit points, so the ability is important for all classes. Some creatures, such as undead and constructs, do not have a Endurance score. Their modifier is +0 for any Endurance-based checks. A character with a Endurance score of 0 is dead, the exception of which is undead or a construct which does not have this score counted.

You apply your character's Endurance modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Resistance saving throws, for resisting poison, disease, and similar threats.

If a character's Endurance score changes enough to alter his or her Endurance modifier, the character's hit points also increase or decrease accordingly.

- Armor Defense Score (ADS) The Endurance Mod adds to a players ADS reducing the damage they take from blows.
- Endurance is used to determine the Players Spirit Score

Classes Best for High Endurance

Barbarians, Pirate, Punk

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Creatures of animal-level instinct have Intelligence scores of 1 or 2. Any creature capable of understanding speech has a score of at least 3. A character with an Intelligence score of 0 is comatose. Some creatures do not possess an Intelligence score. Their modifier is +0 for any Intelligence-based skills or checks.

You apply your character's Intelligence modifier to:

- The number of bonus languages your character may know at the start of the game. All characters start with Common but there is different languages and codes used to keep secrets between allies and out of the hands of enemies. If you have a penalty, you can still read and speak your racial languages unless your Intelligence is lower than 3.
- Set Skill, for every point in intelligence Modifier that the player has they max out 1 skill of their choice (even if the skill is not a class skill) for that level, as they level the chosen skill continues to grow with them (Set Skills cannot be switched out after being chosen), When/If the player gains or loses Intelligence the Set Skill is ether lost (losses are considered as memory loss) or a new one gained. For more on this please see the Skills section entry.
- Appraise, Craft, or Knowledge skill checks.
- Protection Score (PS) Intelligence Mod is added to the players PS score to help plan out quick actions to avoid being hit.
- Mana Points, The Players Intelligence score uses the Intelligence Mod to build the players Mana points in magic based games
- Nurses use Intelligence to add to their thrown attacks
- Psychic's use Intelligence to determine how many attacks they can have per level
- Intelligence is used to determine the players Comeliness score

Classes Best for High Intelligence

Lore master, Rogue, Wanderer

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, awareness, and intuition. Wisdom is the most important ability for Monks for greater Bonus to their Armor Defense Score (ADS), Psychic's attacks are also strongly based on their Wisdom score and it is a useful thing for all classes for noticing ones surroundings. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. A character with a Wisdom score of 0 is incapable of rational thought and is unconscious.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effects of *charm person* and mind effecting attacks).
- Medical, Notice, Profession, and Survival checks.
- Monks use their Wisdom Score to raise their Armor Defense Score (ADS).
- Psychic's use their Wisdom Score to grant bonus to hit and damage with their Psychic Attacks
- Mana, Wisdom is used to create the Mana Points a player has in a magic game.
- Wisdom is used to determine the Players Spirit Score

Classes Best for High Wisdom

Monk, Psychic, Pilot, Sorcerer

Charisma (Cha)

Charisma measures a character's personality, personal magnetism, and ability to lead. It is the most important ability for Trainers, and bards. It is also important for Nurses, since it affects their ability to both heal and add to their thrown weapon attack. For undead creatures, Charisma is a measure of their unnatural "life-force." Every creature has a Charisma score. A character with a Charisma score of 0 is not able to exert themselves in any way.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Intimidate, and Perform checks.
- Checks that represent attempts to influence others.
- Nurses use Charisma to add to their thrown weapon attacks to hit
- Mana, Charisma is used to create Mana points for a player in a magic game.
- Charisma is used to determine the Players Comeliness Score

Classes Best for High Charisma

Bard, Noble, Nurse

Comeliness (Com)

Comeliness is the players measure of their physical beauty, this assists in social environments and actions, Additionally the players comeliness score effects NPC's attitudes towards characters. Some social skills such as Seduction and Gather Information are affected by the score. Lastly some specialized charm based attacks can be used using the Comeliness bonus to determine the attacks effect. A character with a 0 Comeliness score is considered Hideous and is often treated as if they are suffering from a diseases considered an outcast to society. Comeliness is a combination of Strength, Intelligence, and Charisma and divided by 3.

- Seduction Skill, Gather Info
- Improves or increases the difficulty of some NPC interactions
- Charm based attacks such as Flirt or Wuv are effected by the Comeliness Score

Classes Best for High Comeliness

Student, Mechanic, Bounty Hunter, Hero

Spirit (Spi)

Spirit is one connection to the natural world around them. With this score the player is able to manipulate and control spiritual energy in ways to form attacks and defenses using the spiritual power of the player. Additionally some skills are linked to the players Spiritual Score such as Handle Animal, Atonement, and Empathy. A character with a 0 score in Spirit is considered unfortunate and will have nature act against them such as random animal attacks, getting struck by random storms and so on. Spirit is a combination of Dexterity, Endurance, and Wisdom, and divided by 3.

- Handle Animal, Atonement, Empathy
- Spiritual based attacks and defenses

Classes Best for High Strength

Priest, Trainer, Witch

Character Build Points

All players start the game with Build points at the start of the game and automatically gain another 5 points after every level these points can be spent on any of the following. The Amount of beginning build points depend on how high powered the GM wants the game to be. The levels are as follows.

High Powered Game 40 Starting Points
 Medium Powered Game 30 Starting Points
 Low Powered Game 20 Starting Points

HP Boost Attack Bonus Special Ability Additional Use Extra Skill points New Feat Special Attacks
 Battle rewards / Character Rewards

Special attacks/ Powers* - Grant a new attack based of ether powers, chi, or physical abilities of that character - **+ BP points Based on the power building chart**

HP Boost - Gains a Bonus hit die roll – **1 BP point** (Not available in Survival/Normal Games)

HP Max Boost – Gains a Maxed Hit die result without having to roll – **2 BP points** (Not Available in Survival/Normal Games)

Attack Bonus - this can be granted to a play via a certain weapon or facing a certain class, race or sex This is limited based on the characters level, +1 for levels 1-4, +2 levels 5-8, +3 levels 9-12, +4 levels 13-16, +5 level 17-20, the boost increases automatically on its own as the player levels - **4 BP points**

Additional Use* - grants a bonus use per day of special ability, power or attack - **2 BP points**

Extra Skill Points - Grants more 5 skill points - **1 BP points**

New Feat* - Grants an extra Feat - **3 BP points**

Tier Ability - Grants an ability like First aid (1d8 Healing per person per day), navigation, treasure find and such Each tier ability can be leveled and grant a bonus to skills/or aid in other ways. The abilities are in tiers of which the player can buy a tier at 5 points or can be granted one as a battle reward - **3 or reward prize**

Abilities* – abilities are unique actions that allow the player to do unusual things without using chi or a power – **3 BP points**

Combos* – The true way to fight in the game. Combining or Linking Abilities, Powers to Techniques or having two Techniques work together in a single attack or action – **2 BP points**

Power Burn – Power burn is done much the way Action points are done in game. If the player has any unspent points and is in a dire situation they can use their power point to aid them in this situation. The situations are as follows.

Saving Grace: Player is knocked well below -10 and should be dead but spends their point to be stabilized at -10 instead – **1 BP point**

Heroic Surge: Player spends a point to be granted a temp +10 to all hits for the next Game Hour – **1 BP point**

Slam Master: Player spends a point to be granted a temp x2 to all damage rolls for the next Game Hour – **1 BP point**

Angel of Mercy: Player spends a point to bring another dead player back from the dead to stabilized -10 **BP points**

* - can also be gained in game through battle lessons or spending learning or training. For these.

Character Alignment

Unlike other games the Character alignment is less a basis of where one stands in Good and evil sense on a moral sense, and more where they stand on a mental level. The two categories stand as Laws and Mental Status

Laws Alignments

(O) Order - A person of order has a strong sense of laws ether of social or personal nature. They use these laws to guide their actions through choices.

(F) Freewill – A person of individual choice. The hardest of the choices a freewill person takes and weighs the decisions of each choice. Choosing the one that they feel will be best at the time.

(C) Chaos – A person of Chaos never makes choices and lets events play out as they go. Often they will do something merely to see what chaos is comes from it.

Mental Status

(S) Sane – A sane person is solid strong mind that thinks things through to their conclusion.

(W) Weird – A Weird person will make random thoughts and actions.

(I) Insane – A Insane Person will make crazy non sense based decisions in their life.

Example of how each player works on a situation.

The group arrives in a massive room. A large Casket with Gold coins spilling out stands on a raised dais in the middle of the room, columns line the room each with a nude statue. A massive Beast stands between the party and is ready to attack.

The OS Character will strike at the beast in the most logical way

The OW Character will seek for a way to start a chain reaction of explosives on the Statues in the room to harm the beast with shrapnel.

The OI Character will also seek for a way to start a chain reaction but on the columns of the room. Hoping to bring the room down on it and then digging the treasure free afterwards.

The FS will let the Beast move to attack them and spring an attack on them as an act of defense.

The FW will let the Beast attack his teammates then attack it from behind.

The FI will let the Beast attack his Teammates while he goes after the treasure.

The CS will try to go around the beast striking it from behind, while ducking behind the statues, hoping the beast's strength won't push the statues into the columns crushing him.

The CW will run head forward willing to take the beast head on.

The CI will run head first on a suicide bomb quest of trying to toss explosives into the beast's mouth or personally delivering them.

Now the Beast lay dead and the treasure before them.

The OS character will study the dais making sure its not trapped then will demand they divide the treasure fairly between the party.

The OW character will let the others pick up the treasure in turns. Choosing the items that fit for each member perfectly.

The OI character will divide the treasure in piles of equal size and give a pile to each member.

The FS character will divide the treasure giving items to those that contribute the most or give the best use to each member.

The FW character will divide the treasure into items of value to sell off and items that may be useful to him.

The FI character will randomly hand out treasure to those he feels may be useful later.

The CS character will gather the treasure and take what they find they want if they can use it or not for use or sale later.

The CW character will demand the group gamble for the treasure here and now.

The CI character will take all the treasure and toss it in the air what falls near each person is theirs to keep.

Natural Alignment

In all games characters have a Natural Alignment. This is the elements of Nature that they find a greater draw to them. The Natural Alignment can manifest itself in learning technique, empowering techniques or powers, and even in granting special abilities at time. Each person has one of these Alignments (unless the GM wishes to do the two alignment route pointed below) but one is always stronger than the other.

Fire
Water
Wind
Lightning
Earth

The players Natural Alignment grants them a +5 resistance verses the element of their alignment and any attacks they make based on their alignment count a +2 for the damage, to hit, bonuses or saves needed.

(Optional Rule Brith Alignment)

In some games the GM may grant the player a second (Birth) Alignment that will help create a path of what kind of power the character will yield down the line. When doing two Natural Alignments it's often a good idea to use them as the basis of Powers, techniques or Spells that the player will come to find easier to use and or learn.

Natural	Birth	Secondary
Fire	Fire	Fire
Fire	Water	Steam
Fire	Wind	Smoke
Fire	Lightning	Lava
Fire	Earth	Acid
Water	Water	Water
Water	Fire	Glass
Water	Wind	Ice
Water	Lightning	Storm
Water	Earth	Mud
Wind	Wind	Wind
Wind	Fire	Heat
Wind	Water	Mist
Wind	Lightning	Light
Wind	Earth	Sand
Lightning	Lightning	Lightning
Lightning	Fire	Shadow
Lightning	Water	Sonic
Lightning	Wind	Gravity
Lightning	Earth	Wood
Earth	Earth	Earth
Earth	Fire	Metal
Earth	Water	Plant
Earth	Wind	Dust
Earth	Lightning	Magnet

Contradicting Elements

The player's elements each have a weak point. The player's strength may lay in one kind of element but the element opposed to the player's will always win out. Basically when a player is facing a contradicting element they lose all the bonuses they normally get with their element against that target with the opposing element.

- Weak to ->
- Fire -> Water
- Water -> Lightning
- Lightning -> Earth
- Earth -> Wind
- Wind -> Fire

One Piece Races

Human

Since they outnumber most other races, usually are amongst the most technologically advanced and organized of the races, human beings remain the dominate race in the world.

Most islands are inhabited by humans, even in the Grand Line, where most of the stronger races such as the Fishmen and Giants are found. As slaves, regular humans sell for just 500,000

Differences between humans varies greatly, islands not allied with the World Government form a number of tribes including (but not exclusive to) the Dwarves, Longarm Tribe and Snake Neck Tribe. Other tribes are expected to exist as Ape-like humans including Masira, Shoujou and the Coffee Monkeys have also appeared; Masira himself claimed openly to be human and not ape although was not insulted when called a "monkey". As of Thriller Bark, humans with demonic features also appear in the storyline.

Inter-species Relationships

The weakness of the humans in the One Piece world often makes other Races such as the Fishmen come to think lowly of them. Often this reaches to the point where they inflict heavy racism onto Humans themselves, although not all Fishmen typically think this. Often this is met by humans with returned racism towards the Fishmen, sometimes leading to bloodshed. Part of the problem is that Humans tend to think of Fishmen and the Mermen as nothing more than fish, dismissing them as "men" thus alienating any chances of them being viewed as equals with humans.

Amongst the humans themselves, there is an apparent problem with the non-World Government allied tribes. Their freakish appearances (such as having long arms or legs) are often a lure for kidnapping crews at Sabaody Archipelago, who sell them as slaves because their selling rate is much higher than a regular human. These tribes and races caught up in slavery are often sold for a higher price than "normal" humans.

Overall Strength

Most of the inhabitants of the One Piece world are Humans and are one of the weakest races on the planet. While the average human is as weak as in Real Life, with enough training they are able to train themselves to be able to do incredible stunts such as using Super-Human Strength and incredible abilities. Humans are more likely to consider the usage of Devil Fruits than any other creature in the world, and are the leaders in Devil Fruit research.



**Racial Traits:**

- **Scale Size** – Medium
- **Set Skill Bonus** – +1 Set Skill
- **Bonus Feat** – at Creation a Humans gain one extra feat
- **5 extra Build Points** at 1st level
- **PS Score** – Humans Racial Protection Score is 8
- **ADS Score** – Humans have no bonus to ADS naturally
- **Stat Bonus** – at Level 5 and every 5th level on a Humans gain an extra Stat Boost of +1
- **Saves** – Humans have no bonus to their saves

Racial Defects:

Unlike other races Human has no set racial Defect, unless the GM states otherwise.

Favored Class:

Any

Half Breed

Sometimes a player may want to mix races to develop their characters. In the case of mixing one race with a Human they get the following.

- **Scale Size** – Medium, if their other half is larger or smaller they meet halfway thru the difference, In the case of on size larger or smaller they will remain Medium but be bigger or smaller than your average Human.
- **Set Skill** - +1 Set Skill
- **Bonus Feat** – at creation the human half breed gains one extra feat
- **PS score** – The half breed protection score is mixed with both races thus for Human Half Breeds they use 8 and subtract it form the breed of the other races score to get the difference in their score to add or subtract from the standard Half Breed Score which is 8.
- **ADS Score** – Half Breed Humans gain no ADS through their human side, if their other half has ADS then they gain $\frac{1}{2}$ (rounded up) of that number
- **Saves** – Half breed humans gain no bonus from their human half to saves, and only $\frac{1}{2}$ the save of their other half.
- **Racial Defect** - Half Breed – in games where it is allowed half breeds are more often looked down on and thus a half breed takes a -2 to social interactivity outside of other half breeds.

Favored Class:

Any

Kuja (Amazon)

Kuja (九蛇, Kuja?) are a tribe of all female fighters found on the island of Amazon Lily. Apparently, until they found Luffy on their island, they had never seen a man before.

Appearance**The Kuja Tribe**

The Kuja wear revealing clothing with white capes and often have strange hairstyles. Several of them are seen carrying a large snake wrapped around them; when the Kuja threaten Luffy, it is revealed that they use the snakes as bows.

About

The Kuja tribe consists entirely of women. The majority of them are therefore unfamiliar with men, particularly their anatomy. It is stated that the women who leave Amazon Lily sometimes return pregnant. Oddly, they always give birth to females. The women are raised in the ways of the warrior and are often burly and strong, but there are the odd beauties amongst them. The Kuja are a race who consider strength as beauty and there is no room for the greedy and foolish to enter (an odd irony considering their current leader). Despite being a warrior race, the Kuja cultivates a surprisingly peaceful existence within Amazon Lily, and only engages in battle amongst themselves in arranged competitions held in the local arena for the general public's entertainment. They seem to have little knowledge about Devil Fruit powers, despite the fact that Boa Hancock and her two sisters have Devil Fruit powers themselves (Marguerite actually believes that Luffy can't swim because men are "useless"). Taking advantage of this, Hancock lied to the rest of the tribe, telling them her and her sisters' powers were from slaughtering a Gorgon in battle, instead of them being fed Devil Fruits during their enslavement by the hands of the Tenryuubito.



Just as they have limited knowledge on men, likewise the rest of the world seems to know little about them. Momonga's men give one of the many examples of the Kuja pirates rumors, stating they turn people to stone. However, this rumor applies only to Boa Hancock. They may lack information on Devil Fruits, but in exchange, most Kuja warriors, if not all, seems to be knowledgeable and fairly proficient in the use of Haki; which is something that is usually exclusive to none but the most powerful warriors so far seen in the series, such as Shanks, Luffy, and Rayleigh.

The Kuja have always lived in peaceful isolation due to their natural advantage of living in an island in the Calm Belt, protected from the rest of the world by the Sea Kings who surround them. However, this isolation has slowly eroded away as advancements in Sea stone technology has allowed the government to make new ships that can pass through the Calm Belt with no Sea King interference. The only means of protection remaining is the alliance held by their empress as a member of the Shichibukai, which both protects the Kuja from Marine attack but unfortunately classifies all, both at sea and at home, as pirates. The Kuja and their leader must comply with the government's terms or risk the attack and destruction of everyone on the island, a peace barely hanging by a thread in a rapidly changing world.

Apparently, for the empresses of the tribe, they can contract a disease known as "love sickness", which is when the empress grows infatuated with a man, but keeps that love suppressed, which leads to death

Kuja unlike other human races forgo the Build Point Bonus they gain for being human for the following changes

- **PS Score** – 10 Kuja are trained in combat and with it they learn how to avoid damage
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 COM, -2 WIS
- **Skills** – +10 Knowledge Nature, +10 Survival
- **Special** – Only Female characters are playable in this Variant
- **Armament Haki** – Kuja are trained in using Armament Haki (see Haki rules for effect)
- **Snake Bow** – Kuja are proficient in using snakes that they are raised with as bows, the bows gain +1 for every four levels of the player
- **Defect** – What is Strange Being call Man – Kuja Members come from an island where men are seen as evil and hated they get a -10 to all social rolls in dealing with men
- **Level Rating** – 4



Weatherpia

A moving Sky Island that houses a collection of the top minds in weather prediction, Mainly housing old men but with a few younger people the island has a peaceful take on things in life and offers their weather based skills to be used for profit of the island.

As a Human variant, they do not gain the Bonus build points for Humans, instead they get the following.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +4 INT, +2 SPI, -2 DEX, -2 STR, -2 END
- **Skills** - +10 Profession Farming, +10 Navigation, +10 Knowledge Nature, +10 Knowledge Machines
- **Wind Knot** – Weatherpia members are trained to create a wind knot in ropes, and can use this knot to summon forth small gusts of wind
- **Weather Bubble** – Weatherpia members have access to weather seeds to grow bubbles containing small amounts of weather they can later release.
- **Weather Prediction** – Weatherpia trains its followers in how to detect the changes in weather and patterns, letting them predict the best ways to change it for profit.
- **Defect** – Pacifist – The people of Weatherpia are not ones for fighting and will go out of their way to avoid fights. They take a -2 to all combat actions.
- **Level Rating** – 2

Favored Class:

Wanderer

Torino Kingdom (South Blue)

Idiot savants in technology and herbs, a race of caveman like people, have lived on this island along with giant birds, while they wear simple cloth clothing to cover their shame they sport weapons that on first look are simple yet on closer examination are actually complex uses of springs and gears. They also have an extensive knowledge and library on medical herbs and their uses.

As a Human variant, Torino players do not gain the bonus build points, in exchange they get the following

- **PS Score** – 6 due to their lazy behavior
- **ADS Score** – 2 Torino are a race of tough people from their natural exposure to the elements.
- **Stat Bonus** – +2 STR +2 SPI – 2 INT
- **Skills** – +10 Medicine, +10 Knowledge Biology, +10 Craft Weapons, +10 Craft Items, +10 Knowledge Machines
- **Weakness** – Idiot Savant – Torino people are highly intelligent towards things they have around them yet are ignorant to basic tasks. They have a -2 to using new things till they spend time learning them (a period of one week at which point the player rolls a Intelligence check 20 DC [it decreases by 1 per day after]) to remove the defect effect on the new thing to them.
- **Defect** – Lazy – these people don't want to put to much effort in work and often will just sit there and do nothing in place of work, Will save DC 15 to do work.
- **Level Rating** – 0

Favored Class:
Barbarian

Momoiro Island (Kamabakka Kingdom)

The island paradise Okama King claimed for his followers. It is inhabited completely with transvestites (a few transgender members). (note the difference would be if they accepted Okama fully changing them or not with his power). All those on this island begin to weaken to the power of desire the island has, Despite its odd ways the Island actually houses powerful warriors trained in a form of combat called Kama kempo. Many truly skilled members of the island are Haki users of Defense. They are known throughout the world just as much as the Amazons at Amazon Lily, yet unlike the Amazons they can be seen throughout the world traveling.

As a Human variant, Kama players do not gain the bonus build points, in exchange they get the following

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 STR, -4 CHA
- **Skills** – +10 Craft Cooking, +10 Seduction
- **Speed Demons** - +60 Movement
- **Deceptive Appearances** – First looks can attract a character with the Pervert defects to be charmed by them to move in closer. But once up close the person needs to make a will save vs shock. DC 15.
- **Observation Haki (Avoidance)** – Observation Haki (Avoidance) (see Haki rules section for effect)
- **Defect** – Transvestite / Cross Dresser – Members of this island live their lives fully in the cloths of the opposite gender -5 to all social rolls
- **Level Rating** – 4

Favored Class:
Martial Artist



Longarm Tribe

Longarm Tribe (手長族, Tenaga-zoku) are a tribe of Humans in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves.



Scratchmen Apoo is a member of this tribe and according to his appearance the reason why they are called this is because their arms are lengthened by the fact they are double elbowed. Apparently they are the ones responsible for destroying the country of Harahetternia of Namakura Island. The cultists of Namakura Island were in the middle of a summoning of Satan, wanting him to help destroy the Longarm Tribe. However, due to Kuma, Brook landed right in the middle of the summoning. Believing him to be Satan, the people of Namakura Island want him to help them get revenge on the Longarm Tribe.

As a Human variant, Longarm players do not gain the bonus build points, in exchange they get the following.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 STR
- **Skills** – Due to their second elbow Long armed clan members have a +20 to Escape Arts
- **Grapple** – Long arm Tribe members have a +4 bonus to grapple
- **Reach** – Long Arm Tribe Members grant all their attacks with a 5ft extra reach
- **Defect** – Tribal War – Longarm Tribe has for years been fighting the Longleg tribe over things, this causes the two to have serious bad blood together to the point the two groups together in one area are likely to start a fight instead of peacefully work things out
- **Level Rating** – 1

Favored Class:

Martial Artist



Longleg Tribe

The Longleg Tribe (足長族, Ashinaga-zoku) are a tribe of Humans in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves. It is believed that like Longarm Tribe has two elbows then Longleg Tribe has two knees.

As a Human variant, Longleg players do not gain the bonus build points, in exchange they get the following

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX
- **Saves** – +2 Reflex
- **Steady Walk** – Longleg players have a steady footing while walking granting them a bonus of +4 to saves involving unsteady ground
- **Speed Boost** – Longleg tribe members move at a speed of 40
- **Defect** – Tribal War – Longarm Tribe has for years been fighting the Longleg

tribe over things, this causes the two to have serious bad blood together to the point the two groups together in one area are likely to start a fight instead of peacefully work things out

- **Level Rating** – 1

Favored Class:

Noble

Herculean (Human Variant)

A fairly unknown birth defect in humans that make a race of Large Humans, Born of a distant relative of giants to human parents, Herculean's are looked at as strong brutes of the human world and often take on these roles to dwarf over their own Human kin. As a sub-race of human they maintain the abilities and bonuses of a human. But they do not gain the bonus build points exchange their Stat boosts for +2 STR, +2 END and the large size category. Despite their monster appearance they are still treated as humans in society and history.

Racial Traits:

- **PS Score** – 6 due to their larger size they are easier targets to hit
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 END
- **Bonus Feat** – at Creation a Humans gain one extra feat
- **Large Size Category**
- **Stat Bonus** – at Level 5 and every 5th level on a Humans gain an extra Stat Boost of +1
- **Defect** – Big Guy – Larger size makes it hard to navigate smaller areas without injury DC 15 Reflex vs 1d8 bashing damage when moving in smaller spaces.



Favored Class:

Barbarian

Elf

One of the grandest of races in the world and the largest race that thrives on a balance of humanity and nature's rule, they seek a world of balance between the two. Because of this reason Elf's feel uncomfortable in the large urban cities of Humans, and the mined cities of dwarves. In their place they tend to build their cities in heavily wooded forests, often using magic in their crafting and forming of the environment to twist around them, allowing them to build among the trees without harming them. Unlike the diversity of Humans there are four types of elves in the world. Wood is the most common, High elf which has taken to mountains tops, Sun elves that are grassland nomads and dark elves that have found a way to construct forested caverns with trees and mushrooms. Like Humans elves tend to not be very tough in their natural defenses, but they make up for it in Speed and intelligence. Additionally with their race being born from the Fey thus they are more adapt at Magic then Humans. With their skill in magic they gain bonuses in the skills to craft weapons and armor.

Elf Types

Unlike the diversity of Humans there are four types of elves in the world. Wood is the most common, High elf which has taken to mountains tops, Sun elves that are grassland nomads and dark elves that have found a way to construct forested caverns with trees and mushrooms.

Overall Strength

Humans stand as the most basic balanced race and depending on the game the GM is running may be the only playable race for the game.

Racial Traits:

- **Scale Size** – Medium, while slightly taller than Humans they only generally stand about ½ a foot taller.
- **DEX Bonus** – +2 to dexterity
- **INT Bonus** - +2 Intelligence
- **Mana Bonus** – Elves gain a bonus of +10 Mana, a level in magic based games
- **Crafting Bonus** – Elves gain +5 in craft weapons and craft armor
- **PS Score** – Elves Racial Protection Score is 8
- **ADS Score** – Elves have no bonus to ADS naturally
- **Saves** – Elves gain a +2 Reflex racial bonus

Racial Defects:

Uneasy – Elves prefer wide open natural environments, they suffer a -5 to all skill rolls in mines and cities and -2 in mines / underground dungeons when fighting.

Favored Class:

Wizard

Differences in the Types

Wood

- **Nature Bonus** - Wood Elves gain +5 in Knowledge Nature and Survival skill this is in addition to the bonuses they get in standard ways.
- **Natures Ally** – Wood Elves summoning an animal to aid through magic count the spell as effectively one level higher

High

- **Civilized** – High Elves do not suffer penalties in cities gain +5 in Social Skills while in a city
- **Fine Craftsmen** – High Elves gain +5 in Craft Items, and Appraise
- **Magical Connection** – High Elves get a natural sense about things out of place with cities and dungeons altering them of hidden doors or traps

Sun

- **Swift Footed** – Sun Elves gain +10 to their speed
- **Sun Worshiper** -Sun Elves gain +5 to all skill rolls in the day light hours while the sun is visible

Dark

Dark Elves do not suffer the penalties of other elves in as they too live in the mines and tunnels, however in its place they gain the defect Hated Race , as they are disliked by most races and looked down upon for their greyish blue skin and white hair.

- **Natural Mage** – Dark Elves are stronger magic users and their spells do +1 damage
 - **Poison Bonus** – Dark Elves gain +5 in Knowledge poison and Craft Poison.
- Hated Race Defect

Half Breed

Sometimes a player may want to mix races to develop their characters. In the case of mixing one race with a Human they get the following.

- **Scale Size** – Medium, if their other half is larger or smaller they meet halfway thru the difference, In the case of on size larger or smaller they will remain Medium but be bigger or smaller than your average Elf.
- **DEX Bonus** - +1 Dexterity
- **INT Bonus** – +1 Intelligence
- **Save Bonus** - +2 on Reflect Saves
- **PS score** – The half breed protection score is mixed with both races thus for Elves Half Breeds they use 8 and subtract it form the breed of the other races score to get the difference in their score to add or subtract from the standard Half Breed Score which is 8.
- **ADS Score** – Half Breed Elves gain no ADS through their Elf side, if their other half has ADS then they gain ½ (rounded up) of that number
- **Racial Defect** - Half Breed – in games where it is allowed half breeds are more often looked down on and thus a half breed takes a -2 to social interactivity outside of other half breeds.

Elf Types Half Breed**Wood**

Natures Ally – Treat summoned animal spells as one level higher

High

Magical Connection - sense about things out of place with cities and dungeons altering them of hidden doors or traps

Sun

Swift Footed - +10 Movement

Dark

Natural Mage - +1 damage with spells

Favored Class:

Any

Dwarf

One of the grandest of races in the world and masters of mining and riches throughout the world, dwarves are skilled in mining and sturdy workmen. One of the shorter common races of the world but their smaller stout features only lend to their tougher build allowing them to thrive longer in tougher environments. Dwarves have multiple types of their kind but unlike most other races that try to keep their distance from other forms of their own race Dwarves are often hearty and joyful race accepting other dwarves types in their clans, and from time to time other races. Their welcoming nature however stops when it comes to business and the precious items that they mine. Because of their nature to live at or around the mines they dig Dwarves aren't too keen on traveling the outer world, and often find it uneasy to be in woods and open lands.

Dwarf Types

Dwarves have many types depending on where they grew up but to other dwarves *"a dwarf is a dwarf no matter where he be from"* The types however are, Firebrand, Deep delver, Mountain, Quarry, and Gem Cutter. Firebrand live in volcanic areas and mine for precious gems formed by the lava their skin is blacken and hair burnt from their long term exposure to fire. Deep delver Dwarves are a race of all white dwarves that rarely come out in any light from their deep holes. Mountain Dwarves are the most common dwarves that build tunnels and fortresses about mountain sides. Quarry Dwarves spend their time outside but stripping it of resources from about. They are more at ease with the wild then others but have a tendency to cause big explosions in their wake. Gem Dwarves are least dwarf like dwarves, they make a living about cities, digging sewers and crafting things in cities, They still don't like the wild but find a comfortable life in urban environments better than the hazards of the mountains and mines.

Overall Strength

Dwarves are a common race of sturdy characters, they are skilled craftsmen and tough warriors when it comes to battle.

Racial Traits:

- **Scale Size** – Medium (but short), despite them being half the height of humans the stout body of the dwarves allow them to stand toe to toe with others in the medium category.
- **END Bonus** – +2 to Endurance
- **WIS Bonus** - +2 to Wisdom
- **HP Bonus** – Dwarves are a hardy race and start with 10 extra HP
- **Crafting Bonus** – Dwarves gain +5 in craft weapons and craft armor
- **Mining Bonus** – Dwarves gain +5 bonus towards Profession Miner, Appraise, and Demolitions
- **PS Score** – Dwarves Racial Protection Score is 9
- **ADS Score** – Most Dwarves have no ADS bonus
- **Saves** – Dwarves at strong at resisting hazards of mining +2 Resistance Save

Racial Defects:

Uneasy – Dwarves are uneasy fighting in open and wild environment's granting them a -5 on all skills in such areas and -2 on all attacks and saves while in these areas.

Favored Class:

Lore Master

Differences in the Types

Firebrand

- **Fire Retardant** – Firebrand Dwarves are used to working in high heat environments, granting them a bonus in to resist heat +4 and a +2 resistance to fire attacks
- **Fire Safety** – Firebrand dwarves know the best ways to avoid getting burned thus they gain a +1 to their PS score as they are trained from birth on how to avoid attacks.

Deep Deliver

- **Dark Vision** – Deep Deliver are keen without the use of any light at all in their work. In their place their eyes have developed Dark vision in place of normal, when out of the dark they need tinted shades or will be blinded in normal light.
- **Stone Sense** – Deep Deliver can sense changes or oddities in the earth and stone structures, granting them a bonus of +10 to find hidden doors, traps or others.
- **Iron Hide** – Deep Deliver have gotten use to constantly being hit in the dark to the point their skin grew tough granting them an ADS Bonus of +1

Mountain

- **Steady Foot** – Mountain Dwarves gain +5 to Climb, Acrobatics, Notice and Use Rope Skills
- **Iron Worshiper** – Mountain Dwarves are comfortable in using Iron to the point that any iron weapons they use do +1 Damage

Quarry

- **Things that make you go Boom!** – Quarry Dwarves are skilled in using gun powder and explosives so well that they treat such weapons as magical granting them a +1 to damage
- **Iron Hide** – Quarry have gotten used to having explosives go off around them granting them an ADS Bonus of +1
- **Outsider** – Quarry Dwarves work out in the open and thus are not as uncomfortable in the wild, they only suffer the defect Uneasy when they are out in the wild for a long period of time

Gem Cutter

- **Golden Touch** – Gem Cutter Dwarves have a +5 Appraise, and all social rolls involving money
- **City Dweller** – Gem Cutter Dwarves have a +5 to Knowledge local and gain a +1 bonus to all rolls while within a city.

Half Breed

Sometimes a player may want to mix races to develop their characters. In the case of mixing one race with a Human they get the following.

- **Scale Size** – Medium (but short), if their other half is larger or smaller they meet halfway thru the difference, In the case of on size larger or smaller they will remain Medium but be bigger or smaller than your average dwarf.
- **END Bonus** - +1 to Endurance
- **WIS Bonus** – +1 to Wisdom
- **Save Bonus** - +2 on Resistance Saves
- **PS score** – The half breed protection score is mixed with both races thus for Dwarf Half Breeds they use 9 and subtract it form the breed of the other races score to get the difference in their score to add or subtract from the standard Half Breed Score which is 8.
- **ADS Score** – Half Breed Dwarfs gain no ADS through their Dwarf side (unless noted below), if their other half has ADS then they gain $\frac{1}{2}$ (rounded up) of that number
- **Racial Defect** - Half Breed – in games where it is allowed half breeds are more often looked down on and thus a half breed takes a -2 to social interactivity outside of other half breeds.

Dwarf Types Half Breed

Firebrand

- **Fire Safety** – Firebrand dwarves know the best ways to avoid getting burned thus they gain a +1 to their PS score as they are trained from birth on how to avoid attacks.

Deep Deliver

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Quarry

- **Things that make you go Boom!** – Quarry Dwarves are skilled in using gun powder and explosives so well that they treat such weapons as magical granting them a +1 to damage

Gem Cutter

- **City Dweller** – Gem Cutter Dwarves have a +5 to Knowledge local and gain a +1 bonus to all rolls while within a city.

Favored Class:

Any

Goblinoid

A large race of beings, which are often misjudged by the other races as a weak race. Yet when they are one of the weakest in physicality they instead have powerful magic, wits, skills and numbers to stand as a strong viable race of beings in the world. Many of the goblin types are also adapt at underground living and travel and crafting technology that ether helps or hinders their progress. Often misjudged as a greedy race of gold lovers goblinoids of all types have a personal weakness for something that they wish to collect.

Goblin Types

Goblins have many different forms and functions based on their type of Tengu, Deep Dark, Treeline, Fire Walker, Plains Rider, Chupacabra, Kobold.

Overall Strength

Goblins are small in stature making them harder to hit but quick at both movement and wits. Their lizard like flesh and strangely twisted forms cause their looks to be rather unpleasant to others.

Racial Traits:

- **Scale Size** – Small
- **Stat Bonuses** – -4 STR, +2 DEX, +2 INT, +2 WIS, -2 COM
- **Techmind** – Goblins gain +5 in all Craft skills, Use Technology and, Knowledge Machines
- **Magical Atoned** – Goblins gain +30 mana. At the start and an addition +5 for each level
- **PS Score** – Goblins Racial Protection Score is 9
- **ADS Score** – Goblins have no bonus to ADS naturally
- **Low Light Vision** – Goblins have strong eyesight in dim light granting them +60ft low light
- **Saves** – Goblins gain a bonus vs any traps to their saves of +4

Racial Defects:

Weak Race – The race is considered weak in the form of physical combat and due to this its disrespected when they are confronted in a combat role as being worthless or weak. – 2 to social rolls in combat

Favored Class:

Sorcerer, Mechanic

Differences in Type **Tengu**

A group of goblinoids that have evolved to be able to fly, they often build nests and homes in ruins and mountainous areas. Their flight grants them a clear advantage over most their prey, and their lusting love for shiny coins often is shown in decorations of their nests and clothing as a form of attracting others to mate.

- **Flight** – Tengu have wings and can fly at a speed of 30 / Good
- **Defect** – Shiny Coin, collect coins that are shiny and use them as décor on their clothing and homes
- **Level Rating** – Tengu is a Level rating of 2 or higher, thus cannot be played unless the player can bring in a level 2 character

Deep Dark

A race of goblins that rarely come out to see light of any kind, unlike their cousins they have adapted dark vision in place of their low light vision. They also have adapted to handling working in gas filled caverns to the point where they have a strong ability to shake off poisons. Deep Dark like to collect smooth gems, a rarity in their world they use the gems to represent their importance in their hierarchy in their tribes. The one with the biggest, rarest and smoothest gem is considered the tribe leader.

- Dark Vision – Deep Dark replace their low light for Dark vision of equal distance
- Resistance Bonus vs Poison – Deep Dark gain a +6 to Resist the effects of Poisons
- Defect – Smooth Gems, They collect smooth gems and hold them up as an important sign of their stature in the world.

Treeline

Treeline goblins are a type that live about in the woods camping in tribal huts and villages, Unlike most their kin they are more adapt at finding natural items to aid them and navigating the woods, They also have grown a way to camouflage themselves in their environment. This type tends to have a fondness for collecting bugs, both as a food source but also to compete in games of competition where the bugs are trained to fight each other for gambling and honor rights.

- Nature Minded - +10 to Search for objects in woods, Navigate in woods, and Knowledge Nature
- Camo - +10 Stealth, +1 PS when a round is taken to conceal in the environment they adapted in
- Defect – Bug Collector – Treeline like to collect bugs for food and competition

Fire Walker

While their name denotes that this race of goblinoids would live in warm or fiery climate it's more to the task they have in cities where they man and operate technology of cities to produce machinery or luxuries to others in the form of electricity, natural gas or even plumbing. By far the most civic minded of the goblinoid's. This group has a strong love for money in general, so much so they often create banks in towns to house and bask in the glory of their riches. They prefer to remain in their beloved cities not venturing out for foolish risks like adventuring.

- Coin Counters - +10 to Search, Appraise and Pick Pocket.
- Urban Masters - +5 To all social based skills, along with repair and knowledge Machine and Use tech
- Defect – Uncomfortable Adventurer – This race choice dislikes traveling and adventuring gaining a -5 to physical skills and Notice based skills outside of Urban environments

Plains Rider

The most warlike version of the goblins, they are a nomad race of goblins that raid and attack towns, villages and caravans for supplies, food, and weapons. Skilled riders and animal trainers these goblins are adapt to riding wolves and worgs. Skill fighters these goblins are raised at birth to fight and it show with their skill at fighting.

- War Child – Players gain +1 Base Attack Bonus at creation
- Wolf Rider – Plains Riders gain a +10 to Animal Empathy and Ride checks with Wolf Types
- Defect – Raider – these goblins have a strong desire to fight for what they want more often than try to purchase or trade for things

Chupacabra

A genetically altered goblinoid that has become a savage creature type that wanders the lands attacking farm creatures and drinking the creatures blood. They often prefer goats for their blood choice. What they lose in their mental capabilities they make up in speed and deadly natural weapons of claws and fangs, They also have gained the ability to heal from drinking small amounts of blood.

- Blood Drinker – Chupacabra's can drink blood equal to their End Mod+1 in times per day and heal 1d8 from it
- Natural Weapons – Claws 1d4 x2, Fangs 1d3 x3
- Defect – Livestock – Chupacabra love to drink the blood of livestock and prefer goats blood over all.
- Level Rating – Due to their abilities Chupacabra have Adjustment of +1 to their level at start

Kobold

Distant cousins of the goblins Kobolds a part goblin part dog, their small yet cuter look often is an advantage to their kind as people tend to lower their guard around the Kobolds. Skilled trap makers and vastly curious creatures they are attracted to getting random items that may hold a shine or smell good. Do to their partial dog like form Kobolds have a strong sense of smell and can use that to track much in the same way as a normal dog can.

- Trap Makers – Kobolds gain +10 to craft and search checks when traps are involved
- Innocent face – Kobolds gain +10 to bluff and diplomacy due to their innocent looks
- Scent – Kobolds Gain +20 to search with the feat track to find trails
- Defect – Shiny bobble – Kobolds are flat out kleptomaniacs that try to take anything they personally find interesting. The player makes a list of four types of items that their kobold likes to collect

Half Breed

Sometimes a player may want to mix races to develop their characters. In the case of mixing one race with a Goblinoid they get the following.

- **Scale Size** – Small, if their other half is larger or smaller they meet halfway thru the difference, In the case of on size larger or smaller they will remain Small but be bigger or smaller than your average Goblinoid.
- **Stat Bonuses** – -2 STR, +1 DEX, +1 INT, +1 WIS, -1 COM
- **Techmind** – Half Goblins gain +5 in all Craft skills, Use Technology and, Knowledge Machines
- **Magical Atoned** – Half Goblins gain +10 mana. At the start and an addition +5 for each level
- **PS Score** – Half Goblins Racial Protection Score is 9
- **ADS Score** – Half Goblins have no bonus to ADS naturally
- **Low Light Vision** – Half Goblins have strong eyesight in dim light granting them +30ft low light
- **Saves** – Half Goblins gain a bonus vs any traps to their saves of +2

Favored Class:

Any

Differences in Type

Tengu

- Flight – Tengu have wings and can fly at a speed of 10 / Good
- Defect – Shiny Coin, collect coins that are shiny and use them as décor on their clothing and homes
- Level Rating – Tengu is a Level rating of 2 or higher, thus cannot be played unless the player can bring in a level 1 character

Deep Dark

- Dark Vision – Deep Dark replace their low light for Dark vision of equal distance
- Resistance Bonus vs Poison – Deep Dark gain a +2 to Resist the effects of Poisons
- Defect – Smooth Gems, They collect smooth gems and hold them up as an important sign of their stature in the world.

Treeline

- Nature Minded - +10 to Search for objects in woods, Navigate in woods, and Knowledge Nature
- Camo - +10 Stealth
- Defect – Bug Collector – Treeline like to collect bugs for food and competition

Fire Walker

- Coin Counters - +5 to Search, Appraise and Pick Pocket.
- Urban Masters - +2 To all social based skills, along with repair and knowledge Machine and Use tech
- Defect – Uncomfortable Adventurer – This race choice dislikes traveling and adventuring gaining a -5 to physical skills and Notice based skills outside of Urban environments

Plains Rider

- War Child – Players gain +1 Base Attack Bonus at creation
- Defect – Raider – these goblins have a strong desire to fight for what they want more often than try to purchase or trade for things

Chupacabra

- Blood Drinker – Chupacabra's can drink blood equal to their End Mod+1 in times per day and heal 1d4 from it
- Natural Weapons Fangs – Fangs 1d3 x3
- Defect – Livestock – Chupacabra love to drink the blood of livestock and prefer goats blood over all.

Kobold

- Trap Makers – Kobolds gain +5 to craft and search checks when traps are involved
- Innocent face – Kobolds gain +5 to bluff and diplomacy due to their innocent looks
- Scent – Kobolds Gain +10 to search with the feat track to find trails
- Defect – Shiny bobble – Kobolds are flat out kleptomaniacs that try to take anything they personally find interesting. The player makes a list of four types of items that their kobold likes to collect

Notable Mixed Races**Hobgoblin (Half Orc / Half Goblin)**

Hobgoblin is a mixed breed of Goblins and Orcs, while most half races are hated by its parents races this is not the case of Hobgoblins. They are looked on as improved and powerful counterpart and often they are used to unite the two races as allies in battle. Depending on the types of each race of their parents some mixed choices such as the Plains Walker and Grey Orc are more savage like in nature and battle through genetics. While the parents of both races present little hair on their bodies Hobgoblins release a dormant gene and their massive muscular forms are covered in a flush collection of hair.

- **Scale Size** – Medium, Hobgoblins are smaller than their Orc relatives yet vastly bigger than their goblin counter parts.
- **Stat Bonuses** – +4 STR, +2 DEX, +2 CON, +2 INT, +2 WIS, -4 COM
- **Magical Atoned** – Goblins gain +30 mana. At the start and an addition +5 for each level
- **PS Score** – Goblins Racial Protection Score is 8
- **ADS Score** – Hobgoblins have 2 ADS
- **Low Light Vision** – Goblins have strong eyesight in dim light granting them +60ft low light
- **Level Rating** – +2

Orc

A large race of beings, known for their brute strength and war like behavior.

Orc Types

Orcs are a diverse race of creatures, The type of Orcs are Blood Rage, Grey, Green Skin, Wolf Walker, Child of the Muk. With two unique half breeds, like the Hobgoblin which is half orc half goblin, and Abyss Eye, a half Orc half Fay races.

Overall Strength

Goblins are small in stature making them harder to hit but quick at both movement and wits. Their lizard like flesh and strangely twisted forms cause their looks to be rather unpleasant to others.

Racial Traits:

- **Scale Size** – Large
- **Stat Bonuses** – +4 STR, +2 END, -2 INT, -2 CHA, -2 COM
- **Orc Rage** – Orcs are a violent species and do to this they gain the Rage ability (same as a Barbarian Rage) 1/day, Orcs that go into Barbarian class prolong their rage by +2 extra rounds
- **Savage Skill** – Orcs are trained in Simple Melee weapons to the point that they have a racial bonus with them of +1
- **PS Score** – Orcs Racial Protection Score is 7
- **ADS Score** – Orcs have no natural ADS score
- **Low Light Vision** – Orcs have strong eyesight in dim light granting them +60ft low light
- **Skill Bonuses** – Orcs gain a bonus of +4 Survival, and +4 Notice

Racial Defects:

Feared Race – The Orc race is looked on as a potential threat to any civilization, due to this they suffer a -4 to all social rolls to races of Humans, Elves, Goblins, Dwarves, Fey and Gnome.

Favored Class:

Barbarian, Warrior, Punk

Differences in Type

Blood Rage

Blood Rage Orc is a collection of orcs that have claimed to stain their skin with the blood of their victims. In reality they are simply born with a reddish tint to the pigment of their skin. Blood Rage Orcs are trained to be aware of their surroundings in a fight, to the point that they have obtained a sense of detecting an attack in hopes of avoiding the strike. Additionally they have a keen sense when traps are involved granting them a Reflex bonus vs Traps. However their bright red skin makes their forms hard to hide and weakens their chance at stealth actions.

- PS Score – 9 (this is instead of the racial 7)
- Defect – Easily Spotted - -10 to Stealth rolls do to the bright red color of his skin
- Danger Sense – +2 Reflex Saves vs Traps

Grey

The most civil of the Orc races, yet that civil nature doesn't make them any less dangerous in their brute strength. While they tend to be in civilization they are often hired for Heavy or dangerous jobs such as law enforcement or protection. Due to this the race has a strong sense of Law and Order of the world. They also are well experienced when facing down other races in fights. The disadvantage of the race is their Social defect also applies to other orcs.

- Skill Bonus – Knowledge Law, Martial Arts, Profession Officer +10

- Battle Tested – Choose one race, the player gains +2 in all actions against that race, this effect stacks with the class ability of Favored Race.
- Defect – Universal Hatred – The racial defect of Feared Race applies to Other Orcs as well excluding other Grey Orcs

Green Skin

The most common of the Orc race, the Green Skin type of Orc. Skilled in athletics as skilled as they are in the use of weapons, Green Skin Orcs toughen their hides up from an early age, building up a layer of thick scar tissue about their bodies. Letting them have a natural armor of sorts. Due to their fierce training from young ages and their feared forms this type of Orc is often upset or angry when they lose or fail in completions or battles. This fury could have them wildly attack someone or something unprovoked.

- Tough Hide – Green Skin Orcs gain a racial +2 to their ADS
- Skill Bonus - +10 Climb, Athletics, Swim
- Defect – Sore Loser – Green Skin Orcs must make a DC 15 Will Save vs randomly attacking a target when they lose a fight or contest

Wolf Walker

While their name denotes that this race of goblinoids would live in warm or fiery climate it's more to the task they have in cities where they man and operate technology of cities to produce machinery or luxuries to others in the form of electricity, natural gas or even plumbing. By far the most civic minded of the goblinoid's. This group has a strong love for money in general, so much so they often create banks in towns to house and bask in the glory of their riches. They prefer to remain in their beloved cities not venturing out for foolish risks like adventuring.

- Coin Counters - +10 to Search, Appraise and Pick Pocket.
- Urban Masters - +5 To all social based skills, along with repair and knowledge Machine and Use tech
- Defect – Uncomfortable Adventurer – This race choice dislikes traveling and adventuring gaining a -5 to physical skills and Notice based skills outside of Urban environments

Child of Muk

The most warlike version of the goblins, they are a nomad race of goblins that raid and attack towns, villages and caravans for supplies, food, and weapons. Skilled riders and animal trainers these goblins are adapt to riding wolves and worgs. Skill fighters these goblins are raised at birth to fight and it show with their skill at fighting.

- War Child – Players gain +1 Base Attack Bonus at creation
- Wolf Rider – Plains Riders gain a +10 to Animal Empathy and Ride checks with Wolf Types
- Defect – Raider – these goblins have a strong desire to fight for what they want more often than try to purchase or trade for things

Half Breed

Sometimes a player may want to mix races to develop their characters. In the case of mixing one race with an Orc they get the following.

- **Scale Size** – Small, if their other half is larger or smaller they meet halfway thru the difference, In the case of on size larger or smaller they will remain Small but be bigger or smaller than your average Goblinoid.
- **Stat Bonuses** – +2 STR, +1 CON, -1 INT, -1 CHA, -1 COM
- **Orc Rage** – Orcs are a violent species and do to this they gain the Rage ability (same as a Barbarian Rage) 1/day, Orcs that go into Barbarian class prolong their rage by +1 extra round
- **Savage Skill** – Orcs are trained in Simple Melee weapons to the point that they have a racial bonus with them of +1
- **PS Score** – Orcs Racial Protection Score is 7
- **ADS Score** – Orcs have no natural ADS score

- **Low Light Vision** – Orcs have strong eyesight in dim light granting them +30ft low light
- **Skill Bonuses** – Orcs gain a bonus of +2 Survival, and +2 Notice

Favored Class:

Warrior, Barbarian, Punk

Differences in Type

Blood Rage

- PS Score – 8 (this is instead of the racial 7)
- Defect – Easily Spotted - -5 to Stealth rolls do to the bright red color of his skin
- Danger Sense – +1 Reflex Saves vs Traps

Grey

- Skill Bonus – Knowledge Law, Martial Arts, Profession Officer +5
- Battle Tested – Choose one race, the player gains +1 in all actions against that race, this effect stacks with the class ability of Favored Race.
- Defect – Universal Hatred – The racial defect of Feared Race applies to Other Orcs as well excluding other Grey Orcs

Green Skin

- Tough Hide – Green Skin Orcs gain a racial +1 to their ADS
- Skill Bonus - +5 Climb, Athletics, Swim
- Defect – Sore Loser – Green Skin Orcs must make a DC 10 Will Save vs randomly attacking a target when they lose a fight or contest

Wolf Walker

- Coin Counters - +5 to Search, Appraise and Pick Pocket.
- Urban Masters - +2 To all social based skills, along with repair and knowledge Machine and Use tech
- Defect – Uncomfortable Adventurer – This race choice dislikes traveling and adventuring gaining a -5 to physical skills and Notice based skills outside of Urban environments

Child of Muk

- War Child – Players gain +1 Base Attack Bonus at creation
- Defect – Raider – these goblins have a strong desire to fight for what they want more often than try to purchase or trade for things

Notable Mixed Races

Hobgoblin (Half Orc / Half Goblin)

Hobgoblin is a mixed breed of Goblins and Orcs, while most half races are hated by its parent's races this is not the case of Hobgoblins. They are looked on as improved and powerful counterpart and often they are used to unite the two races as allies in battle. Depending on the types of each race of their parents some mixed choices such as the Plains Walker and Grey Orc are more savage like in nature and battle through genetics. While the parents of both races present little hair on their bodies Hobgoblins release a dormant gene and their massive muscular forms are covered in a flush collection of hair.

- **Scale Size** – Medium, Hobgoblins are smaller than their Orc relatives yet vastly bigger than their goblin counter parts.
- **Stat Bonuses** – +4 STR, +2 DEX, +2 CON, +2 INT, +2 WIS, -4 COM
- **Magical Atoned** – Goblins gain +30 mana. At the start and an addition +5 for each level
- **PS Score** – Goblins Racial Protection Score is 8
- **ADS Score** – Hobgoblins have 2 ADS
- **Low Light Vision** – Goblins have strong eyesight in dim light granting them +60ft low light
- **Level Rating** – +2

Mermen / Mermaid

Merfolk are shown in the world of One Piece as one of the two major races that inhabit the Sea, the other being the Fishmen, and seemed to be ruled by an individual known for now only as the mermaid Princess. Merfolk are the prize catch as slaves with young females selling at a staggering 70,000,000 making them highly sought after by kidnapping teams. Parted females sell for only 10,000,000



Like the mermaids and mermen of folklore, their upper half is that of a human while the lower half is that of a fish. As demonstrated recently by Kokoro, mermaids may walk on land as when they are thirty years old, their tails split into two. Like the Fishmen, they are based on the different fish of the Sea; for example, Kokoro is an Icefish Mermaid.

Inter-species Relationships

Unlike the Fishmen, the Merfolk are peaceful, and prefer their race to remain a secret. They often are rumored to aid drowning sailors, plucking them from the sea and taking them to safety.

Mermaids and Mermen are friends to the fishes of the sea, fun loving and usually get along with most people, including Fishmen (even though Fishmen can often take advantage of the Merfolk's good nature).

Like Fishmen, Merfolk face dramatic discrimination in certain areas due to past history between them and humans. While the World Government has attempted to bridge the gap, they are still considered valuable in areas where slavery is still legal in this world. A captured female mermaid under 30 (when their tail splits and they can walk on land) that is sold in auction in the Sabaody Archipelago can go for a starting price of 70,000,000 Beli. The wealthy who buy one usually keep them as a trophy.

Mermaid/mermen don't exchange blood and it's said won't have a relationship with humans due to the refusal in the past by humans to give blood to Sun Pirates captain Fisher Tiger. Do to this while the two species get along it's less likely any half breeds with humans are seen.



Overall Strength

They appear much weaker than the Fishmen, however it is difficult to tell their strength considering only two so far have made an appearance. Merfolk are also the fastest swimmers in sea.

- **PS Score** – 10 Mermaids are keen at avoiding attacks
- **ADS Score** – 0
- **Stat Bonus** – +4 DEX, +4 COM, -2 STR
- **Water Breathing** – Mermaids can breathe both water and air, they lose this ability if they eat a devil fruit
- **Skill** – +20 Swim
- **Speak with Fish** – Player can talk to fish letting them use social roles to gain assistance or knowledge from them
- **Swim Speed** – 60ft Good
- **Defect – Hunted Defect** – The slave trade on Mermaids is so high many will take a chance at kidnapping them
- **Level Rating** → 2 (This is higher for some variant Mermaid types.

Favored Class:

Trainer

Racial Defects:

Special – Until a Mermaid / Merman reaches Adulthood in their age their fins don't split and thus can't walk on land, however many get around this with a floating bubble created from the sap from Yakukiman Mangrove bubbles. They can also seek to amend this by having legs of other surgically added to them.

Variant Types:

Goldfish

- **PS Score** – 10
- **ADS Score** – 0
- **Stat Bonus** – +4 DEX, +6 COM, +2 SPI, -4 STR, -2 END
- **Skill** – +20 Swim
- **Speak with Fish** – Player can talk to fish letting them use social roles to gain assistance or knowledge from them
- **Swim Speed** – 60ft Good
- **Great Beauty** – Goldfish Mermaids gain a bonus to all Social skills of +10
- **Level Rating** – +2

Shark

- **PS Score** – 8
- **ADS Score** – 2
- **Stat Bonus** – +4 DEX, +4 COM, +2 STR, -2 END, -4 SPI
- **Skill** – +20 Swim
- **Speak with Fish** – Player can talk to fish letting them use social roles to gain assistance or knowledge from them
- **Swim Speed** – 60ft Good
- **Visions** – This version of mermaid is capable to foresee future events and events occurring sever distances away in their mind
- **Level Rating** – +3

Octopus / Squid

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +4 DEX, +2 COM, +2 SPI, -4 STR, -2 END
- **Skill** – +10 Swim
- **Multiple Arms** - allows extra attacks a round at -2
- **Swim Speed** – 30ft Good
- **Boneless form** – this mermaid can squeeze their body into tight spaces and hiding spots ¼ their size.
- **Level Rating** – +2

Flying Fish

- **PS Score** – 10
- **ADS Score** – 0
- **Stat Bonus** – +6 DEX, +2 COM, -4 STR, -2 END
- **Skill** – +20 Swim, +20 Jump
- **Fly Speed** – 60ft Fair
- **Swim Speed** – 60ft Good
- **Level Rating** – +4

Whale

- **PS Score** – 6
- **ADS Score** – +4
- **Stat Bonus** – +6 DEX, +2 SPI, +4 STR, -4 WIS, -2 CHA
- **Skill** – +20 Swim
- **Speak with Fish** – Player can talk to fish letting them use social roles to gain assistance or knowledge from them
- **Swim Speed** – 60ft Good
- **Echo Location** – This ability grants them a bonus +20 to search roles
- **Level Rating** – +5

Fishman

Fishmen are one of two species that dominate the seas (the other being the Merfolk). As slaves they sell for 1000000 beli, in terms of leadership, none are mentioned, however Fisher Tiger, Jinbei and Arlong were said to have the highest respect amongst their people.



Biology

Arlong, a member of the Fishman race.

Appearance-wise, they are more "fish-like" than merfolk, looking like a cross between a man and a fish of the ocean such as an octopus, manta ray, or sawfish; however, they still have legs. They have their gills near their necks which only work when they are in water. On land they can breathe with their lungs like humans do. They are ten times as strong as normal humans from birth, and this difference is magnified underwater, where a human's power is cut in half (while Fishmen are completely unhindered, and perhaps even strengthened).

Even though Fishmen are part fish, they are still mammals and give birth to live young.

As was revealed during the Davy Back Fight arc with Big Pan Fishmen can also breed with Giants, producing a hybrid who has biological abilities of a Fishmen and a huge body of a Giant (but still smaller than a full one, as related by Robin), they are known as Wotan. Although never shown it's clear that Fishmen and humans can also breed the same way Merfolk and humans can breed.

Inter-species Relationships

Their view of life under the sea is dominated by their views that they should rule over all other fish in the sea. Despite this view, usually they get along well with the Merfolk who share the opposite view on life, however it is not

unknown for Fishmen to take advantage of the Merfolk's nature. Because of their strength, they appear in One Piece on a regular basis.

A stereotypical Fishman considers humans an inferior, weaker species. However, this does not apply to all Fishmen: for example, the puffer fish shipwright Tom cared and looked after two human children (Iceburg and Franky) and even protected them from the actions of Spandam and CP5, and even the Shichibukai, Jinbei, considers the Whitebeard Pirate, Portgas D. Ace an equal and holds the Whitebeard Pirates as a group in high regard because of Whitebeard protecting Fishman Island.

On the opposite end of the spectrum, human relationship to the Fishmen was defined with their definition of both them and merpeople as "fish" instead of "men". This led to centuries of discrimination as the Fishmen fought to prove their worth to the world. Only two hundred years ago did the World Government begin to bridge the gap, making an alliance with Fishman Island to remove the problems between the two sides. While attempting to fix the problem, centuries of bad relations remained: many humans continued to see Fishmen as freaks or, in the case around Sabaody Archipelago, slaves for the Tenryuubito. On the opposite end, certain sects of Fishmen attempted to create their own societies where they dominated over the humans, such as Arlong Park in East Blue.

Overall Strength

Fishmen are claimed to be one of the strongest races in the world. Their strength is equal only by the giants of the world. They also have the ability to fight as well on land as well as in the sea. Making them one of the most dangerous races out there.

Level Adjustment +1 (Higher level Adjustment for Fishmen Variants listed Below)

- **PS Score** – 6
- **ADS Score** – 2

- **Stat Bonus** – +2 STR, +2 END, - 4 COM
- **Skill** – +10 Swim
- **Water Breathing** – Fishmen can breathe both air and water, they only can drown if they have eaten a devil fruit.
- **Swim Speed** – 30ft Good
- **Defect – Hunted Defect** – The slave trade on Fishmen is that they make good labor workers
- **Defect – Hated Race** – Due to the actions of Arlong and Fisher Tiger Fishmen are a hated Race
- **Level Rating** – +1(Higher level Adjustment for Fishmen Variants)

Favored Class:

Warrior

Variants

Shark

Shark Fishmen have a natural Bite attack and can re-grow their teeth instantly They also have an addition Strength boost and are often looked on as the strongest of the fishmen.

Level Rating +4

Racial Traits:

- **Water Breathing**
- **+10 Swim, Swim Speed** 60 ft Good
- +6 STR, +2 END, -2 COM, -2 SPI
- **Natural Attack** (Bite: 2d6 x2 Piercing)
- **Regeneration** [Teeth only] Instant

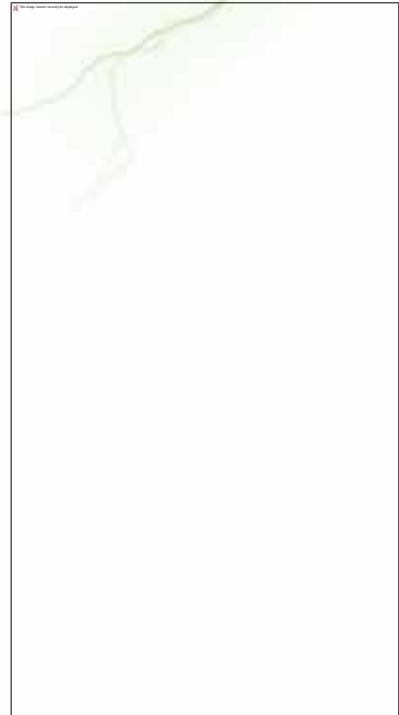
Octopus / Squid

Octopus and Squid Fish men are great warriors for their multiple arms allowing them to have multiple attacks at hand. They also can make a cloud of Ink appear in water to creating a blinding fog of 60ft radius.

Level Rating: +3

Racial Traits:

- **Water Breathing**
- **+10 Swim, Swim Speed** 30 ft Good
- +2 STR, +2 END, -4 COM
- **Multiple Arms** allows extra attacks a round at -2
- **Ink Cloud** – Create blind area 60ft radius underwater



Ray

Quick and Agile Fishmen they only pale in Mermaids with their great speed in the water. Their Arm blades can also be used as a natural Weapon in Battles

Level Rating +2

Racial Traits:

- **Water Breathing**
- **+15 Swim, Swim Speed** 60 ft Good
- +2 STR, +2 END, +2 DEX, -2 COM, -2 SPI
- **Natural Weapon** (Arm Blade 1d10 x3 Slashing)

Blowfish

The Ability to inflate their bodies enlarging their size category, they also have a collection of spine on their back allowing them to make a piercing slam attack

Level Rating +3

Racial Traits:

- **Water Breathing**
- **+10 Swim, Swim Speed** 60 ft Good
- +2 STR, +2 END, -2 COM, -2 INT
- **Natural Weapon** (Back Spines 1d6 x2 Piercing)
- **Enlarge Self 3/day** (counts as 2 size categories larger, lasts Level +END +6 rounds)

There also are two additional variants that can be placed on any of the other templates above.

Poisonous

Natural Attacks Spew a Poison from their body, The stronger the Poison the Higher the level Adjustment.

**Level Adjustment:**

DC 15 Poison +1	Does 2d6 a
round for 1d12 rounds	
DC 20 Poison +2	Does 2d10 a
round for 1d20 rounds	
DC 25 Poison +3	Does 3d10 a
round for 2d12 rounds	

Natural Camouflage

Natural ability to blend in with ones surroundings, this ability is available to be used 3/day

Level Adjustment

+1	50% concealment when activated
+2	75% concealment when activated

Dwarf / Fairy

Dwarves refer to humans as "Big Humans" (大人間 Dai Ningen?) and casually ask them whether they are good or bad and as a tradition a good human can prove him/herself by either giving up their weapons or being stripped of all their possessions. Dwarves are very careful not to be seen by any humans as they will try to kill anyone who sees them unless they promise not to tell anyone of their existence. They are also gullible to anything humans say to them, making them easily fooled.

They are behind Dressrosa's belief in fairies and accept the country's offerings to them.

According to Wicca, they only show themselves to the Riku royal family, but they make an exception for Usopp and his friends.

Despite their small size, dwarves possess great strength, with a single dwarf being able to easily destroy a building. They are very fast, enough for them to disappear in a blink of a second, making it nearly impossible for a normal person to see them. They are known as great cultivators as they stated that they can cultivate any plant, as evidenced by the abundance of plant life on Green Bit. However, they have trouble growing SMILE correctly, as it is artificial in nature. Dwarves are shown to be extremely gullible and trusting.

Level adjustment: +4

Racial Traits:

- +8 STR, +10 DEX, -4 END, -4 WIS, +2 Com.
- **Tiny size** - +2 bonus to Armor Class, +2 bonus on attack rolls,
- **land speed** - 30 feet. Burrow 10ft
- **Low-light vision** – Dwarves can see better in low light and treat it like day
- **Dodge** - as a bonus feat.
- **Skill Bonus** - +20% Knowledge nature, +20 Stealth, +20 Profession Farming , -20 Bluff

Defect :

- **Gullible** - Dwarves are a simple minded race that easily falls for bluffs and lies having a -20 to the Social skill checks
- **Hunted Race** - Dwarves are a wanted slave race each one is worth 700,000 Berri, they are sought as slaves to be kept as pets, their plant and burrowing skills and speed and strength.
- **Honest Abe** - Dwarves are horrible liars and because of that they stink at Bluff -20 to their uses of the skill.
- **Long Time Slave Race** - Dwarves have lived most their life in slavery and thus know nothing outside of the world from their local areas of captivity. They are not prone to be world travelers. They cannot gain knowledge Skills (other than Knowledge Nature) till they seek education, even if the player takes a class that grants all those skills.
- **Easily Impressed** - Dwarves having not seen much of the world get impressed at new things 1d4 rounds of stunned distraction when something strange and new appears before them (GM declaration)





Appearance

Dwarves are an extremely small sentient race. In comparison to an average sized human, their difference in height is approximately the same as that between a normal-sized human and an average-sized giant. They are mostly human in shape, apart from having a thick fluffy tail and chibi-like proportions.

In proportions the Dwarves are the smallest race in the world. Standing on average about 2-3 inches high, they are also very light weight only coming in at the heaviest of 2 lbs But their size and weight don't mean they aren't a viable threat as they are almost as strong as Giants which are over 1000 times their size. Their small size doesn't make them weak in weapon choices While their smaller weapons look weak the size is equal to weapons of a larger size and some dwarves have even been able to use normal sized weapons with the feat Monkey Grip.

History

A Century of Slavery

Over 900 years ago, the dwarves set out to sea in search of resources. The Donquixote Family proposed a treaty in which they would provide shelter and resources in exchange for manual labor. As Gancho puts it, this was the darkest period of the Tontatta tribe. The Donquixote Family enslaved the dwarves and the humans of Dressrosa prospered from their labor.

Liberation by the Riku Family

After the Void Century, the Riku family became the rulers of Dressrosa. King Riku at the time was saddened by the mistreatment the dwarves suffered and liberated them. After forming a bond with the Riku family, the dwarves covered Dressrosa with luscious greens and blooming flowers. The dwarves were also allowed, as part of their compensation, to take anything they wanted from the country, no questions asked. To cover for them, King Riku created the legend about fairies and firmly implanted it into his people as a means of covering for the dwarves' actions.



Fight against a Return to Slavery

After Donquixote Doflamingo overthrew the Riku Royal family and ascended to the throne, the Donquixote Family kidnapped 500 dwarves and put them to work in the SMILE Factory of Dressrosa. Some of the dwarves formed an anti-Doflamingo army, the Riku Royal Army, led by Thunder Soldier.

Strigoi

Also known as the race of the undead, By far there walking is often cloaked in a mystery, unlike most races the Strigoi awaken with no memories of their past selves thus a newly born member of their kind must learn from scratch in skills and abilities but the power that each of the different types of Strigoi is more than enough to grant them the ability to stand toe to toe with the toughest of characters.

Strigoi Types

Strigoi don't have life spans and their forms take on shape for the most part to resemble their past lives. But the new life thrust into their bodies grant them new abilities and powers, due to this it's often that the new types have a Level rating before one could play such a character. The types are as follows,

Vampires, claimed lords of the Strigoi race they hold get power and look very human when they choose to. Alternatively they bring forth the only half breed of this race being children born of living people and vampires call Vampeal which have great strength and few weaknesses.

Flesh Gollum, a living creature brought to life through the use of science/ magic these creatures are a hodgepodge of several dead bodies and often show the mixed collection of body parts sewn together.

Skeleton, a spirit that returned to the bones of the dead, skeletons are physically weak but what they lose in strength they more than make up with the ability to switch out and add bones of other creatures to their form.

Zombie, a spirit thrust into the decaying body of the recently deceased, The stiff nature and form causes them to move slow but they can feast on the meat of the dead and regenerate their

Maero, a strange yet fast built zombie type that has claws formed of bones.

Overall Strength

All choices use their Endurance score to influence their powers granted them of their type but they also have unique defects and abilities

Base Racial Traits:

- **Scale Size** – Based on original race type
- **Intimate** – +5 to Intimidation
- **Racial Powers** – Each of the types grants a racial power that is used by using HP points to activate, the HP lost when activating a power is considered a temporary loss and can be regenerated in some way
- **Feeding** – Each of these races can feed on something listed in their type, for most this is used to regain HP on the amount they eat
- **Unliving Resistance** – Strigoi are immune to disease and most poisons.

Flesh Gollum

- **PS Score** – Racial Protection Score is 8
- **ADS Score** – +2, Flesh Gollum's hide is dead dried skin and easy to replace
- **Stat Bonus** – Flesh Gollum's, gain +4 STR and +2 END, but have a -4 COM -2 CHA
- **Saves** – Flesh Gollum's gain +4 to Resistance Saves
- **Weakness Fire** – Even if a Gollum has the Element of fire as their natural element they are weak to fire taking double damage from flames
- **Electricity Boost / Feed** – A Flesh Gollum feeds on Electricity for its power, While they can go on without eating it, if they do eat it they are boosted in their Strength, Dexterity and Endurance By +1 per

unit that they absorb, (limit their level in units at a time) the boost fade after one hour (10 minutes per level)

- **Defect Monster** – This defect grants the Flesh Gollum a +10 to their intimidate check (stacked with the racial +5) but grants them a -10 on all other social checks
- **Level Rating** – Flesh Gollum is a Level rating of 3 or higher, thus cannot be played unless the player can bring in a level 3 character. It is then counted as a Level 1 character but at the experience level of 3.

Favored Class:

Barbarian

Skeleton

- **PS Score** – Racial Protection Score is 8
- **ADS Score** – 0 Skeletons gain no bonus to their ADS
- **Stat Bonus** – +4 DEX, +4 END, +2 WIS, -6 STR, -4 COM
- **Saves** – Skeleton's gain +2 to Resistance Saves, +2 Reflex
- **Weakness Bashing** – Skeletons take +2 damage from bashing weapons
- **Resistant Slashing, Piercing, Fire** – +4 Resistance to damage from weapons and attacks that do this type of damage
- **Bone Construct**– Skeletons can remove and replace damaged or shattered bones with new ones to restore their HP, Their HP will not restore otherwise unless magically the bones are restored to normal. High intelligent Skeletons can add the bones of others to create a new limb or bone armor to better defend or attack with.
- **Defect Bag of Bones** – There is no way of passing as living, -20 to social checks and some animals will randomly attack at times for bones
- **Level Rating** – Skeleton is a Level rating of 4 or higher, thus cannot be played unless the player can bring in a level 4 character. It is then counted as a Level 1 character but at the experience level of 4.

Favored Class:

Warrior

Maero

- **PS Score** – Racial Protection Score is 9
- **ADS Score** – +1, Maero's hide is dead dried skin and easy to replace
- **Stat Bonus** – Maero's, gain +2 STR, +2 DEX and +2 END, but have a -4 COM -2 CHA
- **Saves** – Maero's gain +4 to Resistance Saves
- **Weakness Fire** – Even if a Maero has the Element of fire as their natural element they are weak to fire taking double damage from flames
- **Salt Repulsion** – Salt can force a Maero to make a DC 20 Will save vs fleeing from battle
- **Feed /Regeneration** – A Maero feeds on the flesh of others, with each unit of meat and flesh they eat they heal 1d6 HP
- **Bone Claws** – A Maero has a natural attack and use of bone claws with in its hands letting them do 1d6 damage, and the claws have a 20% chance of poisoning a target with a DC 20 Resistance Paralyzer
- **Defect Monster** – This defect grants the Maero a +10 to their intimidate check (stacked with the racial +5) but grants them a -10 on all other social checks
- **Level Rating** – Maero is a Level rating of 4 or higher, thus cannot be played unless the player can bring in a level 4 character

Favored Class:

Warrior

Vampire

- **PS Score** – Racial Protection Score is 9
- **ADS Score** – +2, Vampires strong bodies a built to withstand damage
- **Stat Bonus** – Vampires gain +4 STR, +2 DEX, +2 CHA, +2 COM

- **Saves** – Vampires gain no additional bonus to their saves
- **Weakness Fire, Garlic** – These objects all do +4 damage to a vampire
- **Weakness Holy Water** – Holy water does greater damage to vampires doing burning over time of 2d6 a round for 1d12 rounds
- **Weakness Daylight** – A Vampire out in direct sunlight must make an Endurance check DC 25 for each hour in the sun or lose 2 points of Endurance. If all is lost they turn to dust and are dead
- **Repealed by Holy Relics/running water** – Vampires must make a will save DC 10+ to pass by holy symbols or flowing water or else they will halt till they can find a way around.
- **Feed Blood** – Vampires feed on Blood, the blood restores their hit points and with the blood they can perform a set amount of powers based on the path of powers they choose (see list below) Vampires must feed at least once a week or they lose a point of Endurance until they feed
- **Skill Seduction / Notice** – To better find new prey and bring them in willingly a Vampire gains a +10 Seduction and Notice skills
- **Level Rating** – Vampires are a level rating of 10. Thus a player must be level 10 or higher to play and a new character is considered level 1 but at the Experience rate of a character of level 10.

Vampire Power Paths

Vampires have sub division that take on different types of powers based on the path they choose to follow. BLC = Blood cost (how much HP it takes to use the power)

Path of the Night

- Bat form (BLC 3 per minute) takes the form of a large bat
- Night Vision (BLC 1 per minute) gain 120ft dark vision
- Child of the Night (BLC 1 per round) +2 to all Physical stats

Path of the Chill

- Ice Touch (BLC 1 per round) Touch does 1d4 cold damage
- Freeze room (BLC 5 per minute) Changes environment to ice DC 10+level Reflex vs Trip
- Ice Spike (BLC 2 per attack) Create an ice projectile that does 1d8 cold/piercing

Path of the Passion

- Domination (BLC 5 per minute) complete control over one target DC 15+ Level vs Will
- Call (BLC 3 per minute) summon a creature or minion to you in the next round
- Lovers Form (BLC 1 per minute) Shape shift form to look more appealing to a select target

Path of the Thrill

- Blood Rage (BLC 1 per round) +2 STR and END for the round
- Fury (BLC 3 per round) all allies gain the effect of Blood Rage for a round
- Madness (BLC 10 per use) all in 30ft area must make a DC 15+level Will save or be confused

Path of Blood

- Blood Weapons (BLC 5 per minute) with blood craft a +1 weapon that drains ½ damage in HP crit
- Boil Blood (BLC 3 per use) pick a target within 60' make a Resist save DC 15+ level vs 1d6 burn
This does not count as fire damage thus can't not be considered for reduction
- Call Blood (BLC 2 per use) pick a target within 60 to make a Resist save DC 10+ level or have 1d6 HP ripped psychically from their body

Path of the Shadow

- Shadow Form (BLC 1 per Minute) body becomes incorporeal
- Shadow Strike (BLC 3 per use) The player makes a shadow copy of himself to flank a target and do double damage to their standard attack
- Shadow Tendrils (BLC 5 per use) The player unleashes 1 tendril per level doing 1d8 damage within 100 ft

Path of the Beast

Wolf form (BLC 3 per minute) Shift into the form of a large wolf
 Summon Pack (BLC 4 per minute) Summon 1d6+1 wolves to aid you
 Claws (BLC 1 per round) Hands grow claws that do +1d6 damage

Path of the Flame

Fire Storm (BLC 5 per round) summon a storm doing 1d8 fire per level (max 10d8) to 30ft area
 Fire Ball (BLC 3 per use) Throw a fire ball that does 1d6 per level (max 10d6) to a 30ft area
 Burning Touch (BLC 1 per use) Touch a target and do 1d6 fire for every two levels (max 5d6)

Path of Storms

Shocking Grasp (BLC 1 per use) Touch a target doing 1d6 electricity for every 2 levels (max 5d6)
 Lightning Bolt (BLC 3 per use) Strike a target with a 120ft ranged touch 1d6 per level (max 10d6)
 Lightning Storm (BLC 5 per round) summons a storm that does 1d8 damage per level (max 10d8) in a 30ft area

Path of Thoughts

Read Mind (BLC 1 per minute) Player can choose a target within 120 ft, read surface thoughts
 Mind Strike (BLC 3 per use) 60ft DC 15+Level Will save/ take 1d6 per level damage (max 10d6)
 Telekinetic Storm (BLC 5 per round) Lift all items 100+10 pounds per level at high speeds
 throwing things/people into solid objects counts as falling damage.

Favored Class:

Noble

Vampeal

- **PS Score** – Racial Protection Score is 8
- **ADS Score** – +1, Vampeals strong bodies a built to withstand damage
- **Stat Bonus** – Vampeals gain +2 STR, +1 DEX, +1 CHA, +1 COM
- **Saves** – Vampeals gain no additional bonus to their saves
- **Weakness Holy Water** – Holy water does greater damage to vampeals doing burning over time of 1d6 a round for 1d12 rounds
- **Weakness Daylight** – A Vampire out in direct sunlight must make an Endurance check DC 10 for each hour in the sun or be sickened till they rest in darkness .
- **Feed Blood** – Vampeal's feed on Blood, the blood restores their hit points and with the blood they can perform a set amount of powers based on the path of powers they choose (see list below) unlike their fathers they don't need to feed unless they want to
- **Skill Seduction / Notice** – To better find new prey and bring them in willingly a Vampeal gains a +5 Seduction and Notice skills
- **Level Rating** – Vampires are a level rating of 5. Thus a player must be level 5 or higher to play and a new character is considered level 1 but at the Experience rate of a character of level 5.

Vampire Power Paths

Vampires have sub division that take on different types of powers based on the path they choose to follow. BLC = Blood cost (how much HP it takes to use the power)

Path of the Night

Night Vision (BLC 1 per minute) gain 120ft dark vision

Path of the Chill

Ice Touch (BLC 1 per round) Touch does 1d4 cold damage

Path of the Passion

Call (BLC 3 per minute) summon a creature or minion to you in the next round

Path of the Thrill

Blood Rage (BLC 1 per round) +2 STR and END for the round

Path of Blood

Call Blood (BLC 2 per use) pick a target within 60 to make a Resist save DC 10+ level or have 1d6 HP ripped psychically from their body

Path of the Shadow

Shadow Form (BLC 1 per Minute) body becomes incorporeal

Path of the Beast

Claws (BLC 1 per round) Hands grow claws that do +1d6 damage

Path of the Flame

Burning Touch (BLC 1 per use) Touch a target and do 1d6 fire for every two levels (max 5d6)

Path of Storms

Shocking Grasp (BLC 1 per use) Touch a target doing 1d6 electricity for every 2 levels (max 5d6)

Path of Thoughts

Read Mind (BLC 1 per minute) Player can choose a target within 120 ft, read surface thoughts

Favored Class:

Noble

Zombie

- **PS Score** – Racial Protection Score is 8
- **ADS Score** – +1, A Zombies hide is dead dried skin and easy to replace
- **Stat Bonus** – Zombies, gain +2 STR and +2 END, but have a -4 COM
- **Saves** – Zombie's gain +4 to Resistance Saves
- **Weakness Fire** – Even if a Zombie has the Element of fire as their natural element they are weak to fire taking double damage from flames
- **Feed /Regeneration** – A Zombie feeds on the flesh of others, with each unit of meat and flesh they eat they heal 1d6 HP
- **Defect Monster** – This defect grants the Zombie a +10 to their intimidate check (stacked with the racial +5) but grants them a -10 on all other social checks
- **Level Rating** – Zombie is a Level rating of 2 or higher, thus cannot be played unless the player can bring in a level 2 character

Favored Class:

Warrior

Beastmen

The world has a diverse amount of creatures about it, strangest of them all is those that are not beast or man. A category almost as diverse as its source, these begins tend to be a creation of magic, science or evolution gone mad. They have intelligence unlike their bestial counterparts but their twisted and distorted forms take on a form unlike that of humans. Each of these is pretty much a race on its own yet their abilities aren't passed on as well if they breed with other races. Due to this the parents of a mixed Beastmen relationship will only gain a unique trait from one of their parents as determined by the GM.

(Note this section does not include Aqua based races for space reasons, for those choices of beastmen look for the

Beast Men Types

The types are broken into the following groupings with descriptions of each.

Rodent

Mouse / Rat men – Large bipedal intelligence mice or rats

Afanc – A human like beaver race

Molemen – a race of subterranean human like moles

Squirrelman – a chaotic race of squirrels that adapted to mankind's ways

Serpent

Naga – Large snake like creatures that have arms and intelligence

Echidna – Human looking serpents that walk about displaying their highly decorated scaly skin

Amphibian

Kappa – a collection of river dwelling turtle like humans

Boggard – giant bipedal intelligent frogs

Feline

Bakeneko – very cat like yet intelligent creatures that walk bipedal

Nekomimi – mostly human like despite their cat ears and tail

Rakshasa – very clever and very powerful race of tiger like beings

Lamia – part man part lion creatures that walk on all fours

Canine

Ashina – An easily excited humanoid dog race they have a fine coat of fur and markings

Tanuki – A highly intelligent race of raccoons that are skilled in magic

Kitsune – a highly clever race of trickster foxes that can change form

Gef – A small yet quick mongoose like race that has some intelligence

Gnoll – a vicious and war like race formed of Hyenas and humans

Avian

Ahool – A large bat that can walk and shows some intelligence

Cetan – Part man part hawk race of beings

Swanmay – Swans that can change back and forth to a human like form

Harpy – vicious bird and human hybrid, known for savagely attacking innocence

Sirin – a bird like human that lures in its prey by mimicking pleasing sounds

Reptile

Lizardfolk – a race of human like lizards that show a strong degree of intelligence

Kasai – a race of raptor like beings that have survived this long changing into a higher intelligent creature

Taniwha – a race of water dwelling crocodile like beings that use their skills to hunt and fish

Equestrian

Centaur – a race of beings with the top half of a man and the bottom half a horse
 Tikbalang – a horse like race of humans that dwell in mountainous regions

Bovine

Bicorn – The body of a cow the head of a man and the claws of a lion
 Minotaur – A race of being with the head of a cow and the body of a man
 Goldhorn – A race of deer like humans
 Abath – A race of rhino like beings with great intelligence

Arachnid

Anansi – clever trickster based human and spider hybrid creatures
 Selket – a human like creature with the tail and armor plating of a scorpion

Bear

Ursa – A intelligent race of bears
 Bugbear - a hybrid mix of man and bear
 Mapin – giant bipedal sloths with a degree of intelligence

Others

Hathi – a elephant human hybrid
 Faun – Goat like humans
 Lepus – Large Rabbit like race with great intelligence
 Yowie – a human and monkey hybrid race
 Yeti /Sasquatch – A large ape like man that wanders the woods and mountains
 Peluda – Humans that bear a resemblance to porcupines with a quilled back of spines
 Selkie – A race of seal based humans that live about in the seas
 Zhu Bajie – A race of boar like humans that often are short tempered

One Piece Beastmen

Spotted- Billed Duck – A large Flightless duck often used as mounts
 Hiking Bear – A giant Bear very polite in nature and compelled to walk
 Lapahn – Bear like Rabbits, that are very short tempered
 Kung-fu Dugong – Small Shell covered Dugongs that are skilled in Martial Arts
 Otter – Sneaky River dwelling rodents that are skilled assassins
 Armadillo – Burrowing race of rodents that have a shell like body
 Honey Badger – A clever yet vicious race of Weasel

Overall Strength

The advantage of strength that each of these races hold over all outside of their individual bonuses are a keen heightened form of senses, and danger awareness about them.

Base Racial Traits:

- **Scale Size** – Based on choice
- **Notice** – +10 to Notice Checks
- **Danger Sense** – +2 To PS score to avoid danger
- **Natures Resilience** – +5 vs effects of environment when in areas similar to their home.

Mouse/ Rat men – Large bipedal intelligence mice or rats, while larger than their rodent cousins their size is still relatively small in size, equal to the height of a young human child. They are a resilient race of creatures that have a strong resistance to bad food or disease.

- **PS Score** – 10 based on their smaller size
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 END, -2 INT, -2 COM
- **Saves** – +4 Resistance
- **Giant Teeth** – Rat/mouse men have large sharp incisors that do 1d6 x3 in the form of a bite
- **Scent Hunter** – +10 Survival checks when searching for food
- **Defect** – Plague Bearer – This race is known for carrying harmful diseases, 1 a month they need to roll 1d100 on the result of a 1-10 they are carrying a disease and require it to be cured or they can spread it to other party members.

Favored Class:

Rogue

Afanc – A human like beaver race, a skilled group of builders, the Afanc, are known as a productive and pleasant race by most. Skilled in swimming, and logging they are often sought for their production based skills. However their usefulness is sometimes or more often taken for granted and have in the past been enslaved.

- **PS Score** – 10 based on their smaller size
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 DEX, -2 SPI, -2 CHA
- **Saves** – + 2 Resistance
- **Skills** – +10 Swimming, +10 Profession Lumberjack
- **Giant Teeth** – Afanc have large incisors that do 1d6 x3 in the form of a bite
- **Defect** – Slave Race – Do to their useful nature, this race is sought and traded by some slavers, at random times groups of slavers may attack the player to place them in slavery.

Favored Class:

Mechanic

Molemen – a race of subterranean human like moles, Masters of digging and mining, they tend to spend most if not all their life in the tunnels and mines that they dig. Due to this their eyesight hasn't grown strong to normal lighting and they suffer penalties from partial blindness when performing actions in the world above during daylight hours.

- **PS Score** – 10 based on their smaller size
- **ADS Score** – 0
- **Stat Bonus** – +2 END, +2 WIS, - 2 DEX, -2 COM
- **Saves** – +2 Resistance
- **Weakness** – Daylight – Molemen have a -20 Notice when on the surface in daylight
- **Claws** – Molemen have razor sharp claws that do 1d8 x2 damage
- **Earth Movement** – Molemen can move through earth like others go through water at a rate of ½ their movement rate
- **Skills** – +10 Profession Mining, +10 Search

Favored Class:

Wanderer

Squirrelman – a chaotic race of squirrels that adapted to mankind's ways, a carefree spirit of collectors of things that have gotten the ire of other races as they tend to be seen as greedy little thieves. Quick in actions and strong climbing skills does grant this race great skill in the field of thieving. Their main drawback is their skittish nature which has them more vulnerable to fear based checks.

- **PS Score** – 11 based on both size and their jumpy nature.
- **ADS Score** – 0
- **Stat Bonus** – +4 DEX, +2 END, -2 STR -2 WIS, -2 INT
- **Saves** – +2 Reflexes
- **Giant Teeth** – Squirrelman have large incisors that do 1d6 x3 damage bite
- **Skills** – +20 Climb, +10 Search
- **Defect** – Skittish - -6 to Will saves vs Fear attacks

Favored Class:

Rogue

Naga – Large snake like creatures that have arms and intelligence, trained in resisting charms, yet being skilled casters, Naga are a strong and dangerous force to deal with. Many races fear dealing with the power of the Naga, yet at the same time they are a respected race of beings for wielding such power.

- **PS Score** – 6 based on its large size it's a bigger target
- **ADS Score** – +2 Naga has a tougher hide from their scales
- **Stat Bonus** – +4 STR, +4 WIS, - 4 COM
- **Saves** – +4 Vs Charm Attacks
- **Skills** – +10 Swim, +10 Knowledge Occult
- **Poison Claws** – Naga's have claws that do 1d6 x2 damage + DC 10+1/2 level in Paralyzing poison for 1d4 rounds
- **Magic Race** – Naga are a magically empowered race granting them +10 Mana per level
- **Level Rating** – +3

Favored Class:

Sorcerer

Echidna – Human looking serpents that walk about displaying their highly decorated scaly skin. A very social race, they aren't as fierce combatants as their distant cousins, Naga. Not only do they have the advantage of charms and magic at their disposal, they can shed their skin and heal some damage.

- **PS Score** – 8
- **ADS Score** – +2 Echidna have a tough scaled hide that absorbs damage.
- **Stat Bonus** – +4 INT, +2 CHA, - 2 STR, - 2 WIS
- **Saves** – + 2 Will Saves
- **Magic Race** – Echidna are a magically empowered race granting them +5 Mana per level
- **Shed Skin** – 1 per day a Echidna can shed their skin and heal 2d10 damage
- **Charmed Eyes** – 1 /day a Echidna can charm a single target for their level in rounds Will DC +10 Level
- **Defect** – Vain – Echidna – are very vain for a race they seek to look their best no matter what they must make a Will save DC 15 each day versus wasting 1d4 hours to adjust their look.
- **Defect** – Spoiled Rotten – Echidna are stuck up with their place in the world and are less skilled in combat because of this no matter what class they take they must spend feats to gain any weapon Proficiencies

Favored Class:

Noble

Kappa – A race of river dwelling turtle men that are said to be able to steal a person's soul. Great swimmers with a hard armor about them, and excellent farmers the kappa are a very quiet and solitary race of creatures. Yet in a bind they will team up and battle threats to their lives and homes.

- **PS Score** – 8 despite being small in stature the Kappa is slow moving.
- **ADS Score** – +4 due to their shell Kappa have a strong defense to attacks
- **Stat Bonus** – +2 END, +2 WIS, +2 SPI, -4 DEX, -2 COM
- **Saves** – +2 Will Save
- **Fast Swimmer/ Amphibious** – Kappa Swim as a speed of 60 and can hold their breath for x3 normal rate while under water
- **Skills** – +10 Swim, +10 Profession Farming
- **Claws** – Kappa have razor like claws that do 1d4 x3 damage
- **Defect** – Slow Walker– Kappa are great swimmers but have a hard time moving on land, Land speed 15

Favored Class:

Punk

Boggard – Human like frogs that tend to live in swampy camps/ cities of the world. They maintain much of their frog like form and habits, but have adapted to a primitive culture.

- **PS Score** – 8
- **ADS Score** – +1 the slimy hide of the Boggard is often coated in a thin layer of protective mud
- **Stat Bonus** – +4 DEX, +2 END, -4 COM, -2 CHA
- **Saves** – +4 Resistance Save verses Cold
- **Weakness - Oil Slime** – +2 damage from fire
- **Leaping** – Boggard's can take a full move action in the form of a leap
- **Swimmer/ Amphibious** – Boggard Swim as a speed of 30 and can hold their breath for x3 normal rate while under water
- **Tongue Lashing** – Boggard can attack a target up to 15ft away with their tongue doing 1d4 x2 bashing
- **Defect** – Savage Race – Boggard are unfamiliar with technology and the world around them they have a -2 with advanced weapons and armor and -10 to all skills pertaining to the outside world.

Favored Class:

Ranger

Bakeneko – In all sense Bakeneko, are cats, the key difference than their counterparts is the fact that they are intelligent, walk on their hind legs and have adapted to having a prehensile claw to use tools. Yet despite these advances in their kind, they still have some of the same defects of their ancestors. Most notably is their ability to be easily distracted by small moving objects, affinity for naps, heat and drug like effect similar to cocaine in the herb catnip.

- **PS Score** – 10
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 STR, +2 CHA, -2 WIS, -2 END
- **Saves** – +4 Reflex Saves
- **Weakness** – Catnip – The common herb has a similar effect to cocaine in others, after the drug wears off the Bakeneko is exhausted, the herb is addictive but not dangerous health wise
- **Skills** – +10 Jump, +10 Climb
- **Defect** – Easily Distracted (fast moving objects) – When something moves by the Bakeneko's line of sight rather quickly (fast but not bullet speed) they have to make a DC 15 Will or get distracted from their action. If they are prepping a spell, power, technique they fail to pull off the attack, if they are fighting normally they can drop their Stat bonuses to their PS score.

Favored Class:

Monk

Nekomimi – A far more human like cat race, the Nekomimi, is often referred to as the “Cat girl” race. While mostly human, they maintain a set of cat like ears and a tail, as well as the easily distracted nature of their ancestors. Unlike their distant cousins the Bakeneko, the Nekomimi, are magically adept as a race and while they enjoy catnip they don’t feel the after effects like Bakeneko.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +4 COM, +2 SPI, -2 WIS, -2 END
- **Saves** – +2 Reflex
- **Weakness** – Catnip – The common herb has a similar effect to cocaine in others, after the drug wears off the Nekomimi suffers not ill effect, the herb is addictive but not dangerous health wise
- **Skills** – +10 Climb, +10 Profession Bartender / Homemaker/ Shopkeeper
- **Magic Race** – +5 Mana for each level
- **Defect** – Easily Distracted (fast moving objects) – When something moves by the Bakeneko’s line of sight rather quickly (fast but not bullet speed) they have to make a DC 15 Will or get distracted from their action. If they are prepping a spell, power, technique they fail to pull off the attack, if they are fighting normally they can drop their Stat bonuses to their PS score.
- **Level Rating** – 1

Favored Class:

Student

Rakshasa – A highly intelligent, race of tiger based humanoids, that are extremely powerful magic users and the dangerous source of attacks. They have a powerful amount of defenses but are weak to piercing weapons and weapons of holy might, and their weaknesses cause them to be perceived as evil in the public’s eye.

- **PS Score** – 8
- **ADS Score** – 15/DR
- **Saves** – +4 Reflex
- **Skills** – +10 Bluff, + 10 Notice, +10 Concentration
- **Weakness** – Piercing / Holy weapons – Ignored ADS score
- **Spell Resistance** – 25, Rakshasa absorb magical attacks by reducing spell damage by 25 points
- **Natural Weapons** – 1d8 x2 Claws, 1d6 x3 bite
- **Dark vision** – 60ft dark vision
- **Defect** – Evil Race – this race is perceived as evil always in social environments, -10 social roles to non-rakshasa
- **Level Rating** – 7

Favored Class:

Sorcerer

Lamia – part man part lion creatures that walk on all fours, a viscous race of warriors. Lamia like centaurs have both a set of arms and four legs granting them a vastly greater sense of steadiness in uneven ground.

- **PS Score** – 8, despite being a large size category Lamia have instinctive nature to avoid attacks
- **ADS Score** – +6 Lamia have a tough hide protecting their bodies
- **Stat Bonus** – +3 STR, +2 DEX, +2 WIS, -2 CHA, -2 COM
- **Saves** – +4 Will, Lamia have trained their minds to resist threats
- **Natural Weapons** – Claws 1d6
- **Steady Footing** – Lamia ignore DC 15 or below movement penalties from environment or attacks
- **Wisdom Drain** – Lamia feed on the minds of their victims, Drain 1d4 Wisdom 3/day
- **Defect** – Savage Race – Lamia are unfamiliar with technology and the world around them they have a -2 with advanced weapons and armor and -10 to all skills pertaining to the outside world.

- **Level Rating** – 4

Favored Class:

Ashina – A race of dog men, they act and behave human but maintain much of their dog like appearance and nature, the race is mixed about in different looks based on the dog breeds they derived from. They are great bounty hunters by nature but hold a flaw of being easily excited, have compelled actions in their nature.

- **PS Score** – 8 Ashina are medium in their size yet this varies on the dog breed they resemble
- **ADS Score** – 2 Ashina gain a bonus to resist damage due to their hide
- **Stat Bonus** – +2 END, +2 DEX, -2 WIS, -2 COM
- **Saves** – +4 Resistance
- **Skills** – +10 Search, +10
- **Weakness** – Ball Chaser – Kitsune have a weakness 1/day to collect a ball like object Will save DC 20
- **Scent** – Ashina have the ability to find and track targets using scent ability it grants them a +20 to their Notice skill when following a target or seeking a target in a crowd
- **Level Rating** – 0

Favored Class:

Bounty Hunter

Tanuki – A race of raccoons that possess high intelligence and are in tune with the world around them, however what they make up in intelligence they lack in combat effectiveness.

- **PS Score** – 10 due to their small size
- **ADS Score** – 0
- **Stat Bonus** – +2 SPI, +4 INT, -4 STR, -2 END
- **Skills** – +10 Appraise, +10 Profession Shopkeeper, +10 Jump
- **Shapeshift** – Tanuki can change into other races or objects in appearance only +50 Disguise,
- **Transform Leaves** – Tanuki can 1/day alter 1d100 leaves into money value of result x100, this money is considered counterfeit and a DC 50 Appraise will identify it as fake
- **Defect** – Greedy Sneak – Tanuki that walk around as normal are seen as cheating thieves and are often looked at as law breakers when trouble arises -20 Social roles in dealing with Law Authorities
- **Level Rating** – 0

Favored Class:

Rogue

Kitsune – A race of shapeshifting fox creatures. In many ways they are more like their distance relative of Tanuki then they are of their parent species of foxes. Strong creatures of Spiritual Nature they are known for being a mischievous race of pranksters. They have a natural ability to unleash a weak flame attack.

- **PS Score** – 8 Kitsune are medium and gain no extra bonus to their PS Score
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 WIS, +4 SPI, -4 END, -2 STR
- **Saves** – +2 Reflex Saves Kitsune are adapt at avoiding attacks
- **Weakness** – Klepto – Kitsune are thieves in nature and desire to collect things, this often causes they on random occasions to pick pocket items, Will Save DC 15 in shops to avoid stealing something
- **Weakness** – Ball Chaser – Kitsune have a weakness 1/day to collect a ball like object Will save DC 20
- **Shapeshift** – Kitsune can take on the form of humanoid based races +30 Disguise
- **Fox Fire** – 1/per day a Kitsune can summon a small ball of fire 1d6 per 3/levels 10ft area 30ft distance
- **Defect** – Trickster – Kitsune are untrusted by many as tricksters, thus are not widely believed when performing Bluff, Diplomacy or just stating something they suffer a -20 to the result
- **Level Rating** – 0

Favored Class:

Rogue

Gef – A race of curiosity driven mongoose like creatures. They have a strong sense of avoiding danger but when backed in a corner they prove to be skilled fighters, additionally they have a natural resistance to poisons.

- **PS Score** – 12 Gef are quick on their feet and a small race thus has a higher PS score
- **ADS Score** – 0
- **Stat Bonus** – +4 DEX, +2 WIS, -2 END, -2 STR
- **Saves** – +2 Reflex save, Gef's are skittish in nature to loud noises and are quick to react to danger
- **Weakness** – Jumpy – Gef's are prone to be frightened at loud noises Fear Will Save DC 10 vs loud noise
- **Poison Resistant** – +15 to all save rolls involving Poison
- **Bite** – Gef's have natural bite attack that does 1d12 + STR
- **Defect** – Curiouser & Curiouser – Gef's are prone to a desire to explore oddities, Will save DC 15 to oddities vs losing time to investigate the object
- **Level Rating** – 0

Favored Class:

Ranger

Gnoll – a vicious and war like race formed of Hyenas and humanoids, often a pack like race of nomads. Gnolls in history have been known to be a menace on towns and villages, often raiding and stealing goods.

- **PS Score** – 8
- **ADS Score** – 2 Gnolls have tough hides and at times test their fighting skills with one another
- **Stat Bonus** – +4 STR, -2 INT, -2 CHA
- **Saves** – +2 Resistance Rolls, Gnolls are adapt at living in filth and diseased locations
- **Weakness** – Laugh Bag – Gnolls have a hard time being stealthy as they tend to by instinct yelp and howl, -20 Stealth.
- **Rage** – Gnolls, instinctively rage in battles making them both tougher and stronger it is the same as the class ability for Barbarians. If the Gnoll takes Barbarian class they gain an addition use of the Rage ability.
- **Defect** – Hated Race – Gnoll players will find going into civilized locals that they suffer a -20 to all social skills. This is due to their kind constantly raiding towns and transports.
- **Level Rating** – 0

Favored Class:

Pirate

Ahool – A large bat that can walk and shows some intelligence

- **PS Score** – 8
- **ADS Score** – 2
- **Stat Bonus** – +4 DEX, +2 WIS, -2 END, -4 COM
- **Saves** – +2 Reflex to avoid attacks.
- **Echolocation** – Ahool have a +20 Notice and treat darkness as normal light
- **Flight** – Ahool fly at a speed of 60 ft Good
- **Skill** – +40 Climb, Ahool is adapt at climbing and latching on walls and ceilings
- **Defect** – Freightng Appearance – Ahool that don't make efforts to disguise themselves have a chance at causing fear among the public as they are looked on as a race assigned to demonic nature Will Dc 10
- **Level Rating** – 3

Favored Class:

Gunslinger

Cetan – An race of proud and honor bound bird like men. They have in the past been looked on as a form of a sky god, but in reality the race of bird like humans. They have a strong sense of fearlessness and daring to the point that sometimes they are reckless in their nature.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +4 WIS, +2 SPI, -2 COM
- **Saves** – +4 Will, Cetan are daredevils in nature and aren't easily shaken by mental attacks
- **Flight** – Cetan can fly at a speed of 60ft prefect
- **Skill** – +20 Notice, Cetan have strong keen eyesight granting them a bonus to notice checks
- **Defect** – Reckless – Cetan tend to jump to battle without thinking dropping their PS by 4 for the first round.
- **Level Rating** – 4

Favored Class:

Warrior

Swanmay – Thought to be legend from long ago about a race of swans that take on human form, the Swanmay are just that. A shapeshifting race of swans, which are highly respected for their grace and beauty, as well as their ability to fly, are often sought by slavers to collect and sell as pets to other races.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 CHA, +2 COM, -2 STR, -2 END
- **Skills** – Swim +20, Intimidate +20
- **Shape Shift** – The Swanmay can shift from the form of a swan and a human like version at will
- **Flight** – Swanmay fly at a speed of 60 Good
- **Defect** – Slave Race – Swanmay are highly sought by slavers to collect and sell on open markets
- **Level Rating** – 3

Favored Class:

Noble

Harpy – Vicious tribal raiding types of bird creatures that often, live in dense nests of filth among mountains and cliff sides. They have both the ability to fly but also are resistant to disease. Even when not working in groups the Harpy tend to lure prey into their grasp with a enrapturing song.

- **PS Score** – 8
- **ADS Score** – 4 Harpy coat their body in mud and bark to create a natural armor
- **Stat Bonus** – +2 STR, +2 END, -2 INT, -2 CHA
- **Saves** – +4 Resistance due to them living within filthy conditions most their life.
- **Skills** – +40 Perform Sing
- **Enrapture Song** – Harpies lure in victims with a hypnotic song Will save DC 16 vs charm 60ft area
- **Flight** – Harpies can fly at a rate of 60 good
- **Defect** – Hated Race – Harpy players will find going into civilized locals that they suffer a -20 to all social skills. This is due to their kind constantly raiding towns and transports.
- **Level Rating** – 4

Favored Class:

Bard

Sirin – Sirin like their cousins Harpies lure prey into their grasp, yet unlike Harpies, Sirin's also are adapt at magic and are less savage. This makes the race vastly stronger than their cousins with a diverse selection of spells to help them in battles.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 INT, +2 CHA, +2 SPI, -4 STR
- **Spells** – Sirin's gain and cast spells they start with 80 Mana and can have three created spells at the start.
- **Skills** – +40 Perform Sing
- **Enrapture Song** – Harpies lure in victims with a hypnotic song Will save DC 16 vs charm 60ft area
- **Flight** – Harpies can fly at a rate of 60 good
- **Defect** – Hated Race – Sirin players will find going into civilized locals that they suffer a -20 to all social skills. This is due to their kind constantly raiding towns and transports.
- **Level Rating** – 6

Favored Class:

Bard

Lizardfolk – A race of lizards that have evolved over time to a human like state, a common race in warmer climates as their cold blood tends to get damaged easily in cold. Lizardfolk are skilled swimmers and climbers and have the advantage of natural claws and a tough hide.

- **PS Score** – 8
- **ADS Score** – 4
- **Stat Bonus** – +4 STR, +2 END, -2 INT, -4 COM
- **Skills** – +20 Swim, +20 Climb
- **Weakness** – Cold blooded – Lizardfolk are less resistant to cold, -5 to cold/ice
- **Natural Weapons** – Claws 1d6
- **Level Rating** – 1

Favored Class:

Ranger

Kasai – a race of raptor like beings that have survived this long changing into a higher intelligent creature

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Taniwha – a race of water dwelling crocodile like beings that use their skills to hunt and fish

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Centaur – a race of beings with the top half of a man and the bottom half a horse. The Centaur are a noble but war like race of creatures. Because of this they are often seen with military or police based roles for jobs in civilizations. Swift moving and steady footed the centaur race is the perfect quick moving military race.

- **PS Score** – 6 centaurs are considered large size category
- **ADS Score** – 6 Centaurs have a tough hide and often adorn their body in leathers
- **Stat Bonus** – +3 STR, +2 DEX, +3 END, +2 WIS
- **Steady Footing** – Centaurs ignore DC 15 or below movement penalties from environment or attacks
- **Land Speed** – Centaurs have a land speed of 60
- **Defect** – War like Race – Centaurs have a difficult understanding creative and diplomatic tasks, -10 Craft skills (excluding weapons), also - 10 Diplomacy, Seduction, and preform
- **Level Rating** – 4

Favored Class:

Warrior

Tikbalang – A horse headed race of beings that are in many ways the reverse of Centaurs. Bipedal and mostly human despite their massive size and head of a horse, the Tikbalang as fierce fighters, yet also are known tricksters and skilled in creating illusions to deceive people.

- **PS Score** – 6 due to their large size category
- **ADS Score** – 4 Tibalang have a tough hide offering them a strong defense
- **Stat Bonus** – +4 STR, +2 WIS, -4 CHA -2 COM
- **Saves** – +2 Will saves vs illusions, Tikbalang are adept at using illusions and aren't easily distracted by such mental attacks.
- **Illusion magic** – 3/day a Tikbalang can create an area illusion Will Dc 10+level to disbelieve, it effects a 120ft area
- **Defect** – Trickster – Tikbalang are untrusted by many as tricksters, thus are not widely believed when performing Bluff, Diplomacy or just stating something they suffer a -20 to the result

- **Level Rating** – 3

Favored Class:

Priest

Bicorn – The body of a cow the head of a man and the claws of a lion

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Minotaur – A race of being with the head of a cow and the body of a man, the Minotaur are feared warriors often used in combative events to weed out the strong from the weak. Minotaurs however themselves are a very justice and fair minded race of beings. Despite their Physical strengths, they also are adept with the spiritual nature of the world.

- **PS Score** – 6
- **ADS Score** – 4 Minotaur's have a tough hide for defense
- **Stat Bonus** – +6 STR, +2 END, +4 SPI, -4 COM, -2 CHA
- **Darkvision** – 60ft
- **Defect** – Monstrous - Minotaur's out in public without a disguise cause fear saves to be made by the general public DC 15 Will
- **Level Rating** – 2

Favored Class:

Monk

Goldhorn – A race of dear like humans

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Abath – A race of rhino like beings with great intelligence

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Anansi – Part humanoid part spider, the Anansi, are skilled tricksters and craftsmen. Anansi have the unique ability to walk and climb easily along walls and ceilings, as well as being able to summon forth webs to entrap enemies. This makes the Anansi a skilled choice for thieves and kidnappers.

- **PS Score** – 6 Anansi are large size category
- **ADS Score** – 8 Anansi have a hard exoskeleton shell protecting them as natural armor
- **Stat Bonus** – +4 END, +2 WIS, +2 CHA, -4 STR, -2 COM
- **Saves** – Poison resistance of +15 vs poison saves.
- **Web** – 3/day Anansi can unleash a sticky web coating a 90ft area around them, the web requires a DC 15+level Reflex to move through, though the Anansi can ignore their own webs effect.
- **Defect** – Monstrous - Anansi out in public without a disguise cause fear saves to be made by the general public DC 15 Will
- **Level Rating** – 6

Favored Class:

Rogue

Selket – a human like creature with the tail and armor plating of a scorpion

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Ursa – A intelligent race of bears

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Bugbear – A magically created humanoid race that is a result of mixing humanoid races with a bear. Because of this their fur is patchy along the face of the creature and while it has a higher intelligence than its bear side, it's still relatively low among the other humanoid races. They make up for this in Strength and Endurance that stand as their strong points to act as tough soldiers.

- **PS Score** – 6
- **ADS Score** – 6
- **Stat Bonus** – +4 STR , +2 DEX, +2 END, -6 INT, -2 COM
- **Skills** – +10 Notice, +10 Stealth, +10 Martial Arts
- **Defect** – Created Race – Bugbears are often looked down as they were created in labs vs being born. Due to this they have a chance of facing adversity and racism in some public areas when they are seen.
- **Level Rating** – 1

Favored Class:

Mapin – giant bipedal sloths with a degree of intelligence

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Hathi – a elephant human hybrid

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Faun – Goat like humans

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Lepus – A human like race that evolved from rabbits, they still have their rabbit ears, speed and jumping ability. They are a studious race of creatures, they spend their time researching and studying about things to a greater detail than normal races.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +4 INT, +2 COM, -4 END, -2 WIS
- **Saves** – +2 Will, Lepus are strong in their mental stability
- **Skills** – +20 Notice, +40 Jump
- **Set Skill Bonus** – +2 Set Skill Choices Must be a Knowledge or Craft skill
- **Level Rating** – 0

Favored Class:

Lore Master

Yowie – a human and monkey hybrid race

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Yeti / Sasquatch – A mysterious creature of the wilds, mainly people in the world scoff them off as Myth, to the point that when they travel in public they are often mistaken for other things. Yeti's are massive powerhouses in fighting and prefer to throw objects at targets. Additionally they can roar to a point that freezes targets in fear.

- **PS Score** – 6 large size category
- **ADS Score** – +6
- **Stat Bonus** – +6 STR, +3 END, -4 INT, -2 CHA
- **Skills** – +20 Stealth, +20 Climb
- **Cold Resistance** – +5 resistances to cold and ice
- **Terrifying Roar** – 3/day Will save DC 13+Level vs Paralyzing for 1d4+1 rounds
- **Stones Throw** – +2 to hit and damage with thrown weapons
- **Defect** – Creature of Myth – When traveling through public Yeti characters will be mistaken for Bears or Gorillas and will be insulted / treated as a dumb animal -5 on social rolls, -20 to convince people that Yeti are in fact Yeti
- **Level Rating** – 3

Favored Class:

Barbarian

Peluda – Humans that bare a resemblance to porcupines with a quilled back of spines

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Selkie – A race of seal based humans that live about in the seas

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Zhu Bajie – A race of boar like humans that often are short tempered

- **PS Score** –
- **ADS Score** –
- **Stat Bonus** –
- **Saves** –
- **Weakness** –
- **Ability** –
- **Defect** –
- **Level Rating** –

Favored Class:

Spotted-Billed Duck - A race of large birds that move across land and waters at a high rate. Despite their link to ducks, they are a flightless creature. They possess a high amount of intelligence for animal species, yet do not possess the ability to speak vocally

- **PS Score** – 8 Despite their large size the Spotted Ducks speed and reflexes let them avoid attacks
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 END, +2 WIS, -4 STR, -2 INT
- **Saves** – +2 Reflex
- **Skills** – +10 Swim, +10 Notice, + 10 Survival
- **Weakness** – Can't speak – while spotted-billed duck are highly intelligent, they don't have the means to speak vocally
- **Run** – Spotted-Billed Ducks gain the Run feat for free
- **Mount** – Spotted-Billed Ducks are able to be used by others as a Mount
- **Land Speed** – A Spotted-Billed Duck moves normally at a rate of 60ft
- **Swim Speed** – A Spotted Billed Duck moves normal swimming at a speed of 40ft
- **Level Rating** – 0

Favored Class:

Warrior

Hiking Bear – The Hiking bear is a human acting bear that is dedicated to the polite nature of others to the point that they are very obsessed that such actions always occur. Adept travelers and survivors of the world Hiking Bear are skilled tool users and have skills in the means of living off the land.

- **PS Score** – 6 due to their large size
- **ADS Score** – 2 Hiking Bear have a tough hide that grants them a bonus to ADS
- **Stat Bonus** – +4 STR, +2 END, -2 INT, -2 DEX, -2 COM
- **Saves** – +4 Resistance
- **Skills** – +10 Survival, +10 Profession Lumberjack, +10 Herbalist

- **Weakness** – Politeness Matters – Hiking Bears are compelled to be polite and bow to everyone they great (with the exception of hostile targets) they feel also its important that those they bow at return by bowing in turn, if a target fails to bow then the Hiking bear will attack them for the insult
- **Tool User** – unlike their bear cousins Hiking bear are adept at using tools granting them Martial Weapons for free
- **Level Rating** – 0

Favored Class:

Ranger

Lapahn – Giant rabbits that look more like a cross between bears the humanoids, though they can use weapons, they tend to be ferocious loners to other races.

- **PS Score** – 6
- **ADS Score** – 2 due to their thick hides Lapahn's are more resistant to damage
- **Stat Bonus** – +2 STR, +4 DEX, -2 CHA, -4 WIS
- **Skills** – +20 Jump
- **Weakness** – Can't speak – while Lapahn's are highly intelligent, they don't have the means to speak vocally
- **Claws** – 1d6 x2
- **Avalanche Detection** – Lapahn's can detect the lands weakness to set or avoid avalanches, they can tell the weak points which offer the best location for explosives or weak spots in walls.
- **Level Rating** – 1

Favored Class:

Barbarian

Kung-fu Dugong – Loyal warriors of the sea, Kung-fu dugong's are tough fighters with a strong sense of kung fu as their name promotes, and a hard armor like shell that protects their softer bodies.

- **PS Score** – 10
- **ADS Score** – 4 due to their shell armor the dugongs have a strong defense
- **Stat Bonus** – +2 STR, +2 END, - 2 DEX -2 WIS
- **Skills** – +20 Martial Arts
- **Weakness** – Can't speak – while Kung-fu Dugong duck are highly intelligent, they don't have the means to speak vocally
- **Loyal Warriors** – Dugongs get the feat Loyalty for free
- **Level Rating** – 1

Favored Class:

Martial Artist

Armadillo – Strange wrinkly hard shelled humanoids that can traverse as rolled up balls of armor.

- **PS Score** – 8
- **ADS Score** – 6
- **Stat Bonus** – -2 STR, -2 INT
- **Feat** – Armadillo gain the feat Endurance for free
- **Digger** – Armadillo's can dig through the earth as a movement at a speed of 30ft a round
- **Roll 'em** – Armadillo's can take their body and roll up in a ball half their size and move while still gaining the advantage of taking full defense
- **Level Rating** – 1

Favored Class:

Monk

Otter – Crafty little creatures often used to help in spy networks or even as trained assassins. They may look cute and furry but their dangerously plotting to carry out their missions.

- **PS Score** – 10
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 INT, -2 STR, -2 END
- **Feat** – Otters get the Iron Will Feat for free
- **Skills** – +10 Swim, +10 Profession Artist, +10 Notice
- **Weakness** – Can't speak – while Otter's are highly intelligent, they don't have the means to speak vocally
- **Bite** – 1d8 x2 piercing
- **Level Rating** – 0

Favored Class:
Bounty Hunter

Honey Badger – a race of highly intelligent and highly dangerous badger men, this race is one greatly feared by the few unfortunate souls that came across them.

- **PS Score** – 10
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 DEX, +4 INT -2 END, -4 CHA
- **Feat** – Honey Badgers get the feat Iron Will for free
- **Skills** – +10 Climb, +10 Escape Artist, +10 Intimidation
- **Rage** – Honey Badgers gain the ability Rage like the Barbarian Class, taking the class grants them one extra use of rage per day
- **Claws** – 1d6 x2
- **Volatile** - Character is known for going overkill on things, Will save DC 20 vs. to add more or do more to things (aka kicking a man when he's down)
- **Level Rating** – 2

Favored Class:
Punk

Sky Islanders

Skypieans are the people who come from Skypiea and live on Angel Island and other islands in the sky. The skypieans are mostly a non-aggressive race who live peacefully on the Sky Islands. They use dials for everyday use such as cooking. They have wings similar to the ones found on the backs of the Shandians. They greet each other by saying 'Heso' (which is Japanese for bellybutton) often while putting their hand against their head and sticking two fingers up.

First Appearance: Chapter 238; Episode 153

They follow the Leadership of their ruling governor (which they call 'God'). They rarely question the actions of their ruling cast, even when faced with the fearsome Eneru. To the Skypieans, the ground from the Blue Seas below (which they refer to as 'Vearth') is sacred as plants do not grow without it in Skypiea. Because of their devotion towards their ruling cast and their value of Vearth, long ago their ancestors entered a war with the Shandian over their homeland, one which lasted 400 years.



Appearance

They train their hair to grow like the antenna of an insect from a young age, using sticks in their hair to support the end. Their wing style is very different from Bilkans, styled closer to the Shandians wings. Their wings tend to have shorter feathers that are slightly less in number than a Shandians, often these feathers are thicker and more rounded. They are so close that at times the wings appear to be identical.

History

The Immigration to the Blue Star

An ancient drawing of the three former races of the moon: Birkan, Shandorian and Skypiean. Skypieans originate from the moon, along with the Birkans and Shandorians leaving behind their friends the Spaceys. When resources on the moon were used up they, along with the Shandorians and Bilkan, moved to the Blue Seas. At some point the three races separated and became what they are today.

Song of the Holy Land

Skypiea was "blessed" when the homeland of the Shandians, descendants of the Shandorians, was blasted up into the sky. Their God immediately claimed the land as his home and a bloody war began between the two races.

Inter-species Relationships

Do to their isolation from the rest of the world they don't have a relationship just a long lost and forgotten history, with the world below.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 COM, +2 INT, -2 STR, - 2 END
- **Skills** – +10 Knowledge Machines, +10 Repair, + 10 Craft Machines, +10 Craft Vehicles
- **Dail In** – Sky Islanders start with 1d4 dails, and +1 dail for every 2 levels about level 1
- **Not from around Here** – Sky Islanders take a -6 to all Knowledge skills (with the Exception of Knowledge Machines) on any place that is not a sky island
- **Level Rating** – 0

Favored Class:
Priest

Sky Island Variants

Birkan

An island race similar in Skypieans, but adept at using, Haki or as they call it Matra. Enel destroyed their home island, latterly sending it crashing to the sea, Now many of its survivors are scattered across the seas and are the sky islander most likely to be seen publicly in travels. They have the identifying quality of having elongated ear lobes or goat like faces. But not all carry this trait.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 STR, +2 CON, +2 INT
- **Skills** – +10 Knowledge Machines, +10 Repair, + 10 Craft Machines, +10 Craft Vehicles
- **Dail In** – Sky Islanders start with 1d4 dails, and +1 dail for every 2 levels about level 1
- **Haki Users** – as a people Birkan have the ability to use at least one of the Haki forms Observance or Armament, Conqueror can only be achieved through the random character creation roll.
- **Adapt Jumper** – Birkan's gain the ability for free at creation
- **Refugee** – Birkan's home island was destroyed and set crashing to the sea below. Because of this they have no real home to go to and must seek a new one out in the real world.
- **Not from around Here** – Sky Islanders take a -6 to all Knowledge skills (with the Exception of Knowledge Machines) on any place that is not a sky island
- **Level Rating** – 5



Favored Class:
Monk



Shandorian

A lost tribe of Islanders that was displaced from their home by a jet of water thrusting their homeland to the sky, over years they too adapted to acquire wings on their backs. Unlike Skypieans they have some lore of the world below but are a more closed minded group protecting their home land from invaders. And they stand as guardians of a Golden Bell.

- **PS Score** – 8
- **ADS Score** – 2 Shandorians are a warrior race trained in how to fight and withstand damage
- **Stat Bonus** – +2 DEX, +2 CHA – 2 END, +2 SPI
- **Skills** – +10 Survival, +10 Knowledge Nature
- **Dail In** – Sky Islanders start with 1d4 dails, and +1 dail for every 2 levels about level 1
- **Children of Calgara** – A warrior of Legend that was known for his great strength in a pinch 1/per day a Shandorian can release a strength boost granting them a +4 to their strength for their level +1d4 rounds
- **Sense of Honor** – Shandorians is not ones to back down easily they have to make a will save vs. the trill of battle. DC 15
- **Lost to Time (Medicine)** – Shandorians greatest week point is their lack of medical knowledge, It wasn't till the Arrival of Noland till the concept came

to them the sacrificing people to gods wouldn't solve their medical problems. Because of this the skills Medicine and Knowledge Biology are always considered a cross class skill to them.

- **Level Rating** – 1

Favored Class:

Warrior

Giant

Giants are a race of beings that vastly overshadow the other known races of the One Piece world in size. The most commonly known are those from the island of Elbaf. As slaves they sell for 50,000,000 for males and #10,000,000 for females.

Being giants, they are literally Giant humans in appearance. They are so large that when they cry, their tears can cause large areas on the ground to be covered with them. They are based on Vikings in both design and beliefs. But not all of them seem to be Viking themed, which is peculiar to ones from Elbaf. Jaguar D. Saul told Nico Robin not to mistake him for the brutes of Elbaf. Also marine vice-admiral John Giant seems to be non-Elbaf giant.

They are not to be confused with large-sized humans such as the Franky Family's Mighty Destroyers or Bartholomew Kuma. To a giant, these large humans are no more than "oversized ants." Large sized humans at their tallest reach knee-height of a giant, a normal human only reaches as high as the ankle in comparison.



Inter-species Relationships

Giants seem to get along fine with other races, though generally many humans think twice about upsetting them. Normally they seem very casual, light-headed and friendly towards just about everyone despite their size. Though a different race they are still regarded as "Men" by humans, noting there is a respectful acceptance between them and humans.

Giants can also interbreed with Fishmen, which produces a Wotan. Though Wotan's are huge by human standards, they are still not as big as an actual giant.

Overall Strength

They are a strong and almost unstoppable race, the average human cannot stand up to them making them both ideal guards and deadly warriors. In fact, many giants are servants of the World Government and the Marines, enforcing the latter as one of the Three Great Powers.

Throughout the storyline, characters regularly are aware of just what the strength of giants is: Mr. 3 had to devise a plan in order to take down Brogy and Dorry. While he took down Dorry by an explosion in his stomach (Brogy had finished him off), the giant had survived because of the giants endurance.

At Enies Lobby the sight of seeing the giants Oimo and Kaashii made the Franky Family commented on how using giants was "unfair".

Saul had lifted up and smashed a number of the large Buster Call fleet ships during the destruction of Ohara. He had also taken several hits of cannon fire. He has been noted to have more strength than an average giant.

When the allies of the Straw Hats appeared to have been wiped out by the Buster Call fleet, whose cannons are able to wipe out whole island with their cannon blasts, it was revealed that Oimo and Kaashii had taken the brunt of the attack yet been largely unaffected.

During the Sabaody Archipelago arc, the kidnapping group the Coffee Monkeys reported that the only reason why they captured their giant was because he was asleep.

Oars' strength was said to be enough to move continents, and his fearsome reputation was one of the attractions for Moria that lead his desire to gain the corpse of both him and his descendant Oars Jr. to use to become Pirate King.

The Marines have an entire squad consisting of Giants. This is giants were place in charge of guarding Ace's execution platform. When they were ordered to prepare themselves, the pirates advancing took warned each other that "the big-boys are advancing". They also have many other Giants as high-ranking officers.

However while they are incredibly strong their size is also their biggest disadvantage; the larger giants such as Oars and Oars Jr. are so big that they make for easy targets during battles.

- **PS Score** – 4
- **ADS Score** – 15 Giants make up for their large size which makes it easy to hit them by having tough hides and use to taking massive blows.
- **Stat Bonus** – +10 STR, +6 END, +2 SPI
- **Saves** – +6 Resistance
- **Skills** – +10 Survival, +10 Profession Fishing
- **Monster Appetites** – A giant eats x5 the amount of a Human normally thus require 5 units of food a day
- **Hunted Race** – Giants are prized fighters and are sought by slavers to be used in labor
- **Savage Race** – Giants are Nomads and live as such they are too keen on technology in fact they get a -4 to Craft Machines or in any skill dealing with technology
- **Level Rating** – 6

Favored Class:
Barbarian



Pictured above by sizing Oars (Previous Largest Giant. Two giants and a sole human in-between)

Half Giant

Half Giant is a mixed race of Giant and one other race of creature out there. Although weaker in strength than their parents their lower level cost and racial bonuses still make them a big force to be face in battle. Although at no point have they said any other half giants other than the Wotan race (half giant/half Fishmen) it is strongly believed many half giants are throughout the world and even believed that Whitebeard himself do to his massive size is a Half Giant.

Inter-species Relationships

Like the Half Mermen/ Fishmen, The half giant is not respected, they are looked on as weaker than other giants and they have to work hard to prove there place in the world. The other races still fear them as they may not be as strong as their parents but they still can make you hurt big time.

Overall Strength

Weaker than their Giant Parents but what they lose in strength they make up in skill. They being a mixed race may also gain bonuses from their other parent race.

- **PS Score** – 4 (the average between this score and the other parent race score)
- **ADS Score** – 8 ADS
- **Stat Bonus** – +5 STR, +3 END, +1 SPI
- **Saves** – +3 Resistance
- **Skills** – +10 Survival, +10 Profession Fishing
- **Monster Appetites** – A giant eats x3 the amount of a Human normally thus require 3 units of food a day
- **Hated Race** – Half Giants are looked on as weaklings by other giants and monsters by other races thus often go through life with a problem handling diplomatic situations -2 to Social Skills
- **Level Rating** – 3

Favored Class:

Barbarian



Cyborg

A cyborg is a human or other life form who has been modified with machinery and metal for better functioning. These mechanical enhancements can include cybernetic replacements for missing organs or body parts, metal skin for extra protection, and weapons installed somewhere in the body.

Cyborgs in One Piece

In the series, cyborgs are rare, as the technology required for their creation is somewhat advanced. Those who are cyborgs often have an advantage in battle, as they are more powerful than regular humans in both offense and defense.

Though they have mechanical parts, so long as their brain is not altered in any way, these cyborgs maintain their free will. As shown with Bartholomew Kuma, cyborgs with their brains modified lose their free will. This leaves them "dead", reducing them to being nothing more than a tool. It is also claimed by Donquixote Doflamingo that such cyborgs have no memories or recollections of their past lives. Indeed, Kuma has become obedient to the words of the World Government he once hated so much. In an earlier instance when Nami hears a heartless remark from Franky, she asks him if he replaced his heart, to which he apologizes in metaphoric terms that he "never meant to go that far". This confirms Franky, unlike Kuma, has not lost his humanity.

They can also be made from the corpses of the dead as well as the bodies of the living. The one thing they all share in common is they are still capable of bleeding.

Inter-species Relationships

Cyborgs can be made from any race but generally are made from humans as they tend to handle the change better. As to their actions with other races is based off their each individual attitudes. Keep in mind though that many cyborgs have a cold heart to the emotional moments of other races so they may come off as jerks.

Overall Strength

Cyborgs are enhancing races and have an array of hidden weapons and armor about them. They lose most of the advantages of their former race, even though they are still living creatures, unlike robots. Additional attacks can be bought by gaining the feat Special Attack for which the play gains 1 more attack from the body for each time the feat is purchased. Most attacks however are standard based weapons damage or defenses unless bought up as a Power (See Creating powers section)

Cyborgs are a half race, they gain the following on top of the base races Stats, Skills, and some abilities based on the racial mixed race



- **PS Score** – (based on original race)
- **ADS Score** – 5
- **Stat Bonus** – +4 STR, +2 INT, - 2 END, -2 SPI
- **Saves** – +4 Resistance
- **Weakness** – Bashing Weapons ignores 5 points of ADS
- **Built In Attacks** – Cyborgs gain 3 free powers (equal to 15 Build points each) that are built into their body form
- **Power source** – Cyborgs require a power source of some sort to use their bodies Built in attacks (see build rules for choices)
- **Mechanic** – Cyborgs can only heal ½ their HP through the use of medicine, they need a repair check to be made to heal the other half of their damage.
- **Cold Emotions** – Cyborgs are considered half constructs thus certain things like Bardic music have partial affect

- **Level Rating** – 2

Favored Class:

Mechanic

Robot

Cold Uncaring Machines. Robots are a constructed race built by the greatest minds in the world to be walking machines of death and destruction. Most of these machines are complete control of the world government and where built by Vega Punk for use to place a halt in rebel and Pirate activities.

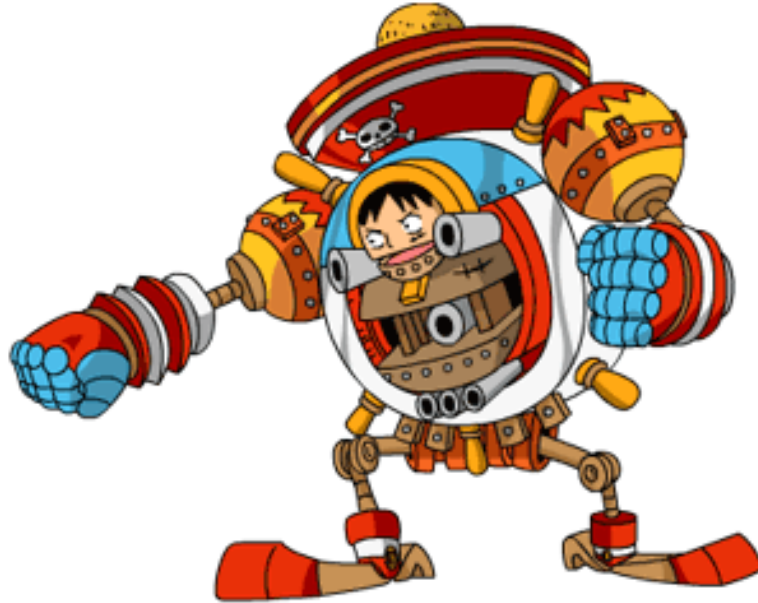
Inter-species Relationships

Robots have no intention to do anything other than what they are programmed to do and like. Most races don't know about nor seen a robot as they are often disguised as a human.

Overall Strength

One of the most powerful races in the game, yet at the same time hardest to play as they have no emotion and only do what is ordered of them. Robots greatest strength is in the fact that they are walking artillery houses. Each robot has a minimum 3 special attacks about its body. Additional attacks can be bought by gaining the feat Special Attack for which the play gains 1 more attack from the body for each time the feat is purchased. Most attacks however are standard

based weapons damage or defenses unless bought up as a Power (See Creating powers section)



- **PS Score** – Based on sizes 4 (huge)/ 6 (large)/ 8 (medium)/ 10 (small)/ 12 (tiny)
- **ADS Score** – 10
- **Stat Bonus** – +4 STR, +2 DEX, -2 CHA -4 SPI
- **Saves** – Immune to all disease (except computer viruses), immune to poison
- **Regeneration** – A robot will self- repair slowly over time restoring their END modifier and level per minute
- **Built in Attacks** – Robots gain free powers based on their size (equal to 15 Build points each) that are built into their body form [Huge 6 powers, Large 5 powers, Medium 4 powers, Small powers, Tiny 2 powers]
- **Exchangeable Parts**– Robots can spend a round and lock a weapon into place making it unable to be released or dropped, it can however be sundered and broken.
- **Power Source** - Robots require a power source of some sort to use their bodies Built in attacks (see build rules for choices)
- **Cold Emotions (Robot)** – Robots are considered constructs thus certain things like Bardic music don't effect it as it would affect others
- **Machine Repair** – Robots while they eventually self-repair cannot repair damage on their own quickly through medical, or other healing means. They require repair checks done instead.
- **Level Rating** – 6

Favored Class:
Warrior

Spaceys

Spaceys (スペースー, Supēshī) are a type of robot first seen in Enel's mini-series who was deactivated in some ancient ruins on Fairy Vearth. It takes place after the Straw Hat Pirates defeated him in Skypiea.

First Appearance: Chapter 433



Appearance

Spaceys are a robotic animal-like creature, similar in appearance to each other all with the same face and moustache. Despite being machines, there are no obvious signs of their robotic build on the outside of them and they appear as flesh and blood. The Machine Island ones are dressed in themed outfits and are a little bit bigger than their Fairy Vearth counterparts. The Fairy Vearth Spaceys have the same wings the Shandians and Skypieans wear on their backs.

Story

The story of the ancient Spaceys is that they were created by the ancient inhabitants of the moon. When the inhabitants of the moon ran out of resources, they left behind their homes and the

Spaceys, heading off to the blue star leaving both sides saddened by their separation.

Inter-species Relationships

Spaceys being only known to those on Sky Islands make them a very mysterious race but what we know is that they more toy like looking at others as ones to play with them. Thus they most likely will get along with all races acting sort of childlike with them thinking that it is all a game to play.

Overall Strength

Originating from a distant sky island they are stuffed animal like in appearance and also have little wings on their backs like the Sky Islanders but they are machines or cyborgs (not known yet how much machine) Level Adjustment +3 Self Repair (Regeneration +5), Small Size, +2 DEX, +4

- **PS Score** – 10
- **ADS Score** – 0 While Spaceys are robotic in form they are also coated in a soft squishy shell
- **Stat Bonus** – +2 DEX, +4 CHA, - 4 SPI
- **Saves** – Immune to all disease (except computer viruses), immune to poison
- **Regeneration** – A Spacey will self- repair slowly over time restoring their END modifier and level per minute
- **Built In Attacks** – Spacey gain 1 free power (equal to 15 Build points each) that are built into their body form
- **No Seriously** – has a difficult time getting people to listen or acknowledge them as a voice to be heard - 4 to all social rolls
- **Level Rating** – 4

Favored Class:

Warrior

Humandrill (Kuraigana)

A race of Monkeys that have the ability to learn fighting styles from observing how others fight. They learn from a kingdom caught in a civil war. Now the only Human to remain on the island peacefully with them is Mihawk where he has claimed the island as his own.

- **PS Score** – 8
- **ADS Score** – 4 Humandrills are a battle hardy race and their tough hides protect them
- **Stat Bonus** – +4 STR, +2 DEX, +2 END, -4 CHA, - 2 INT
- **Saves** – +2 Reflexes
- **Skills** – +10 Climb, +10 Jump, +10 Martial Arts
- **Style** – Humandrills gain the warrior ability of style if they take the class or not (see Warrior rules for details)
- **Lick Wounds** – Humandrills can heal their own wounds by licking them, it heals 1d6 per every three levels, they can perform this 1/day
- **Copy Cat Fighters** – Humandrills – can learn how to use new weapons, or attack styles by observing a targets way of fighting after a period of time (typically 1d4 days) once they have it copied they treat the weapons as if they have skill in it.
- **Red Assed** – Humandrill are a race derived of baboons, in their nature they taunt their enemies by slapping their red behinds and insulting their targets into fighting them +20 Taunt
- **Defect** – Can't Speak – Despite mimicking at an impossible rate they have not been able to mimic speech
- **Level Rating** – 4

Favored Class:
Warrior

As one traverses the world they tend to run into long term residents that have adapted their bodies to changes in their environment additionally there are some race of beings identified in the world yet not described at this time in the series. This section covers the info on the changes of environment will offer players coming from environmentally harsh climates.

Island Home Races / Tribes / Island Bonus

Based off the characters background the character can be granted a bonus ability i.e. a resistance too cold for people from a winter Island, or a Bonus to Survival for People from a Jungle Island

Snakeneck Tribe

The Snakeneck Tribe (蛇首族, Hebikubi-zoku) are a tribe in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves.

Minkmen

Minkmen (ミンク族, Minku-zoku) are a tribe in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves. Currently believe to be a Beast man type of fox / mink.
(See Beast men section for the Adjustments)

The following adjustments apply to any racial choice above, but add this additional effect in some way (so long as their race doesn't already provide this)

Basic Summer Islander – A warm and tropical climates, summer islands are the perfect vision of a island beach get away. The inhabitants are used to the heat of the day and shake it off, but if they move to colder climates they suffer.

- **Skills** - +10 Profession Shopkeeper
- **Weakness** – weakness to cold attacks, player takes 5 extra points of damage from cold
- **Summer Heat** – The Summer Islander is use to the heat and resists heat based attacks by 10 points
- **Level Rating** – 0

Basic Fall Islander – A cool yet temperate climate that is primarily in harvest time for some plants, due to the constant look of the leaves of these islands its inhabitants have learned how disguise themselves in the look of the wild.

- **Skills** - +10 Survival
- **Weakness** – Back Woods – Fall islanders have a hard time getting taken seriously by other places they have a -10 to diplomacy and gather info rolls
- **Natural Camouflage** – While in wilderness a fall islander can blend in their surrounding granting them partial cover
- **Level Rating** – 0

Basic Winter Islander – Cold and sometimes frozen island homes for people, the inhabitants of the island have adjusted to the cold to better withstand it then others. In their time they learn to harvest from within the ground both food and supplies.

- **Skills** – +10 Profession Miner
- **Weakness** – weakness to heat attacks, players take 5 extra points of damage from heat attacks
- **Winters Chill** – Winter Islanders is use to the cold and resists cold based attacks by 10 points
- **Level Rating** – 0

Basic Spring Islander - a warm yet not hot nor cold island climate that is perfect for simple living and growing of food and relaxing to. Due to this the Spring Islanders are relaxed and calm in their daily ways.

- **Skills** – +10 Profession Farming
- **Weakness** – Laid Back - -1 Initiative due to a relaxed nature
- **Life Blessed** – Spring Islanders have a bonus verses mental status effects granting them +4 (Resist or Will) to avoid or remove such effects from them
- **Level Rating** – 0

Desert Islander – Nomads of the desert adapt at warmer sun bleached days with little to no water in sight.

- **Skills** – +10 Navigation
- **Weakness** – weakness to cold attacks, player takes 5 extra points of damage from cold
- **Resist Thirst** – These people are used to going long periods without water, they can last three times as long without it then others (normally without fresh water target will die in 5 days)
- **Level Rating** – 0

Volcanic Islander – A gathering of people defying nature's fury and making a living on molten rock islands, they make their living by both being skilled farmers and being able to detect danger headed their way.

- **Skills** – +10 Profession Farming, +10 Atonement
- **Weakness** – weakness to cold attacks, player takes 5 extra points of damage from cold
- **Danger Sense** – Volcanic Islanders get this ability for free.
- **Level Rating** – 1

Tundra Islander – Tundra Islanders are used to living in bitter cold environments and learning how to make do with the little supplies that they have at their disposal

- **Skills** – +10 Profession Herbalist, +10 Survival
- **Weakness** – weakness to heat attacks, players take 5 extra points of damage from heat attacks
- **Use all of it** – Players from Tundra environments know how to get every bit of use out of a source, when gathering food, or harvesting monsters they gain +1 unit of items they are after.
- **Level Rating** – 1

Glacier Islander – this hardy band of people are adapt and moving across the ice and slick surfaces with ease.

- **Skills** – +10 Survival, +10 Navigation
- **Weakness** – weakness to heat attacks, players take 5 extra points of damage from heat attacks
- **Saves** - +2 Reflex
- **Level Rating** – 0

Jungle Islander – a race of begins that live about in jungle based areas, due to this they have adapted their hunting and gathering in the area.

- **Skills** – +10 Knowledge Nature, +10 Survival
- **Saves** – +2 Resistance
- **Defect** – Outlander – Jungle Islanders have a difficult time adapting to the world outside the jungle they require 1d4 days to adapt to surroundings outside of Jungle or heavy forested environments
- **Level Rating** – 0

Cavernous Islander – a race of beings adapt to living in dark systems of caves, living with little day light their eyes adjust to the dark, They also gain a keen sense of direction.

- **Skills** – +10 Navigation
- **Weakness** – Bright light blinds target till they can adapt even still they suffer penalties on bright days
- **Dark Vision** – 30ft of Dark vision
- **Level Rating** – 0

Canyon Islander – A group of people that have adapted to living amongst the Cliff sides. Adapting to climbing the cliffs for access to food and water, however because of their lifestyle they are distant from agriculture and most nature that they have penalties to it.

- **Skills** – +10 Climbing
- **Weakness** – Unnatural - -10 Knowledge Nature, - 10 Profession Farming
- **Ability** – Adept Climber
- **Level Rating** – 0

Night Islander – A group of people that have become adapt to an area that is forever cloaked in night, given much of the people tend to live well within the shadows, they have adapted to this and learn ways to hide about in the shadows, so talented to the point that they can avoid damage when enveloped within them.

- **Skills** – +10 Stealth, +10 Preform
- **Weakness** – Unnatural - -10 Knowledge Nature, - 10 Profession Farming
- **One with the Night** – Night Islanders in deep shadows have the effect of partial cover
- **Level Rating** – 1

Factory Islander – Factory Islanders have live amongst a high industrious local where they have adapted to handling machines, and better handling toxic environments to work in. However their skill came at the price of their ability to be social.

- **Skills** – +10 Knowledge Machines, +10 Repair
- **Saves** – +2 Resistance
- **Unsocial** - While the Factory Islander is used to dealing with machines they tend to be uneasy in social interaction -5 all social skills
- **Level Rating** – 0

Sky Island Tribe (Non Sky Island Races) – A small group of people have moved into to live along the clouds, this tribe of people have been learning about their home but remain outcasts among its normal inhabitants.

- **Skills** – +10 Repair
- **Unwanted** – despite being able to live amongst the sky islands, you kind doesn't fit well with the race of sky islanders -5 on all social rolls with sky islanders
- **Dialed** – players of sky islands get to start the game with one 1 dial in their possession
- **Level Rating** – 0

Under Water Islander (Non Mermaid or Fishmen races) – a bunch of sea fairing travelers that have made a life for themselves in under water islands, however they aren't fully welcome in their home by the original inhabitants.

- **Skills** – +10 Swim, +10 Profession Fishing
- **Unwanted** – despite being able to live amongst the sky islands, you kind doesn't fit well with the race of sky islanders -5 on all social rolls with Merfolk or Fish People.
- **Adept Diver** – Under Water Islanders get the ability for free
- **Level Rating** – 0

Classes

A character's class is one of his most defining features. It's the source of most of his abilities, and gives him a specific role in any adventuring party. The following 25 classes allow a wide selection of abilities and tasks. Its GM's choice to see which classes are available for play for the game.

Barbarian: The barbarian is a brutal berserker from beyond the edge of civilized lands.

Bard: The bard uses skill and abilities alike to bolster his allies, confound his enemies, and build upon his fame.

Bounty Hunter: The Bounty Hunter is a skill man hunter. A well balance of combat and tracking makes them a force to reckon with. In some Genres it can be referred to as a detective class

Gun Slinger: a man, a gun and the things they can do together.

Lore Master: A Master of many tasks spread throughout the world.

Martial Artist: A warrior with great focus on their physical Strength and even know how to channel chi to perform Techniques

Mechanic: Fixes your car, and builds a giant robot in their spare time.

Monk: A student of martial arts, the monk trains his body to be his greatest weapon and defense.

Ninja: Masters of stealth, weird mystical attacks and excellent fighters all around

Noble: A Person of great social status and strong skills in leadership yet weak in combat.

Nurse: The divine saving grace when wounds of the body or the heart are at stake

Pilot: Be it driving a car, flying a plain or operating a mecha to fight off monsters the pilot is a skilled master of vehicular combat

Pirate: A skilled traveler of the sea. Strong fighting skills and diverse fighters make them good fighters in a battle.

Priest: A soul following the path of god uses their spiritual soul to combat and help others.

Psychic: A master of powers of the mind that can manifest in unique abilities and attacks

Punk: A warrior of the streets tough bar thugs that live by their own rules

Ranger: A tracker and hunter, the ranger is a creature of the wild and of tracking down his favored foes.

Rogue: The rogue is a thief and a scout, an opportunist capable of delivering brutal strikes against unwary foes.

Samurai: Masters of the Blade, Honor bound and deadly combatants make Samurai one of the strongest classes.

Student: A kid learning to better themselves in the future.

Trainer: A skilled trainer brings an ally to battles and together they perform great acts and actions.

Wanderer: A well learned individual that brings vast knowledge and skills to the group.

Warrior: Brave and stalwart, the fighter is a master of all manner of arms and armor.

Level	EXP Needed	Level Gains	Level	EXP Needed	Level Gains
01	0	Feat	16	225	Stat Bonus
02	10		17	250	
03	20	Feat	18	275	Feat
04	30	Stat Bonus	19	300	
05	40		20	325	Stat Bonus
06	50	Feat	21	350	Feat
07	65		22	380	
08	80	Stat Bonus	23	410	
09	95	Feat	24	440	Feat, Stat Bonus
10	110		25	470	
11	125		26	500	
12	145	Feat, Stat Bonus	27	535	Feat
13	165		28	570	Stat Bonus
14	185		29	605	
15	205	Feat	30	640	Feat

Experience Chart The following is a complete listing of how much experience is needed for leveling your character

Experience Points and Level Progression

At the end of each mission, or game (up to the GM) the players are rewarded EXP to get them closer to a level above is the level progression chart for this game. When a player levels they gain a certain amount of Power points based on the class they choose to take the next level in. The player upon leveling up gains a new feat every 3rd level, Stat Boost every 4th level and 5 build points every level.

Experience in most games, follow the chart seen above. However players in a Survival game level after every 5 experience gained. (See Game Building Rules for Style of game and the HP and EXP gain)

Character Advancement

As player characters overcome challenges, they gain experience points. As these points accumulate, PCs advance in level and power. The rate of this advancement depends on the type of game that your group wants to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best.

Advancing Your Character

A character advances in level as soon as he earns enough experience points to do so—typically, this occurs at the end of a game session, when your GM hands out that session's experience point awards. The process of advancing a character works in much the same way as generating a character, except that your ability scores, race, and previous choices concerning class, skills, and feats cannot be changed. Adding a level generally gives you new abilities, additional skill points to spend, more hit points, and possibly an ability score increase or additional feat. Over time, as your character rises to higher levels, he becomes a truly powerful force in the game world, capable of ruling nations or bringing them to their knees. When adding new levels of an existing class or adding levels of a new class, (see Multi-classing, below), make sure to take the following steps in order. First, select your new class level. You must be able to qualify for this level before any of the following adjustments are made. Second, apply any ability score increases

due to gaining a level. Third, integrate all of the level's class abilities and then roll for additional hit points. Finally, add new skills and feats.

Multi-classing

Instead of gaining the abilities granted by the next level in your character's current class, he can instead gain the 1st level abilities of a new class, adding all of those abilities to his existing ones. This is known as "multi-classing." For example, let's say a 5th-level Warrior decides to dabble in the Ninjutsu, and adds one level of ninja when he advances to 6th level. Such a character would have the powers and abilities of both a 5th-level Warrior and a 1st-level Ninja, but would still be considered a 6th-level character. (His class levels would be 5th and 1st, but his total character level is 6th.) He keeps all, of his bonus feats gained from 5 levels of Warrior, but can now also use Ninja Techniques. He adds all of the hit points, base attack bonuses, and saving throw bonuses from a 1st-level Ninja on top of those gained from being a 5th-level Warrior.

Note: that there are a number of effects and prerequisites that rely on a character's level or Hit Dice. Such effects are always based on the total number of levels or Hit Dice a character possesses, not just those from one class. The exception to this is class abilities, most of which are based on the total number of class levels that a character possesses of that particular class.

Level Ratings

A player may be playing a race with a level rating, this number indicates the effective level value of that set race thus a player playing a level 10 human is equal to a player playing a level 0 vampire, in terms of its abilities. But this shouldn't limit or make certain races unplayable by players till others reach a level. GM's can tackle Level Ratings in one of three ways.

1. The GM lets the player play the race at start, but the player cannot level or even choose a class till they reach the experience of the level they need +1. Thus a player who plays a vampire couldn't choose a class till he has the experience of level 11.
2. The GM only allows that race choice playable for new characters/players once all players reach the equivalent level. Then the player levels as normally but starts at a low level then the rest adding in their level rating, to determine their effective level.
3. The GM lets the player play the race and class at start but the racial abilities slowly unlock as they level, such as a vampire would gain their powers and stat boost increase as they level, once they reach the equal level to the level rating all the abilities of the race will be fully unlocked for the player and they will have a class that leveled with them. But they do this as an option in alternative to gaining build points as they level. This lets the other players have an equal footing and lets the player not have a weak level to their class abilities at a higher point.

Favored Class

Favored Class is something most races have listed, this is nothing more then what you mostly are to encounter as players when interacting with that race. Such as if the players face a group of Naga's then most likely the majority of them will be Sorcerers. It is simply a guide for GM's when creating encounters through races.

Barbarian

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	0	0	2	Fast Movement, Illiteracy, Rage 1/day
02	2	3	0	0	3	Uncanny Dodge
03	3	3	1	1	3	Trap Sense +1
04	4	4	1	1	4	Rage 2/day
05	5	4	1	1	4	Improved Uncanny Dodge
06	6/1	5	2	2	5	Trap Sense +2
07	7/2	5	2	2	5	Damage Reduction 1/-
08	8/3	6	2	2	6	Rage 3/day
09	9/4	6	3	3	6	Trap Sense +3
10	10/5	7	3	3	7	Damage Reduction 2/-
11	11/6/1	7	3	3	7	Greater Rage
12	12/7/2	8	4	4	8	Trap Sense +4, Rage 4/day
13	13/8/3	8	4	4	8	Damage Reduction 3/-
14	14/9/4	9	4	4	9	Indomitable Will
15	15/10/5	9	5	5	9	Trap Sense +5
16	16/11/6/1	10	5	5	10	Damage Reduction 4/-, Rage 5/day
17	17/12/7/2	10	5	5	10	Tireless Rage
18	18/13/8/3	11	6	6	11	Trap Sense +6
19	19/14/9/4	11	6	6	11	Damage Reduction 5/-
20	20/15/10/5	12	6	6	12	Mighty Rage, Rage 6/day

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

Role: Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

Fast Movement - A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed.

Illiteracy - Barbarian must take Common Language as a feat to read or write

Rage - A barbarian can fly into screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Endurance, and a +2 morale bonus on Will saves, but he takes a -2 penalty to PS score. The increase in

Endurance increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Endurance score drops back to normal.

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and power enhance feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Endurance modifier.

A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter.

At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Endurance, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck

Uncanny Dodge - At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught surprised by reflex attacks, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A barbarian with this ability can still lose her Stat bonuses to PS score if an opponent successfully uses the feint action against her. If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Trap Sense - At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to PS Score against attacks made by traps. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Damage Reduction - At 7th level, a Barbarian, gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage- At 11th level, when a barbarian enters rage, the morale bonus to her Strength and Endurance increases to +6 and the morale bonus on her Will saves increases to +3.

Indomitable Will - While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantments, illusions and Genjutsu. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Tireless Rage - Starting at 17th level, a barbarian no longer becomes fatigued at the end of her rage.

Mighty Rage - At 20th level, when a barbarian enters rage, the morale bonus to her Strength and Endurance increases to +8 and the morale bonus on her Will saves increases to +4.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d12

Skills: (points per level 30 + INT MOD), Animal Empathy, Climb, Craft, Intimidate, Jump, Notice, Ride, Survival, Swim, Taunt, Use Magic Device

Bard

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Bardic Knowledge, Bardic Music, Inspire Courage +1, Counter Song, Fascinate, Distraction
02	1	0	3	3	1	Inspire Disorder -1
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Twang
05	3	1	4	4	2	
06	4	2	5	5	3	Suggestion
07	5	2	5	5	3	Pleasant Melody
08	6/1	2	6	6	3	Inspire Courage +2, Doom-song
09	6/1	3	6	6	4	Inspire Greatness, Inspire Disorder -2
10	7/2	3	7	7	4	Combine Songs, Sproing
11	8/3	3	7	7	4	Inspire Chaos
12	9/4	4	8	8	5	Song of Freedom, Soothing Melody
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3, Freighting Tune
15	11/6	5	9	9	6	Inspire Heroic, Inspire Disorder -3
16	12/7	5	10	10	6	Rip a Cord
17	12/7	5	10	10	6	
18	13/8	6	11	11	7	Mass Suggestion
19	14/9	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4, Final Performance

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and Abilities, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Role: Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and Abilities, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

Bardic Knowledge - A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Music - A bard is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious,

or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action.

At 13th level, a bard can start a bardic performance as a swift action. Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components. If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Counter Song - At 1st level, a bard learns to counters effects that depend on sound (but not spells that have verbal components). Each round of the counter song he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent actions such as an opposing bard, noble or Genjutsu may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counter song is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the counter song, but it must use the bard's Perform skill check result for the save. Counter song does not work on effects that don't allow saves. Counter song relies on audible components.

Fascinate - At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Notice checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Distraction - At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) Genjutsu attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) Genjutsu attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Inspire Courage - A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels there-after, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Disorder – A bard of 2nd level or higher Similar to Inspire Courage effects targets the bard decides are enemies in the area. Grants a negative Moral bonus on enemies in 30ft. At 6th level and every 5 levels there-after, this negative grows by -1 to a maximum -3 at 18th level. Inspire disorder is a mind-affecting ability. Inspire disorder can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +5 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +5 for every four levels the bard has attained beyond 3rd (+10 at 7th, +15 at 11th, +20 at 15th, and +25 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Twang – A bard at 4th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard ½ level in d6's for one use of music, Ranged attack

Suggestion - A bard of 6th level or higher can use his performance to make a suggestion to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance. Once under the influence of suggestion the Bard can ask things that the target normally would do but to the Bard's aid. Such suggestions, like Flee from battle, Provide Defense (Bard or Allies), Give me your stuff, or convince them that one of their allies is out to harm them. You cannot ask something put the targets life at direct risk.

Making a suggestion does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language dependent ability and relies on audible components.

Pleasant Melody – A Bard of 7th level or higher can use his performance to heal a single ally (or himself) with a (Performance + Bard Level + Charisma Score) in healing. In addition, this performance removes the fatigued, sickened, and shaken conditions. This turn must be played for 4 rounds and the target cannot move out of 30ft from the bard. Pleasant melody relies on audible and visual components.

Doom-song - A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Doom-song is a mind-affecting fear effect, and it relies on audible and visual components.

Inspire Greatness - A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance

(up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Endurance modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Resistance saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Combine Songs- A bard at 10th or higher can play two songs in one turn. It takes a full round to pull off both songs but the effects can be used to grant allies with bonuses and enemies with discord.

Sproing – A bard at 10th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at a 30 ft cone your ½ level in d6's for one use of music

Inspire Chaos – A bard at 11th level or higher can use one of his bardic music uses to cause confusion to 30ft area of enemies DC 10 +Level +CHA MOD Will

Soothing Melody - A bard of 12th level or higher can use his performance to create an effect of healing a large group (Performance + Bard Level + Charisma Score). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing melody affects all targets that remain within 30 feet throughout the performance. Soothing melody relies on audible and visual components.

Song of Freedom – A bard of 12th level or higher can use there Bardic music to free a person from any Enchantments and Genjutsu without the target having to roll another save and grants them a +4 bonus to avoid any new enchantment or Genjutsu.

Frightening Tune - A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

Inspire Heroics - A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to PS. This effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Rip a cord – A bard at 16th level or higher can use one of his bardic music uses to make an attack that does a sonic attack at one target your bard level in d6's and maintains for time equal to your level, for one use of music, Ranged Touch

Mass Suggestion - This ability functions just like suggestion, but allow a bard of 18th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components.

Final Performance - A bard of 20th level or higher can use his performance to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the

bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies. Final performance is a mind-affecting death effect that relies on audible and visual components.

Weapon Proficiencies: Simple, Rapier, Long sword, sap, short sword, short bow, small pistol and Whip

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d6

Skills: (points per level 50 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gamble, Gather Info, Jump, Knowledge (all skills), Medical, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Read Lips, Ride, Seduction, Stealth, Swim, Taunt, Use Magic Device, Use Tech

Bounty Hunter

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	2	0	1	Track, Wild Empathy
02	2	3	3	0	1	Bonus Feat
03	3	3	3	1	2	Uncanny Dodge
04	4	4	4	1	2	
05	5	4	4	1	3	Trap Sense +1
06	6/1	5	5	2	3	Bonus Feat
07	7/2	5	5	2	3	Improved Uncanny Dodge
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion
10	10/5	7	7	3	5	Bonus Feat, Trap Sense +2
11	11/6/1	7	7	3	5	
12	12/7/2	8	8	4	5	Fast Movement +5
13	13/8/3	8	8	4	6	
14	14/9/4	9	9	4	6	Bonus Feat
15	15/10/5	9	9	5	7	Trap Sense +3
16	16/11/6/1	10	10	5	7	Fast Movement +10
17	17/12/7/2	10	10	5	7	
18	18/13/8/3	11	11	6	8	Bonus Feat
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	Trap Sense +4

A Bounty Hunter is a skilled hunter in urban environments. Skilled warriors built to bring justice down upon the wicked of the world.

Track- A Bounty Hunter adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy - A Bounty Hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Bounty Hunter rolls 1d20 and adds her Bounty Hunter level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Uncanny Dodge - At 3rd level, a Bounty Hunter gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught surprised by reflex attacks, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A Bounty Hunter with this ability can still lose her Stat bonuses to PS score if an opponent successfully uses the feint action against her. If a Bounty Hunter already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead

Trap Sense - At 5th level, a Bounty Hunter gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to PS score against attacks made by traps. These bonuses increase by +1 every five Bounty Hunter levels thereafter (10th, 15th, and 20th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge - At 7th level and higher, a Bounty Hunter can no longer be flanked. This defense denies a rogue the ability to sneak attack the Bounty Hunter by flanking her, unless the attacker has at least four more rogue levels than the target has Bounty Hunter levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker - Beginning at 8th level, a Bounty Hunter can move at her normal speed while using Survival to follow tracks without taking the normal –10 penalty. She takes only a –30 penalty (instead of the normal –60) when moving at up to twice normal speed while tracking.

Evasion - At 9th level or higher, a Bounty Hunter can avoid damage from many area-effect attacks. If a Bounty Hunter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Bounty Hunter is wearing light armor or no armor. A helpless Bounty Hunter does not gain the benefit of evasion.

Fast Movement – At 12th level and higher, The Bounty Hunter's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the Bounty Hunter's land speed.

Bonus Feat - Able Sniper, Catch off Guard, Cleave, Close Shot, Combat Reflexes, Dazzling Display, Deadly Aim, Exhausting Critical, Far Shot, Greater Two Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improvised Weapon Mastery, Lucky Bullet, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Quick Draw, Rapid Reload, Ranged Disarm, Ranged Sunder, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shot on the Run, Spirited Charge, Staggering Critical, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Cloak Dance, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Reckless Offense, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Expeditious Dodge, Greater Resistance, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Known Killer.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Concentration, Craft, Drive, Forgery, Gather Info, Intimidate, Jump, Knowledge Nature, Knowledge Area, Knowledge Law, Medical, Notice, Pilot, Profession, Stealth, Survival, Swim, Taunt, Use Rope, Use Magic Device, Use Tech

Gunslinger

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	0	4	2	1	Steady Hand
02	2	0	4	3	2	Bonus Feat
03	3	1	5	3	2	
04	4	1	5	4	3	Bonus Feat
05	5	1	6	4	3	Gun Trick #1
06	6/1	2	6	5	3	Bonus Feat, Dead Eye, Snipe +1d6
07	7/2	2	7	5	4	
08	8/3	2	7	6	4	Bonus Feat
09	9/4	3	8	6	5	Snipe +2d6
10	10/5	3	8	7	5	Bonus Feat, Gun Trick #2
11	11/6/1	3	9	7	5	Lock On
12	12/7/2	4	9	8	6	Bonus Feat, Snipe +3d6
13	13/8/3	4	10	8	6	
14	14/9/4	4	10	9	7	Bonus Feat
15	15/10/5	5	11	9	7	Gun Trick #3, Snipe +4d6
16	16/11/6/1	5	11	10	7	Bonus Feat, Heat seeker
17	17/12/7/2	5	12	10	8	
18	18/13/8/3	6	12	11	8	Bonus Feat, Snipe +5d6
19	19/14/9/4	6	13	11	9	
20	20/15/10/5	6	13	12	9	Bonus Feat, Gun Trick #4

Cold Hearted warriors of the gun, this class is for those wanting to live out their wild west fantasy with abilities to not only be a crack shot with guns but also pull off what is normally considered impossible shots to being with. The gunslinger is pretty useless without their gun and many consider their firearm as a part of themselves.

Steady Hand – Player reduces their Attack to the last action in that round of combat for their level in bonus damage or to hit (The choice must be called before the attack is rolled) this acts as a full round attack thus the player cannot move and attack.

Bonus Feat – Able Sniper, Catch off Guard, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deafening Critical, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Vital Strike, Improvised Weapon Mastery, Lucky Bullet, Many shot, Pinpoint Targeting, Precise Shot, Point Blank, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Planned Attack, Reckless Offense, Cumbrous Resistance, Diehard, Dodge, Greater Resistance, Iron Will, Lighting Reflexes, Mobility, Wanted Dead or Alive

Gun Trick – Gun tricks allow the gunslinger to perform unusual tricks with guns a player upon gaining this ability can choose from one of the below, so long as they are of the required level

Ricochets Bullet – Player can redirect bullets off a hard surface to hit around cover, changes a targets cover to concealment of 75%

Double Tap – Shot so quickly one bullet follows damage is x1 ½ not normal reduces ADS by 4 from the shot [level 10 required]

Bullet Shot – The player is such a skilled shooter to be able to shoot away ranged attacks, +5 PS verses 1 normal Ranged attack (This does not defend against siege weapon attacks) [level 10 required]

Homemade Special – The Player is skilled at crafting ammo on the road no weapons bench penalty given to craft ammo at any time, all crafted Ammo is +1

Spread Shot – Player has cut their bullets to be able to hit one adjacent target of the original target. When the player rolls their attack to hit for the first target, that roll counts for the adjacent target. [Level 10 required]

Gun Tool – Player gains a +10 Disarm Device, +10 Explosives and +10 Notice

Quick release – Player can reduce the unjam time to a Standard action (Normally full round)

Big Boom – Player takes a full round action and their attack does area damage to a 10x10 area

Boom Stick – Player can add their gunslinger levels as a bonus to intimidation and resistance against psychological attack.

Two Stage Shot – Players attack does additional 1d6 damage, the next round (must be declared upon use) [level 10 required]

Dance Sucker – Player can use a full round to halt the movement of one target

Counter Argument – Player can shoot their gun to gain attention or event counter one verbal based attack/ support such as bardic performances.

Dead Eye – Player can use Steady Hand and now move in the same round

Snipe Attack - If a Gunslinger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Gunslinger's attack deals extra damage anytime her target is caught surprised or when a Gunslinger can feign their attack on a target. This extra damage is 1d6 at 6th level, and increases by 1d6 every three levels thereafter and ignore the Armor and End Bonus in their ADS score. Should the Gunslinger score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Gunslinger must be able to see the target well enough to pick out a vital spot. A Gunslinger cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

Lock On – Player can make two shots with Steady Hand

Heat Seeker – Player can make three shots with Steady Hand

Weapon Proficiencies:

All Simple Weapons, Only Firearms of Martial Weapons

Armor Proficiencies:

No Armor Proficiencies

Hit Die: 1d8

Skills: (points per level 30 + INT MOD),
Acrobatics, Bluff, Climb, Concentration, Craft, Gather Info, Intimidate, Jump, Knowledge Area,
Knowledge Law, Notice, Profession, Ride, Stealth, Survival, Swim, Taunt, Use Rope

Lore Master

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	4	1	Lore Master Knowledge
02	0	0	3	4	1	Secret
03	1	1	3	5	2	
04	1	1	4	5	2	Secret
05	1	1	4	6	2	
06	2	2	5	6	3	Secret
07	2	2	5	7	3	
08	2	2	6	7	3	Secret
09	3	3	6	8	4	
10	3	3	7	8	4	Secret
11	3	3	7	9	4	
12	4	4	8	9	5	Secret
13	4	4	8	10	5	
14	4	4	9	10	5	Secret
15	5	5	9	11	6	
16	5	5	10	11	6	Secret
17	5	5	10	12	6	
18	6/1	6	11	12	7	Secret
19	6/1	6	11	13	7	
20	6/1	6	12	13	7	Secret

A Lore Master, is a master of knowledge. Mostly bookish people that have learn how to do things in a unique way that grants them abilities that almost seem like magic in ways. Lore masters tend to be older people but there have been known of some young bright minds. They aren't very keen of fighting and often in a fight say in the back where it's safer and where they can help out by seeing through the enemies plans.

Lore Master Knowledge -lore masters can make an unskilled check and add their level in knowledge skills

Secret - Lore masters pick up unique abilities, attacks and skills on their travels, when the class grants them they get to choose one of these choices

Applicable Knowledge - grants one feat that the Lore master meet prerequisites. Can be taken multiple times.

Lore of Auras - Lore master can make a search check to identify if an item has been modified or not. Also can determine if a liquid is poison or potion

Lore of Common Knowledge - Gains one cross class skill as a class skill

Lore of Defense - Grants a +1 to Defense Bonus, the effects stack

Lore of Skills - Gains 20 additional Skill points.

Nerve Bundle Strike - Resist save attack (DC 10+Damage dealt) if failed the subject is brought to 0 HP, if passed the subject is paralyzed for 1d6 rounds 1/day each time its take it adds a use per day.

Secret Strike - make an attack 1/day that adds INT bonus to hit and Lore master Level to Damage, each time taken adds one use per day

Blab - make target make a Will save vs. Sleep (DC 10+Lore master level +INT bonus) 1/day, each time taken adds one use per day

Lost Art - Lore master holds action till end of turn and is able to attack target with a ranged touch attack with $\frac{1}{2}$ lore master level d 6's attack is considered magic 1/day, each time taken adds one use per day.

Lore of Arms - Take this Lore and gain skill with a weapon outside of the Weapon Proficiencies given without the feat

Lore of Combat - Gain a +1 to you Base Attack Bonus

Deep thought - Lore master gets a +2 to Will saves, the effects stack each time taken

Mettle - The Lore master can evade Will saves like the ability Evasion does for Reflex.

Guts – The Lore master can evade Resist saves like the ability Evasion does for Reflex.

Lore of Beast – This lore grants the user a natural weapon of claws, horns or teeth (player's choice) that they can release at will. Doing 1d8 damage x2 on critical, with the damage being slashing for claws, Bashing with Horns, and Piercing for Teeth. When not active the weapons don't appear.

Lore of Savage – This lore grants the user the ability to invoke a Rage similar to that of a Barbarian. Taking this ability multiple times allow a new use of rage a day.

Gibbering of Madness – The Lore Master rambles on in Tongues causing the effect of confusion on a target (Will save DC, Lore Master level + Charisma Modifier). Taking this multiple times grants an extra use of this ability.

Cold Stare – The Lore Master can strike a target with a ranged touch ray of cold. Doing 1d8, per $\frac{1}{4}$ level, of the Lore Master. Taking this multiple times grants an extra use of this ability.

Lore of Spells – Lore Master trades one secret for a new spell to use at their disposal.

Lore of Magic – Lore Master gains a Boost to a selected Magic Type Boosting all spells by making them count as being cast 2 levels higher.

Lore of the Stars – Lore master can mimic a Celestial's powers by being able to do one power based on the stars power per day.

Snake Vision - The Lore Master can Strike a target with an attack that paralyzes the target of $\frac{1}{2}$ the Lore masters level. (Will save DC, Lore Master Level + Charisma) Taking this multiple times grants an extra use of this ability

Lore of Guns – The Lore master can make a simple craft item check on weapons to combine weapons allowing one attack do the damage of the two. The lore master can only link up to his Int Mod in weapons. Each weapon attached causes the weapons use to be delayed by a round to use again no matter if the weapon needs reloading or not.

Lore of Net – The Lore Master can use their Use technology skill to lower the defenses of Machines abilities allowing decreasing their attack and to hit by their lore master levels

Lore of Code – The Lore Master can do their level in damage to machines when they roll a Use technology skill check

Lore of Light – The Lore Master can create a invisible barrier that grants them a shield bonus equal to their level, for 1 round a level. 1/per day.

Lore of Shadow – The Lore Master can turn invisible for their level in rounds 1/per day

Lore of Dimensions – The Lore Master can teleport 60' x their level 1/per day

Weapon Proficiencies: Simple

Armor Proficiencies: None

Hit Die: 1d6

Skills: (points per level 50+INT Mod), Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Forgery, Gamble, Gather Info, Knowledge (all skills), Medical, Navigate, Notice, Perform, Pick Pocket, Profession, Repair, Streetwise, Taunt, Use Magic Device, Use Tech

Martial Artist

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Chi Armor, Unarmed Attack, Flurry of Blows
02	2	1	1	1	1	20	
03	3	1	1	1	2	30	Chi STR +1 or Technique
04	4	2	2	2	2	40	
05	5	2	2	2	3	50	Flying Kick Feat
06	6/1	3	3	3	3	60	Chi Strength +2 or Technique, Fists of Iron
07	7/2	3	3	3	3	70	
08	8/3	4	4	4	4	80	
09	9/4	4	4	4	4	90	Chi STR +3 or Technique
10	10/5	5	5	5	5	100	Throw Anything Feat ,
11	11/6/1	5	5	5	5	110	Fists of Flame
12	12/7/2	6	6	6	5	120	Chi STR +4 or Technique
13	13/8/3	6	6	6	6	130	
14	14/9/4	7	7	7	6	140	
15	15/10/5	7	7	7	7	150	Prone Attack Feat, Chi STR +5 or Technique
16	16/11/6/1	8	8	8	7	160	Holy Fist
17	17/12/7/2	8	8	8	7	170	
18	18/13/8/3	9	9	9	8	180	Chi STR +6 or Technique
19	19/14/9/4	9	9	9	8	190	
20	20/15/10/5	10	10	10	9	200	Power Critical Feat, Fist of Death

A Martial Artist, a living weapon. Someone who has trained their body to be the deadliest of all, weapons. Much like ninja they channel chi through their body and perform great tasks with it. Only unlike ninja they use chi more to boost their physical prowess.

Unarmed Attack – At First level and every level there after a Martial Artist uses both STR Bonus and DEX Bonus in a melee attack when unarmed. Granting them an stronger Melee attack then most classes.

Chi Armor – At First Level and Every Level there after a Martial Artist can Expend 1 chi per round to grant them an all-around PS score bonus equal to the Martial Artist Strength. This lasts for as long as the Martial Artist maintains it. When using Chi Armor they have to make Concentration rolls to maintain the Armor when using other Chi Based Techniques (DC 10+ STR Mod). Failure to pass the roll drops the armor but doesn't affect the Technique being used.

Flurry of Blows - Starting at 1st level, a martial artist can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special martial artist weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat (even if the martial artist does not meet the prerequisites for the feat). For the purpose of these attacks, the martial artist's base attack bonus is equal to his martial artist level. For all other purposes, such as qualifying for a feat or a prestige class, the martial artist uses his normal base attack bonus. At 8th level, the martial artist can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the martial artist does not meet the prerequisites for the feat). At 15th level, the martial artist can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the martial artist does not meet the prerequisites for the feat).

A martial artist applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A martial artist may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A martial artist cannot use any weapon other than an unarmed strike or a special martial artist weapon as part of a flurry of blows. A martial artist with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Chi STR - A Martial Artist of level 3 or higher can infuse their physical Strength with chi. Costing 1 chi per bonus per round (the bonuses increases every 3 levels after level 3 giving a max +6 Bonus by level 18.) Performing other techniques while this is active requires a concentration check (DC 10 +Martial Artist level)

Technique - Can choose to take a technique attack over the Chi STR one would gain at that level (see technique section for list)

Fist of Iron – at 6th level and every level thereafter, A Martial Artists Unarmed attacks count as Cold Iron thus count as +1, They also can expel 1 chi a round and their unarmed attacks can do sunder attacks at +2 damage.

Fist of Flame – at 11th level and every level thereafter, A Martial Artist Unarmed attacks count as Fire thus counts as +2, they can also expel 5 chi a round to add fire damage of +1d6 to their unarmed attacks

Holy Fist – at 16th level and every level thereafter, A Martial Artist Unarmed attacks count as blessed thus count as +3, they can also with the expel of 2 chi a round do blessed attacks that do greater damage (x2) to Demonic and Undead types.

Fist of Death – at 20th level and every level thereafter, A Martial Artist Unarmed attacks count as adamantite thus counting them as +4, also the Martial Artist can expel 20 chi to perform a death attack Resist save DC (damage +Martial Artist Level) vs Death.

Weapon Proficiencies: None

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD), Acrobatics, Bluff, Climb, Craft, Concentration, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Stealth, Swim, Taunt, Tumble, Use Rope, Use Magic Device

Level	Flurry Of blows
1	-2/-2
2	-1/-1
3	0/0
4	1/1
5	2/2
6	3/3
7	4/4
8	5/5/0
9	6/6/1
10	7/7/2
11	8/8/3
12	9/9/4
13	9/9/4
14	10/10/5/0
15	11/11/6/1
16	12/12/7/2
17	12/12/7/2
18	13/13/8/3
19	14/14/9/4
20	15/15/10/5/0

Mechanic

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	4	0	0	1	Monkey Wrench 1d6, Plan B 20ft
02	0	4	1	1	1	
03	1	5	1	1	2	Drone Attack
04	1	5	2	2	2	Monkey Wrench 2d6
05	1	6	2	2	3	Plan B 30ft
06	2	6	3	3	3	
07	2	7	3	3	3	Monkey Wrench 3d6
08	2	7	4	4	4	Spot Build
09	3	8	4	4	4	Drone Attack (second attack)
10	3	8	5	5	5	Monkey Wrench 4d6, Plan B 40ft
11	3	9	5	5	5	
12	4	9	6	6	5	
13	4	10	6	6	6	Monkey Wrench 5d6
14	4	10	7	7	6	
15	5	11	7	7	7	Plan B 50ft, Drone Attack (Third Attack)
16	5	11	8	8	7	Monkey Wrench 6d6
17	5	12	8	8	7	
18	6/1	12	9	9	8	
19	6/1	13	9	9	8	Monkey Wrench 7d6
20	6/1	13	10	10	9	Plan B 60ft

A skilled Mechanic is a useful ally to have on hand when it comes to dealing with machines, their skill at healing machines, setting up traps and even having a robotic ally assists the team with a well-balanced support type character.

Monkey Wrench – A player can take a full round action and grant healing to constructs or machines by 1d6 this increases every three levels 1/per day

Plan B – The player can set any explosives they have and place them as a makeshift land mine that can go off at the push of a button, Takes a full round action but can place the explosive anywhere within 20 ft from the player. The range increases at 5th and every five levels after that by 10ft

Drone Attack - A player can set out robots or drones under their command to strike at the same or different targets in line of sight from the player and they attack at the same time the player does doing their set attacks. At 9th level the drone attack gains a second attack and again at 15th level. Players are limited to one drone / robot ally at a time. The drone to hit is determined by adding the Mechanic's total level + the drone/robots Dexterity or Strength.

Spot Build – The player can build/ repair machines on the fly, allowing the player to repair a machine during combat as long as they pass a concentration check, normally the player can only do repairs when not engaged in combat

Weapon Proficiencies:

Simple, Martial Firearms

Armor Proficiencies:

Light, Medium

Hit Die: 1d8

Skills: (points per level 50 + INT MOD),
Appraise, Concentration, Craft, Demolitions, Disable Device, Drive, Gamble, Knowledge
Machines, Knowledge Military Science, Knowledge Programing, Navigate, Notice, Open Lock,
Perform, Pilot, Profession, Repair, Ride, Search, Streetwise, Taunt, Use Technology

Monk

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	2	2	1	Bonus Feat, Unarmed Attack, Elemental Strike
02	1	3	3	3	1	Bonus Feat, Evasion
03	2	3	3	3	2	Mind of Water, Speed Bonus +10 ft
04	3	4	4	4	2	Slow Fall 20
05	3	4	4	4	3	Purity of Body, PS Bonus +1
06	4	5	5	5	3	Bonus Feat, Slow Fall +30, Speed Bonus +20ft
07	5	5	5	5	3	Wholeness Of Body
08	6/1	6	6	6	4	Slow Fall +40
09	6/1	6	6	6	4	Improved Evasion, Speed Bonus +30ft
10	7/2	7	7	7	5	Slow Fall +50, PS +2
11	8/3	7	7	7	5	Diamond Body
12	9/4	8	8	8	5	Abundant Step, Slow Fall +60, Speed Bonus +40
13	9/4	8	8	8	6	Diamond Soul
14	10/5	9	9	9	6	Slow Fall +70
15	11/6/1	9	9	9	7	Elemental Palm, PS +3, Speed Bonus +50
16	12/7/2	10	10	10	7	Slow Fall +80
17	12/7/2	10	10	10	7	Timeless Body, Tongue of Sun and Moon
18	13/8/3	11	11	11	8	Slow Fall +90, Speed Bonus +60
19	14/9/4	11	11	11	8	Spirit Body
20	15/10/5	12	12	12	9	Natural Form, Slow Fall (any), PS +4

A Monk, is a person in tune with the environment and world on a spiritual level that they can manipulate the world to aid them in fighting and defense. The monk's skill and power is mainly defensive with supporting attacks that make a great defensive character to have on your side.

Elemental Strike – The monk at first level can expend a round to tune into their birth element to convert their attacks to do elemental type damage (types listed below).

Fire – Unarmed attacks are fire damage, crits burn slowly doing 1d2 damage for 1d4 rounds

Water – Unarmed attacks are cold damage, crits slows a target for 1d4 rounds

Wind – Unarmed attacks are slashing damage, crits knock target prone

Earth – Unarmed attacks are acid damage, crits burn slowly doing 1d2 damage for 1d4 rounds

Lighting – Unarmed attacks are electric damage, crits stun target for 1 round DC 10+level resist

Unarmed Attack – At First level and every level there after a Monk uses both STR Bonus and DEX Bonus in a melee attack when unarmed. Granting them an stronger Melee attack then most classes.

Evasion - At 2nd level or higher, a monk can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement - At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed.

Mind of Water - A monk of 3rd level or higher gains the ability to add their Spirit Mod to their protection score to avoid attacks greater

Slow Fall - At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

PS score Boost - When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his PS score. In addition, a monk gains a +1 bonus to PS score at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level. These bonuses to PS score apply even against touch attacks or when the monk is surprised. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Purity Body - At 5th level, a monk gains a higher resistance to diseases and poisons allowing them to add their level in a resistance roll to avoid the effects of the threat.

Wholeness of Body - At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level. They can do this action based on their total Spirit Score.

Improved Evasion - At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body - At 11th level, a monk can add ½ their level in their Armor Defense Score making them greater resistant to damage. This does not count as DR but a natural armor thus cannot be reduced using attacks that lower DR.

Abundant Step - At 12th level or higher, a monk can slip between spaces, as if using the ability Ninja Teleport. Using this ability is a move action that can be done ½ their level in times per day. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

Diamond Soul – At 13th level a monk gains resistance to elements (Fire, Cold, Electric, Acid) equal to ½ Monk level

Elemental Palm - Starting at 15th level, a monk can set up their elemental attack to release a quick burst attack that they can throw. The damage 1d6+lvl in the element type they fall under, for a range of 30' ft.

Timeless Body - At 17th level, a monk can add ½ their level to saves to avoid stat drain.

Tongue of Sun and Moon – At 17th Level a Monk can speak with any living creature

Spirit Body - At 19th level, a monk gains the ability to take on Spirit form making them immune to attacks (The exception is form other creatures with spiritual forms) they can maintain this form based on their level + spirit score in rounds. While in this form they can still make elemental attacks that hit their targets.

Nature Form - At 20th level, a monk can take on the form of their Element for 1d10 round +their level acting as an elemental of equal their size in terms of types of attacks

Bonus Feat - At 1st level, 2nd level, and every 4 levels thereafter, a monk may select a bonus feat. These feats are as follows:

Catch off Guard, Close Quarters Fighting, Dazzling Display, Deflect Arrows, Flame Stance, Fist of Iron, Flying Kick, Improved Disarm, Improved Grapple, Improved Trip, Improvised Weapon Mastery, Karmic Strike, Martial Weapon Proficiency, Mountain Stance, Prone Attack, Quick Draw, Scorpion Style, Shatter Defenses, Throw Anything, Weapon Finesse, Improved Initiative, Cumbrous Dodge, Cumbrous Resistance, Cumbrous Reflexes, Cumbrous Will, Dodge, Expeditious Dodge, Greater Resistance, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wave Stance, Wind Stance, Hunted Man

Weapon Proficiencies: club, crossbow (light and heavy), dagger, hand ax, javelin, Kama, Nunchaku, quarter staff, sai, shuriken, siangham, sling

Armor Proficiencies: None

Hit Die: 1d8

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Climb, Concentration, Craft, Decipher Script, Diplomacy, Escape Artist, Jump, Knowledge Astrology, Knowledge History, Knowledge Religion, Martial Arts, Medical, Notice, Perform, Profession, Stealth, Swim, Taunt, Use Rope, Use Magic Device

Ninja

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Replacement, Technique
02	2	1	1	1	1	30	
03	3	1	1	1	2	60	Technique
04	4	2	2	2	2	90	
05	5	2	2	2	3	120	Ninja Vanish , Technique
06	6/1	3	3	3	3	150	
07	7/2	3	3	3	3	180	Technique
08	8/3	4	4	4	4	210	
09	9/4	4	4	4	4	240	Technique
10	10/5	5	5	5	5	270	Ninja Leap
11	11/6/1	5	5	5	5	300	Technique
12	12/7/2	6	6	6	5	330	
13	13/8/3	6	6	6	6	360	Technique
14	14/9/4	7	7	7	6	390	
15	15/10/5	7	7	7	7	420	Ninja Teleport, Technique
16	16/11/6/1	8	8	8	7	450	
17	17/12/7/2	8	8	8	7	480	Technique
18	18/13/8/3	9	9	9	8	510	
19	19/14/9/4	9	9	9	8	540	Technique
20	20/15/10/5	10	10	10	9	570	Cheater of Death

Skilled warriors throughout the land, the ninja use all the types of Jutsu to aid them in their goals. Masters of stealth, users of magical tricks through their chi, and resourceful warriors are the skills of a good ninja. Ninja's are a powerfully combatant to have in the field of battle for any team.

Chi - power from within that is used to perform techniques and ninja abilities

Techniques - powerful attacks that tap into the natural world (see techniques section for list of choices) at 1st level all ninjas start with 1 Technique of their Rank which is D, They can only choose Rank D from the list (unless otherwise given to them at which it's no higher than Rank C) To achieve Rank B or Higher it requires a higher rank as a ninja through in game tests and actions. After the First level all but the Ninja gain a new one from 3rd level and every other 3rd level. Basic Ninja instead gain them from 3rd every 2 levels thereafter.

Replacement - Grants the ninja the ability to avoid 1 attack for 2 chi, Only one replacement can be active at a time. Once used the player moves anywhere within a 30ft radius. Strong attacks are unavoidable fully with replacement. (Any S-Class techniques or other attacks that do more than, 125 damage, or more in a hit.) A reflex roll can be made if the player has Evasion to take 1/4, normally replacement would just cut the damage by half.

Ninja Vanish - Grants the Ninja Invisibility for one round per 4 chi. This ability grants a +20 Stealth bonus. Using techniques while this is active requires a concentration roll to maintain the invisibility. Failing to pass a roll (DC 10 +ninja level) cause the invisibility to drop yet the technique will still be performed.

Ninja Leap - Grants the Ninja a Glide movement for one round per 10 chi. The Ninja Leap allows the character to glide across a small area beyond jumping distance, Leaping 120ft forward or upward.

Ninja Teleport - Grants the Ninja a Teleport for 15 chi per use. The Ninja Teleport allows the Ninja to move across a full Miles distance in a brief moment. This allows the ninja to cover a great distance in mere moments of time.

Cheater of Death - Grants the Ninja a chance to survive death 200 chi, Cheater of Death allows the Ninja to expel a vast amount of chi to heal and stabilize themselves at +10 Hp per level

Weapon Proficiencies: Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Gather Info, Intimidate, Jump, knowledge poisons, knowledge Ninjutsu, Notice, Open Lock, Profession, Perform, Read Lips, Search, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Tech

Noble

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Fascinate, Inspire Courage +1, Recognition
02	1	0	3	3	1	
03	2	1	3	3	2	Inspire Competence
04	3	1	4	4	2	Line of Credit
05	3	1	4	4	2	Leadership
06	4	2	5	5	3	Impressive Argument
07	5	2	5	5	3	
08	6/1	2	6	6	3	Inspire Courage +2
09	6/1	3	6	6	4	Inspire Greatness
10	7/2	3	7	7	4	
11	8/3	3	7	7	4	
12	9/4	4	8	8	5	Inspirational Leader
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3
15	11/6/1	5	9	9	6	Inspire Heroics
16	12/7/2	5	10	10	6	
17	12/7/2	5	10	10	6	
18	13/8/3	6	11	11	7	Great Leadership
19	14/9/4	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4

A Noble, the upper crust of the world with great influences on society, they tend to not fight much as they have servants for these things. They are in ways a lot like bards but instead of performing they use their influence, power and money do their fighting.

Noble Performance - A Noble is trained to use the Perform skill to create effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a Noble can use Noble Performance for 2 additional rounds per day. Each round, the Noble can produce any one of the types of Noble Performance that he has mastered, as indicated by his level.

Starting a Noble Performance is a standard action, but it can be maintained each round as a free action. Changing a Noble Performance from one effect to another requires the Noble to stop the previous performance and start a new one as a standard action. A Noble Performance cannot be disrupted, but it ends immediately if the Noble is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A Noble cannot have more than one Noble Performance in effect at one time.

At 7th level, a Noble can start a Noble Performance as a move action instead of a standard action.

At 13th level, a Noble can start a Noble Performance as a swift action. Each Noble Performance has audible components, visual components, or both. If a Noble Performance has audible components, the targets must be able to hear the Noble for the performance to have any effect, and such performances are language dependent. A deaf Noble has a 20% chance to fail when attempting to use a Noble Performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to Noble Performances with audible components. If a Noble Performance has a visual component, the targets must have line of sight to the Noble for the performance to have any effect. A blind Noble has a 50% chance to

fail when attempting to use a Noble Performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to Noble Performances with visual components,

Fascinate - At 1st level, a Noble can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Noble, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat, or other dangers prevents this ability from working. For every three levels the Noble has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the Noble's level + the Noble's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the Noble cannot attempt to fascinate that creature again for 24 hours. If it's saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Notice checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage - A 1st-level Noble can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the Noble's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 8th level, and every six bard levels there-after, this bonus increases by +1, to a maximum of +4 at 20th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The Noble must choose which component to use when starting his performance.

Recognition – At 1st level and every level thereafter, Nobles can use their reputation to give bonuses to Diplomacy checks. A Noble can use their reputation bonus to influence the way he acts in social arguments, The higher the reputation the stronger their influence on people they approach in a diplomatic way.

Inspire Competence - A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the Noble. The ally gets a +5 competence bonus on skill checks with a particular skill as long as she continues to hear the Noble's performance. This bonus increases by +5 for every four levels the Noble has attained beyond 3rd (+10 at 7th, +15 at 11th, +20 at 15th, and +25 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A Noble can't inspire competence in himself. Inspire competence relies on audible components.

Line of credit – At 4th level and every Level there after Nobles may rely on a line of credit. This allows the Noble to purchase food, items or even transportation when they don't have money on hand, This only works in areas that can be influenced as Neutral or Good relation to the Nobles home, Hostile Territories will not provide such an offer, it is up the GM how much and when the purchases can be held off before this function is cut off and the Family may take more drastic actions (i.e. sending collectors after the character) the amount the Noble is able to take is on average (10,000 x the Noble's Level +Reputation)

Leadership – At Level 5 a Noble gains the Benefit of the Feat Leadership for free, granting them ether a powerful Cohort or several weak Followers, For more on this feat see the chapter on Feats.

Impressive Argument – At level 6 and every level there after a Noble can expel a use of their Noble Performance to cause a target to make a Will Save (DC 10 +½ nobles class level + CHA

mod) command Fascinated targets. That target (if normally Hostile will either flee or surrender, if not Hostile they will be inspired to give aid in combat to the Noble)

Inspire Greatness - At Level 9 and every level thereafter, a Noble can use a use of their Noble Performance granting 2 extra hit die, +2 to hit, and +1 to Resistance saves to any ally within 30ft

Inspirational Leader – At level 12 and every level there after the Noble's using Noble Performance effect double the bonuses on Cohorts

Inspire Heroics – At level 15 and every level there after a Noble through a use of their Noble Performance grant an additional +4 Moral Bonus, +4 on PS to allies in 30ft.

Great Leadership – At level 18 A Noble is granted the ability to gain a second Cohort / more followers. This is normally denied by the rules.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shield

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Animal Empathy, Bluff, Concentration, Craft, Diplomacy, Disguise, Drive, Gamble, Gather Info, Intimidate, Knowledge (all skills), Notice, Perform, Pilot, Profession, Ride, Seduction, Stealth, Swim, Taunt, Use Magic Device, Use Tech

Nurse

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	4	2	0	1	Healing Touch, Needle Arm +1
02	1	4	3	0	1	Aura
03	2	5	3	1	2	Surgical Strike
04	3	5	4	1	2	Doctors Bag +1
05	3	6	4	1	3	Needle Arm +2
06	4	6	5	2	3	Run By Attack
07	5	7	5	2	3	
08	6/1	7	6	2	4	Doctors Bag +2
09	6/1	8	6	3	4	
10	7/2	8	7	3	5	Needle Arm +3
11	8/3	9	7	3	5	
12	9/4	9	8	4	5	Doctors Bag +3
13	9/4	10	8	4	6	
14	10/5	10	9	4	6	
15	11/6/1	11	9	5	7	Needle Arm +4
16	12/7/2	11	10	5	7	Doctors Bag +4
17	12/7/2	12	10	5	7	
18	13/8/3	12	11	6	8	
19	14/9/4	13	11	6	8	
20	15/10/5	13	12	6	9	Needle Arm +5, Doctors Bag +5

Nurses are the saving graces in many a battle. The most powerful healing class they are skilled in boosting and aiding their allies along with demoralizing the enemies.

Healing Touch – at first level the Nurse is granted with a healing touch. This ability which 1/per day a nurse can heal their CHA Bonus x their level in HP to one target.

Aura – Nurses at second level gain the choice in an aura type this aura can be activated 1/per day and can do a variety of tasks. The aura lasts the Nurses level +1 in rounds. Once chosen a nurse cannot change their aura. But the feat Blinding Aura grants a choice of an advanced aura type.

Calm – grants all allies within 30ft +4 protection from fear causing saves

Help – grants all allies within 30ft +5 in a selected skill

Protection – grants all allies within 30ft +4 Resistance save

Uneasiness – grants all enemies within 30ft -4 to Reflex saves

Sexy – Stuns all enemies, Will DC 10+level

Fear – Releases an aura of fear to all enemies in 30ft Will DC 10+level

Charm – Release an aura that causes all enemies in 30ft to be charmed Will DC 10+level

Comfort – grants all allies within 30ft Regeneration 1d4

Needle Arm – Needle arm is a boost ability of one of the following, Attack (to hit and damage), Skill (+5 to a chosen skill [stacks with aura ability]), or Defense (ADS and saves) the boost is based on the ranking of the needle arm and lasts 1 round +level. This ability boosts to +2 granting a higher bonus in the attack and defense and granting a boost of +10. It increases at levels 5, 10, 15, and 20. The ability can be used 1 +level /per day

Surgical Strike – Nurses at level three gain a unique bonus to their own weapons, Nurses using thrown weapons can Use their INT and CHA Bonus (if they have one) to add to their thrown

weapons to hit. This doesn't add to the damage of the weapon only increases their to-hit score with thrown weapons.

Doctors Bag – at fourth level a nurse can heal with tools such as bandages at a higher rate granting healing from the item multiplied by the Doctors Bag level. Doctors bag +1 allows cloth be used to create bandages healing 2d6 HP, This ability can also lessen injuries severity by 10. This increases at level 8 3d6 or 20 to injury roll, 12 4d6 or 30 to injury roll, 16 5d6 or 40 to injury roll, and 20 6d6 or 50 to injury roll. Nurses can use this ability as long as they have supplies. It takes a full round to activate however and leaves the nurse prone while in use.

Run By Attack – A unique attack of a nurse where they can move through enemies and strike at all as she passes by. A player can strike targets within reach as they run past (provokes attacks of opportunity. The attacks suffer a -4 to hit but add +2 damage with each hit and the player doesn't have to stop at the target they hit they can keep moving.

Weapon Proficiencies:

Simple, Needle, Net, Whip

Armor Proficiencies:

Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD),

Acrobatics, Animal Empathy, Bluff, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Gather Info, Intimidate, Jump, Knowledge Biology, Knowledge Poisons, Medical, Notice, Perform, Pilot, Profession, Read Lips, Search, Seduction, Survival, Use Rope, Use Tech

Pilot

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	4	2	1	Rotary Engine, Tail Wind
02	1	0	4	3	1	
03	2	1	5	3	2	Strafe Attack
04	3	1	5	4	2	Twin Shot
05	3	1	6	4	3	Propeller Engine
06	4	2	6	5	3	Strafe Attack +1
07	5	2	7	5	3	
08	6/1	2	7	6	4	Going Heavy
09	6/1	3	8	6	4	Strafe Attack +2
10	7/2	3	8	7	5	Combustion Engine
11	8/3	3	9	7	5	
12	9/4	4	9	8	5	Strafe Attack +3, Dropping Payload
13	9/4	4	10	8	6	
14	10/5	4	10	9	6	
15	11/6/1	5	11	9	7	Jet Engine, Strafe Attack +4
16	12/7/2	5	11	10	7	Ejector Seat
17	12/7/2	5	12	10	7	
18	13/8/3	6	12	11	8	Strafe Attack +5
19	14/9/4	6	13	11	8	
20	15/10/5	6	13	12	9	Super Sonic Engine, All out

Be it in Cars, Ships, Planes, or Giant Robots, the Pilot is a cool headed master of the vehicle and using it in combat situations. They also have a few skills outside the vehicles they use but their main skills lie behind making vehicles do amazing things.

Rotary Engine – The pilot grants any vehicle they are in and all its inhabitants a ADS Bonus of +1

Tail Wind – The Pilot can improve their PS Score to match their base attack for rounds equal to their level 1 / per day. This ability cannot be bought up to have extra uses.

Strafe Attack - A player can strike a line of targets as they move past without provoking an attack of opportunity at a -4 to hit each target at third level the player can only make this attack on one target, they gain an additional target every third level.

Twin Shot – The pilot can use two vehicle/ piloted machine's based weapons in one attack to the similar effect of the Two Weapon Fighting feat. Normally the feat does not apply to vehicles and machines that are piloted.

Propeller Engine – An improved version of Rotary Engine granting a +2 bonus to ADS

Going Heavy – The Player can perform a ramming attack with a vehicle / piloted machine doing 1d10 for every 100lbs of the machines weight, the pilots vehicle and machine takes only ¼ the damage of hitting the target.

Combustion Engine – An improved version of Rotary Engine granting a +4 bonus to ADS

Dropping Payload – Similar to Twin shot this ability grants the vehicle / piloted machine the ability of the feat Improved Two Weapon Fighting

Jet Engine – An improved version of Rotary Engine granting a +6 bonus to ADS

Ejector Seat – The player can escape a machine or vehicle as a free action, normally it's a full round action and leaves the pilot at risk when a vehicle or machine is about to be destroyed. In Vehicles of larger seating the pilot also awards this ability to all other riders.

Super Sonic Engine - An improved version of Rotary Engine granting a +8 bonus to ADS

All Out – The Pilot is able to unleash all attacks of a vehicle or piloted machine in one massive blast that takes all the damage from all the weapons and multiples it by x4 unleashing it in one massive attack

Weapon Proficiencies:

Simple, Martial

Armor Proficiencies:

Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD),
Acrobatics, Bluff, Craft, Demolitions, Drive, Gamble, Knowledge Area, Knowledge Astrology,
Knowledge Geography, Knowledge Mechanics, Knowledge Military Science, Martial Arts,
Navigate, Notice, Perform, Pilot, Profession, Repair, Ride, Search, Streetwise, Survival, Swim,
Use Rope, Use Technology

Pirate

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	0	1	Navigator Feat
02	1	3	0	0	1	Bonus Feat
03	2	3	1	1	2	+5 HP, DR 1/-
04	3	4	1	1	2	Parley
05	3	4	1	1	3	Bonus Feat
06	4	5	2	2	3	+5 HP, DR 2/-
07	5	5	2	2	3	Scourge of the Sea
08	6/1	6	2	2	4	Bonus Feat
09	6/1	6	3	3	4	+5 HP, DR 3/-
10	7/2	7	3	3	5	
11	8/3	7	3	3	5	Bonus Feat
12	9/4	8	4	4	5	+5 HP, DR 4/-
13	9/4	8	4	4	6	
14	10/5	9	4	4	6	Bonus Feat, Pirate Legend
15	11/6/1	9	5	5	7	+5 HP, DR 5/-
16	12/7/2	10	5	5	7	
17	12/7/2	10	5	5	7	Bonus Feat
18	13/8/3	11	6	6	8	+5 HP, DR 6/-
19	14/9/4	11	6	6	8	
20	15/10/5	12	6	6	9	Bonus Feat

Strong and Hardy Warriors of the sea, Pirates, are a strong force in a fight. While they don't have a diverse array of abilities they make up for it in Hit points, Feats and DR along with vast weapon choices they stand as equivalent of a living battleship.

Types of Pirates

Most pirates are a combination of both Peace Maine and Morgania ideals. Even the final version certain amount of pirates display these original concepts.

Peace Maine

A Peace Maine is a Pirate who goes on adventures, and doesn't really care about personal treasures or going around fighting other Pirates.

Morgania

The Morgania, fight for treasure and personal gain. They are greedy and love to fight just to cause other people pain and misery.

+5 Hp – At 3rd level and every three levels after that Pirates gain 5 extra Hit points on top of their normal levels.

+1 DR – At 3rd level and every three levels after that Pirates gain +1/- damage reduction

Parley – At 4th level a pirate can make a Bluff (Bluff skill +level to the roll) to get the rivals in a 30ft area to become surprised until attacked again. The ability only works 1 per battle

Scourge of the Seas – At 7th level the pirate can roll an intimidation roll and add their reputation score with to one target. If the target is lower level than the pirate they will flee if the result is successful. If the target is equal or higher they will suffer the effects of fear if the roll is successful.

Pirate Legend – At 14th level the pirate can make their Scourge roll effect a 30' area.

Bonus Feats - Able Sniper, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Grenadier, Improved Bull Rush, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lucky Bullet, Many shot, Martial Weapon Proficiency, Monkey Grip, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Rally Behind the Jolly Roger, Reckless Offense, Sea Legs, Spring Attack, Cumbrous Resistance, Diehard, Dodge, Greater Resistance, Iron Will, Lighting Reflexes, Mobility, Call of the Sea, Poison Expert, Poison Master, Ship Shape, Wanted Dead or Alive

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Craft, Demolitions, Disable Device, Decipher Script, Drive, Forgery, Gamble, Intimidate, Jump, Knowledge Area, Knowledge Astrology, Knowledge Geography, Knowledge Law, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Repair, Ride, Stealth, Swim, Taunt, Use Rope, Use Magic Device

Priest

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Lay On Hands
02	0	0	3	3	1	Minor Blessing
03	1	1	3	3	2	
04	1	1	4	4	2	Minor Blessing
05	1	1	4	4	3	Holy Talisman
06	2	2	5	5	3	Minor Blessing
07	2	2	5	5	3	
08	2	2	6	6	4	Blessing
09	3	3	6	6	4	
10	3	3	7	7	5	Blessing, Holy Barrier
11	3	3	7	7	5	
12	4	4	8	8	5	Blessing
13	4	4	8	8	6	
14	4	4	9	9	6	Major Blessing
15	5	5	9	9	7	Holy Word
16	5	5	10	10	7	Major Blessing
17	5	5	10	10	7	
18	6/1	6	11	11	8	Major Blessing
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Holy Miracle, Major Blessing

The Priest is the best class for fending off the powerhouses that is demonic power in the game. They gain abilities and bonuses against all forms of demonic powers including those possessed. Their strong will let's them make up for their weak attacks. They also gain the power to grant Blessings and heal by Laying on hands.

Lay On Hands – At 1st Level and higher a Priest, as a full action the Priest can place their hands on their target and Heal them (Priest level + Spirit Score) once per day.

Minor Blessing – At 2nd level and every level there after a Priest gains a holy ability blessed upon them from a higher power. Priest's gain an additional choices at 4th and 6th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Animal Friendship – user can befriend hostile/unfriendly creatures

Mending Touch – user can repair minor damage items with touch

Friendly Face – grants bonus of +4 to all social rolls when active

Pain touch – Touch cause 1d8+level damage

Liberation – Target is granted a +4 to Reflex saves

Mad laughter – Target that fails will save (DC 10 + Level) is unable to act

Bull Strength - +2 STR for (4+Level) in rounds

Cat's Grace - +2 DEX for (4+level) in rounds

Summon Wind - Creates a gust of wind that can be used to move sails (4+level in rounds)

Create Water – Creates 1 gallon of water per level

Glitter Light - Creates a small sphere of light that acts like a free floating torch, lasts 1 round per level

Holy Talisman – At 5th level and every level there after the Player is able to do a touch attack, which does damage equal to their (Spirit Mod x their Priest Level) to demonic powers, This is granted a 1/3 their level in uses a day, thus at level 5 its 1, 6 its 2, 9 its 3 and so on. The attack can be combed with other attacks to grant holy damage to an attack.

Blessing – At 8th Level and every level there after Priest gain a stronger blessing from their higher power. Priest's gain an additional choices at 10th and 12th levels. The Priest must choose at the level they gain the blessing which one of the choices (see below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Summon Animal Minor – Summons a small to medium creature to aid in a fight lasting 4+levels in rounds

Repair – fixes Major Damages on items with touch

Charm – Causes target to make will save (Dc 10+level vs Charm effect).

Bleeding Touch – Touch does 2d8+level in damage

Freedom of Movement – Grants self and allies within 30ft the ability to move freely through difficult terrain, through techniques or otherwise

Tongues – user causes all targets in 30ft to perform will save (DC 10+level) vs. No Action for 1d6 rounds

Heroic Strength – Grants target a Strength boost of +4 for (4+level) in rounds

Blinding Light – A burst of light that blinds all within a area DC 10 +Level

Holy Barrier – At 10th level a shield that blocks damage equal to their (Spirit Mod x Priest Level) to all attacks, The ability requires concentration Rolls to maintain (DC 10+Priest Level) while doing other actions, Failing to do so drops the shield. Priest Gain this ability 1/per day

Major Blessing – At 14th Level and every level there after the Priest is able gain a powerful blessing from their higher power. Priest's gain an additional choices at 16th, 18th and 20th levels. The Priest must choose at the level they gain the blessing which one of the choices (seen below) will take, once the choice is made it cannot be changed. Choosing the same blessing twice adds an additional use of the blessing per day. Each Blessing has 1 use per day. Each ability is a one use version of Techniques with the same name.

Summon Animal Major – Summons a Large or Huge Creature to aid user in battle, lasting (4+level) in rounds

Puppet Guardian – user can summon a puppet to fight along as their aid, lasting (4+level) in rounds

Domination – User causes a target to make a will save (DC 10+level) vs complete control of the targets actions

Decay Touch – Touch attack does 3d8+level in damage

Searing Light – Fires a laser blast for 120ft doing 1d6 ½ level (max 10d6) to normal races, or 1d6 per level to undead or demonic (max 20d6)

Aura of Insanity – user generates a 30' aura that causes all targets inside to have to make a will save (DC 10+level) vs. No action for 2d10 rounds

Godly Strength – user grants self and allies in 30ft +6 STR for (4+level) in rounds

Holy Word – At 15th level and every level after that the Priest increases the strength of Holy Talisman by x4

Holy Miracle – At 20th level a Priest can return a target that has been dead in rounds equal to their own level to OHP

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Knowledge Astrology, Knowledge Biology, Knowledge History, Knowledge Poisons, Knowledge Occult, Knowledge Religion, Medical, Notice, Profession, Use Magic Device

Psychic

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	4	1	Psychic Shield, Psychic Power (lesser)
02	1	3	0	4	1	Mind Reading
03	2	3	1	5	2	Psychic Power (lesser)
04	3	4	1	5	2	Psychic Energy
05	3	4	1	6	2	Psychic Power (lesser)
06	4	5	2	6	3	
07	5	5	2	7	3	Psychic Power (lesser)
08	6/1	6	2	7	3	
09	6/1	6	3	8	4	Psychic Power (lesser)
10	7/2	7	3	8	4	Psychic Barrier
11	8/3	7	3	9	4	Psychic Power (greater)
12	9/4	8	4	9	5	
13	9/4	8	4	10	5	Psychic Power (greater)
14	10/5	9	4	10	5	
15	11/6/1	9	5	11	6	Psychic Power (greater)
16	12/7/2	10	5	11	6	
17	12/7/2	10	5	12	6	Psychic Power (greater)
18	13/8/3	11	6	12	7	
19	14/9/4	11	6	13	7	Psychic Power (greater)
20	15/10/5	12	6	13	7	

Masters of the mind Psychics have a unique collection of powers and attacks at their disposal, either through the use of Empathy to seek into the minds of others and extract information, or by moving objects with their mind that they have no chance of doing with their bodies.

Psychic Shield – a psychic at first level can use their Wisdom Modifier to create a shield that grants them a bonus equal to their modifier for their level in rounds. It requires concentration to maintain, so each round the shield is activated if the player takes other actions they must make a concentration check 10+each round the shield is active.

Psychic Power – gain a unique ability or attack, at early levels these choices are limited in their form, but after level 11 the power of these abilities and attacks greatly increase. The player gains each new power with the chance to use them 1/per day. Once the player chooses a power they cannot switch out that power for a new one. They must wait to gain a new power to choose the new power in its place. The choices of powers are as follows

Lesser

Minor Telekinesis – the player can move an object within line of sight weighting 5lbs per level

Memory – the player can access the minds of willing subjects and find hidden memories Will save DC 10+level

Minor Elemental Power – the player can tap their Elemental alignment and do a 1d6 ranged touch attack with it within 60'

Mind Fog – the player can make a target perform a will save DC 10+level vs being distracted and falling surprised

Suggestion – the player can make a target perform a will save DC 10+level vs unwillingly

performing a simple task requested of the player

Minor Illusion – the player can cause a single target to make a DC 10+Wis Mod +level vs Hallucination that last for 1+level in rounds

Dancing Lights – the player can create an illusion of 1d6 flames that give off a light source of 60ft, the flames can each float or be placed on touched objects and remain 10mins per level of the user

Mental Block – The player can use their psychic abilities to boost their or an allies Will save by their psychic level for 1d10+1 rounds

Psychic Strike – The player can add psychic damage to their attacks doing 1d6 psychic damage. The effect on the weapon lasts for the player's level in rounds.

Float – The player can slow their decent or hover above the ground for 10 minutes a level

Painless – The player can use their Wisdom and Spirit Modifiers to heal a targets HP for 1 round a level. Requires concentration rolls to maintain.

Calm Mind – the player can remove the active effect of mental status effects from a character at a bonus of 1+level in the DC to resist the effects.

Drain Power – the player can reduce the mana / chi of a target by 1d4 x level by having the target make a Will save DC (10+Wisdom Mod+ level)

Message – the player can send a message to a target they personally have been in contact with, within a day's travel from their location.

Psychic Armor – The player is able to add their Wisdom Mod to their ADS score for their level in rounds granting them a greater resistance to damage from attacks

Force Push – The player can have a target make a will save DC (10 + Wisdom Mod +level) or be flung back and knocked prone 1d10x10 ft.

Greater

Telekinesis - the player can move an object within line of sight weighting 20lbs per level

Elemental power - the player can tap their Elemental alignment and do a 1d6for every 2 psychic levels, ranged touch attack with it within 60'

Psychic Guardian – The player can summon a copy of an animal, or monster of equal ½ level. for their level in rounds the creatures attacks do psychic damage instead of what type they normally do for resistances

Psionic Weapon - The player can craft one of two weapon types, Melee Psionic weapon or a ranged Psionic Weapon, ether one will form the form the player wants the weapons look to be but the stats are always the same. The weapon lasts for the players level in rounds.

Melee Psionic Weapon

+1 2d10 x4 (on a critical strike the weapon does an additional 1d4 INT damage)

Ranged Psionic Weapon

+1 2d8 100ft x4 (on a critical strike the weapon does an additional 1d4 INT damage)

Psionic Strike - The player can add psychic damage to their attacks doing 3d6 psychic damage. The effect on the weapon lasts for the player's level in rounds.

Domination – The player chooses a target to make a will save DC (10+Wisdom Mod + level) verse domination. On a fail the target is the players willing subject for 24 hours, at which point the target is able to roll another save (repeated each day till free)

Fly – The player is able to fly 60' Good for their 1d10xlevel in rounds

Psionic Enhancement – the player can use their psychic power to add their Spirit Modifier to boost their all their saves and attacks for 1 round per level

Memory Wipe - the player can access the minds of a target and find remove selective memories from their min Will save DC 10+ Wisdom Mod+ level

Sever Power – the Player can cause a target to make a will save (10 + wisdom mod + level) vs having 1d4 of their powers/ abilities/ techniques or spells locked from use for 24 hours, the locked powers are the casters choice.

Mind Melt – the player can select a target to make a will save DC 10+ Wisdom Mod + Level versus 1d6 Endurance Damage

Mind Switch – the player chooses two targets (they can choose themselves) and have the targets make a will save DC (10+wisdom Modifier + level) vs switching bodies with two targets. If one target is dying the target not dying gains a +6 bonus to the save to resist the switch. If the body dies and the mind is switched then the new mind can claim the body. Otherwise the each of the targets can reroll the save after 24 hours pass. They can keep attempting the saves for up to one in game month. If they do not or choose not to switch back then their body switch will be final. The switch changes the characters looks and physical stats (STR, END, DEX and COM) as well as physical defects and abilities. Their mental stats, abilities, and defects remain the same as their original body. They however lose any unique powers and abilities of the new body, only maintaining any mental based powers, abilities, techniques or known spells of their original form.

Grand Illusion - the player can cause all targets within 30ft of the placement of the attack 10ft per level to make a DC (10+Wis Mod +level) vs Hallucination that last for 1+level in rounds

Mind Fog Mass - the player can make all targets within 30ft perform a will save DC 10+level vs being distracted and falling surprised

Psionic Storm – Player unleashes a storm of Psychic energy in a field of 120ft doing 1d6 psychic damage. It damages all in the area for the player's level in rounds.

Projection – The player can send a visual message to any known target as long as the player has met them at one point. The projection can be of the player or of objects or of the view of a location to send info.

Psionic Armor – grants the player their psychic level in ADS Bonus for 1d10+Wisdom Mod in rounds

Force Push, Mass - The player can have all targets within 30ft make a will save DC (10 + Wisdom Mod +level) or be flung back and knocked prone 1d10x10 ft.

Mind Reading – The player can use the skill Empathy to reach further into a targets mind to gain access to hidden information.

Psionic Energy – The player can trade a daily use of a psychic power to grant themselves or

another ether a +2 Moral boost, or regenerate 2d8 Chi / Mana

Psychic Barrier – A psychic player can use their power to form a barrier that grants their allies the effect of psychic shield

Weapon Proficiencies:

Simple

Armor Proficiencies:

Light

Hit Die: 1d8

Skills: (points per level 40 + INT MOD),

Animal Empathy, Atonement, Bluff, Concentration, Craft, Diplomacy, Empathy, Gamble, Gather Info, Knowledge Astrology, Knowledge Occult, Knowledge Religion, Martial Arts, Navigate, Notice, Perform, Profession, Read Lips, Search, Seduction, Stealth, Taunt, Use Rope, Use Magic Device

Punk

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	4	0	0	1	Dirty Fighter
02	2	4	0	0	1	
03	3	5	1	1	2	
04	4	5	1	1	2	Sneak Attack 1d6
05	5	6	1	1	3	Gang Up +1
06	6/1	6	2	2	3	
07	7/2	7	2	2	3	
08	8/3	7	2	2	4	Sneak Attack 2d6, Dirty Attack
09	9/4	8	3	3	4	
10	10/5	8	3	3	5	Gang Up +2
11	11/6/1	9	3	3	5	
12	12/7/2	9	4	4	5	Sneak Attack 3d6
13	13/8/3	10	4	4	6	
14	14/9/4	10	4	4	6	
15	15/10/5	11	5	5	7	Gang Up +3
16	16/11/6/1	11	5	5	7	Sneak Attack 4d6
17	17/12/7/2	11	5	5	7	
18	18/13/8/3	12	6	6	8	
19	19/14/9/4	12	6	6	8	
20	20/15/10/5	13	6	6	9	Gang Up +4, Sneak Attack 5d6

Warriors of the street, Punks are strong fighters that are known to ignore typical rules of fighting, and try to move in quick and strike hard. They don't care what kind of weapon they have on hand as long as it can mess up their target.

Dirty Fighter – A Punk at level 1 can use any weapon or improvised weapon at only a -2. If they have the Improvised weapon feat they take no penalty on using any item as a weapon.

Sneak Attack - If a punk can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The punk's attack deals extra damage anytime her target is surprised, or when the punk flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every four punk levels thereafter and ignores the targets Armor and End Bonus in their ADS score. Should the punk score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals non-lethal damage (like a sap, whip, or an unarmed strike), a punk can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty. The punk must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A punk cannot sneak attack while striking a creature with concealment.

Gang Up – A punk in range of 30' from his allies can take a partial action to motivate his friends to have a better attack and damage result.

Dirty Attack – At level 8 a punk can make a second sneak attack in the same round with their second attack when performing a feint attack. A punk can only pull this off as many times as their Dex Bonus per day (this cannot be increase through build points or abilities)

Weapon Proficiencies:

Simple, Martial

Armor Proficiencies:

Light

Hit Die: 1d6

Skills: (points per level 30 + INT MOD),

Acrobatics, Animal Empathy, Climb, Craft, Drive, Gather Info, Intimidate, Jump, Notice, Profession, Perform, Repair, Ride, Streetwise, Swim, Taunt, Use Tech, Use Rope

Ranger

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	2	0	1	1 st Favored Enemy, Track, Wild Empathy
02	2	3	3	0	1	Combat Style
03	3	3	3	1	2	Endurance
04	4	4	4	1	2	Animal Companion
05	5	4	4	1	3	2 nd Favored Enemy
06	6/1	5	5	2	3	Improved Combat Style, Snipe Attack +1d6
07	7/2	5	5	2	3	Woodland Stride
08	8/3	6	6	2	4	Swift Tracker
09	9/4	6	6	3	4	Evasion , Snipe Attack +2d6
10	10/5	7	7	3	5	3 rd Favored Enemy
11	11/6/1	7	7	3	5	Combat Style Mastery
12	12/7/2	8	8	4	5	Snipe Attack +3d6
13	13/8/3	8	8	4	6	Camouflage
14	14/9/4	9	9	4	6	
15	15/10/5	9	9	5	7	4 th Favored Enemy, Snipe Attack +4d6
16	16/11/6/1	10	10	5	7	
17	17/12/7/2	10	10	5	7	Hide In Plain Sight
18	18/13/8/3	11	11	6	8	Snipe Attack +5d6
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	5 th Favored Enemy

A Ranger is the master of the wild. They know how to live of the land and focus their efforts in taking on foes long before they get into melee. Able to track and transverse land better than most. They use their skills of survival to aid the group best. They also can specialize in fighting certain types of people, animals and monsters in the world.

Favored Enemy - At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Notice, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired), increases by +2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Main Classed Favored Enemies

Humans	covers human and human types (ie Dwarves, Elves, Kinder)
Animals	covers animals and Exceed
Demons	covers Demons and Devils
Undead	covers Zombies, Skeletons, Vampires and physical formed undead
Constructs	covers magical constructs, robots and drones
Monsters	Monsters and Monstrous creatures
Ghosts	covers Ghosts
Sea Creature	covers all manner of water based creature

Elementals	covers all elemental based creatures
Creations	covers abominations and Chimeras
Ethereal	covers creatures and beings of a higher plane
Class based	Based on the player class type of a target (each class taken separately)
Subhuman	covers races like goblins, kobolds, orcs, trolls and giants
Spirits	covers Fey, Sprites, Pixies, Fairies and the like

Track - A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Wild Empathy – A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style - At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Evasion - At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Animal Companion - At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy bonus.

The Animal Companion also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well as 2 points every level afterwards.

Improved Combat Style - At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the

Many-shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Snipe Attack - If a Ranger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Ranger's attack deals extra damage anytime her target would surprise or they feign their attack on the target. This extra damage is 1d6 at 6th level, and increases by 1d6 every three levels thereafter also ignoring the targets Armor and End Bonus in their ADS score. Should the Ranger score a critical hit with a snipe attack, this extra damage is not multiplied. Snipe attacks do not cover Melee actions strictly Ranged Combat only. The Ranger must be able to see the target well enough to pick out a vital spot. A Ranger cannot snipe attack while striking a creature with concealment. Unlike Sneak Attack Snipe Attack does not ever cancel out Improved Uncanny Dodge.

Woodland Stride - Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or used in a technique that are manipulated to impede motion, however, still affect him.

Swift Tracker - Beginning at 8th level, a ranger can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Combat Mastery - At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage - A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight - While in any of his favored terrains, a ranger of 17th level or higher can use the Hide skill even while being observed.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Animal Empathy, Climb, Concentration, Craft, Gather Info, Jump, Knowledge Area, Knowledge Nature, Knowledge poisons, Knowledge Geography, Medical, Navigate, Notice, Pilot, Profession, Ride, Search, Stealth, Survival, Swim, Taunt, Use Rope, Use Magic Device

Rogue

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	0	2	Trap finding, Sneak Attack +1d6
02	1	0	3	0	3	Evasion, Minor Talent
03	2	1	3	1	3	Trap Sense +1, Sneak Attack +2d6
04	3	1	4	1	4	Uncanny Dodge, Minor Talent
05	3	1	4	1	4	Sneak Attack +3d6
06	4	2	5	2	5	Trap Sense +2, Minor Talent
07	5	2	5	2	5	Sneak Attack +4d6
08	6/1	2	6	2	6	Improved Uncanny Dodge, Minor Talent
09	6/1	3	6	3	6	Sneak Attack +5d6, Trap Sense +3
10	7/2	3	7	3	7	Talent
11	8/3	3	7	3	7	Sneak Attack +6d6
12	9/4	4	8	4	8	Trap Sense +4, Talent
13	9/4	4	8	4	8	Sneak Attack +7d6
14	10/5	4	9	4	9	Talent
15	11/6/1	5	9	5	9	Trap Sense +5, Sneak Attack +8d6
16	12/7/2	5	10	5	10	Talent
17	12/7/2	5	10	5	10	Sneak Attack +9d6
18	13/8/3	6	11	6	11	Trap Sense +6, Talent
19	14/9/4	6	11	6	11	Sneak Attack +10d6
20	15/10/5	6	12	6	12	Talent

A Rogue is a person who mainly is out for themselves but at times could be hired. Their main purpose is to steal, trick or acquire money or items by the best way they know how. Masters of stealth and locks they find their way in and out with the least possible alarms being triggered along the way. But in a pinch they can also make sure those that do find out regret it with the class ability to gain sneak attack which allows them to catch a target off guard and do a significantly more damage than normal.

Sneak Attack - If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage when catching a target by surprise, or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter and the attack ignores the Armor and End Bonus in their ADS score. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals non-lethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals non-lethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

Trap Finding - A rogue adds 1/2 her level to Notice skill checks made to locate traps and to Disable Device skill checks (minimum +1).

Trap Sense - Bonus to saves verses Traps

Evasion - At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge - Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught surprised by a reflex attack, even if the attacker is invisible. She still loses her Stat bonuses to PS score if immobilized. A rogue with this ability can still lose her Stat bonuses to PS score if an opponent successfully uses the feint action against her. If a rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Improved Uncanny Dodge - A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Minor Talents - As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue, gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once. Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

*Bleeding Attack** (Ex): A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Medical check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Combat Trick: A rogue that selects this talent gains a bonus combat feat.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Finesse Rogue: A rogue that selects this talent gains Weapon Finesse as a bonus feat.

Ledge Walker (Ex): This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not surprised when using Acrobatics to move along narrow surfaces.

Quick Disable (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement

provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

Slow Reactions (Ex):* Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attack (Ex): During the surprise round, opponents are always considered surprised to a rogue with this ability, even if they have already acted.

Trap Spotter (Ex): Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Notice skill check to notice the trap. This check should be made in secret by the GM.

Weapon Training: A rogue that selects this talent gains Weapon Focus as a bonus feat.

Talent - At 10th level, and every two levels thereafter, a rogue can choose one of the following talents in place of a rogue minor talent.

Crippling Strike (Ex):* A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Defensive Roll (Ex): With this advanced talent, the rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points, by damage in combat, (from a weapon or other blow, not a spell or special ability) the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Stat bonuses to her PS score, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat. A rogue may gain any feat that she qualifies for in place of a rogue talent.

Weapon Proficiencies: Simple, Hand crossbow, Rapier, Short Sword, Short Bow

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD), Acrobatics, Appraise, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Intimidate, Jump, Notice, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech

Samurai

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	0	0	1	Code of Honor, Stance 1, Sword Style 1
02	2	3	0	0	1	
03	3	3	1	1	2	Sword Style 2
04	4	4	1	1	2	
05	5	4	1	1	3	Stance 2, Sword Style 3
06	6/1	5	2	2	3	
07	7/2	5	2	2	3	Sword Style 4
08	8/3	6	2	2	4	
09	9/4	6	3	3	4	Sword Style 5
10	10/5	7	3	3	5	Stance 3
11	11/6/1	7	3	3	5	Sword Style 6
12	12/7/2	8	4	4	5	
13	13/8/3	8	4	4	6	Sword Style 7
14	14/9/4	9	4	4	6	
15	15/10/5	9	5	5	7	Stance 4, Sword Style 8
16	16/11/6/1	10	5	5	7	
17	17/12/7/2	10	5	5	7	Sword Style 9
18	18/13/8/3	11	6	6	8	
19	19/14/9/4	11	6	6	8	Sword Style 10
20	20/15/10/5	12	6	6	9	Stance 5

A Samurai is a master of the sword. Focused on how to use the blade to win any battle they resign themselves to a code and use their skills to see that code through. Their skill in swords, allow them to do amazing tricks and attacks with the blade normally considered by most impossible.

Code of Honor:

Each Samurai has a moral code in their lives that they stick by, failing to follow the code will cause them to need to seek redemption to return to their path or seek forgiveness. The Code is the system of Honor they follow.

Ak So San – Slay Evil Immediately

This is a code that is used by samurai to gain access to sword style moves it is a promise from the samurai to go all out on those they face. If they fail to defeat their target then they are not awarded the experience for that encounter. (note: this does not mean they alone have to defeat them but if they group in whole losses the combat)

Code Of Loyalty - subject agrees to follow someone or thing willing to give their life to protect. If they fail to protect their code they do not gain exp.

Code Of Poverty - subject agrees to do what they can to survive and give what they can to the needy. If they fail to not follow this code they do not gain exp until they reform their ways and return to the code.

Code of Strongest - Subject has made a vow to become the strongest or best and will do anything to see this code through. If they fail to see this code through they can no longer advance or use the abilities of the samurai class, they maintain the class levels. They can regain the class only if they perform an act of strength.

Code of Protector – Subject has made a vow to protect those that stand as the weak or helpless in the world offering their blade as one of defense and Justice for those less fortunate. Unlike the Code of Loyalty which is to one person this is for the weak in all.

Code of Pain – A Twisted and Sadistic Code, those that bear this code seek to make the ones they face suffer and hurt through their actions. Sometimes they will even go as far to save their target and help them heal, only to bring more harm to them later.

Code of The Dark Guardian – A code which is willing to break the laws and act more like a Vigilante bringing Justice down upon the wicked of the world, the followers of this code seek out criminals and bring them to their final end.

Code of the Sword – A code where the Samurai uses their sword as their sole means for life, they often offer their services as a sword for hire. Using other swords is a sin in their mind and when their blades are destroyed they must seek it to be repaired, if this proves to be a failure then they too must be destroyed.

Redemption / Forgiveness:

A Failure to follow a given code of honor causes the Samurai to no longer be able to gain experience in Samurai. In order to regain access to the class the samurai must seek out a way to redeem or be given forgiveness. This usually is based on taking up and completing a quest based on the code they follow.

Stance – At level 1 and every level after that the Samurai gains a Stance, Unlike the Sword Techniques, Stances are a way of always using ones sword in ways that grant bonuses in different ways, at the beginning of the round the Samurai must declare the stance they are in (otherwise it's taken that they take no stance). Switching or activating stances is requires a standard action. Samurai gain a new stance every 5th level, at 5, 10, 15, and 20.

Quicker Than the Eye – A Samurai using this stance adds their STR and DEX mod in making attacks thus making melee attacks have a stronger chance to hit and making the damage count more.

Counter Slash – A Samurai using this stance can use an attack of opportunity even when it normally isn't allowed to attack back when attacked by a declared target.

Shield Sword – A Samurai using this stance can Add +4 to their PS while this Stance is active and treat the sword as a shield when using it.

Sheath Sword – A Samurai using this stance can add their INT Bonus in attacks to hit and damage making clever unpredictable moves with their swords and bodies.

Lighting Rock – A Samurai using this stance can start a fight doing an additional damage of +1d6 per 1/4 level. Basically they remove their blades so quickly they create a sonic slash from the sheath. (Note: this mimics the Rouges ability Sneak Attack)

Monster Wield – A Samurai using this stance infuses their strength behind their blows doing x2 damage but they take a -6 to hit

Shaking Hand – A Samurai using this stance has their blade shaking as it makes wounds doing the same damage but forcing the target to make a Resistance Save (DC 10+Level) vs. Bleeding damage.

Blind Swordsman – A Samurai using this stance can seek out their target that is cloaked in illusions or the Samurai is Blind, They suffer no penalty and reduce the miss chance possibility by 1/2.

Weapons Master – A Samurai using this stance can use any weapon/object (other than the sword) with their techniques. (Objects require the Improvised Weapon Feat, weapons/objects retain the damage they are given for normal attacks) [Followers of the Code of the Sword cannot take this]

Mad Blade – A Samurai using this stance does not try to avoid damage negating their ADS score, in exchange they can strike doing an additional point of damage for each amount of ADS Dropped

Blood Lust – A Samurai using this stance places themselves in a trance granting them +4 hit die and +4 to damage, for -4 ADS and -4 to hit.

Spinning Blade – Auto attack any martial attack against you with double damage counts as an attack of opportunity

Twin Blade Strike – when using two weapons the player attacks with both weapons as if they were one using the same attack modifier. Note large or bigger weapons give a penalty to both weapons when using this move of -4 per size category

Sword Styles – At Level 1 and every level there after a Samurai gains the use of a sword Style, this is a unique attack that they can unleash as an alternative to a normal attack. They aren't limited in how many times they use them. Some attacks have a level requirement such as being level 5, 10 or 15 before you can use them.

Upper Thrust – attack on jumping or target above doing additional damage based off height (1d6 per 5ft)

Double Cut - a cut that deals double damage when hit

Mirror Blade – A quick Movement that blinds the target to Will Save DC 10+samurai level

Mind's Eye – allows the player a bonus of 10 ft sight in darkness, and a extra 25% in miss chance rolls

Spinning Thrust - A spinning leap attack that drills into the target added damage based off of distance left to travel (I.e. For every 10 ft total move the player has left to reach the target they add 1d10)

Spiral Slash – A crescent slash that cuts all areas of the body grants a -1 to hit on target and -5 move

Wall Slash - Like the Spinning Thrust but performed by bouncing off a wall which doubles the damage for every 10 ft instead of adding damage

Rising Blade – An upward cut that causes the target to lose one action

Heavens Strike – A drop cut that places the weight of the player add damage. +1 damage per every 10lbs of the player

Hurricane Slash – 60 ft cone, that does 1d6 for every 10 ft towards the player using the attack (ie: 0-10 6d6, 10-20 5d6, 20-30 4d6, 30 -40 3d6, 40-50 2d6, 50-60 1d6) [requires level 10]

Double Thrust – a Thrust made quickly at the same spot doing x4 damage [requires level 10]

Cold Steel Blade - +15 to sunder a weapon [requires level 5]

Ground Breaker – A Strike along the ground that does 3d6, damage, 60 ft line

Wind Cutter – 120 ft line that does 3d6, damage [requires level 5]

Vibrating Blade - Weapon ignores ADS 10/- [requires level 10]

Lashing Blade - +15 ft in weapons reach [requires level 5]

Reflective Attack – Player hits a Ranged attack back at the target at a –4 based off of the players attack this uses an attack of opportunity [requires level 5]

Returning Hit – An attack that has a delayed reaction of 1d4 rounds often used as a second attack (cannot be dodged by Replacements) [requires level 10]

Spearing Sword – Weapon can be thrown at no penalty

Blistering Flourish – Weapon's Attack can Daze Targets Will Save DC (10+Level)

Nightmare Blade – Samurai can add an Intimidate roll in Damage [Level 10]

Steal Wind – This attack lets the samurai do two attacks in one [Level 5]

Duplication Sword – A samurai with this move can create an after image of themselves of 1 image per every +2 in DEX mod, granting them a 50% miss chance on attacks against them [level 10]

Leading Attack – This Attack Grants Allies a +2 bonus, [Must be the first to attack]

Lava Blade – Sword is engulfed in Heat adding 1d6 damage [level 10]

Entangling Blade – The Samurai can use their blade to create a difficult movement terrain of DC 10 + level

Mind Strike – The Samurai can add their Wisdom Mod to hit and Damage

Bone Splitter – The Samurai can make a strike that breaks bones doing 1 point End Damage when the target fails the Resist Save DC (10+Samurai level) [level 5]

Sword of the Mountain – The Samurai using this attack is able to halt the further movements beyond them in one direction of the sides of 30ft [level 10]

Iron Heart Strike – When a Samurai uses this attack they gain a chance to re-roll a failed save that occurs after the attack for that turn

Bloodletting Strike – The Samurai using this attack is able to cause the target to take bleeding damage doing 1d4 damage, a round DC (10+Samurai Level) medical check to heal [level 5]

Giant's Grip – Strikes with this attack have the weapon count in damage as a size category larger [level 10]

Flanking Strike – When using this strike the samurai is granted the bonus as if they were flanking with an ally

Tempest Sword – Samurai slashing their weapons create a twister around them 30' engulfing those in the area doing ½ the Samurai's level in 1d10's [level 10]

Ring of Blade – A samurai can attack a target surrounding them in a slash that if they move through the slash they take 1d10 + Samurai level [level 10]

Vampirism Strike – A samurai with this attack can drain ¼ the damage in Hp with their attack [level 5]

Ballista Strike – The Samurai throws their sword with resounding strength doing ¼ the samurai level in d10's line attack 60 ft [level 10]

Crushing Blow – When a Samurai makes this Attack the target must make a Resist Save DC (10+ ½ Damage) [level 15]

Running Slash – As a Samurai Moves they leave a wake behind them of 1d10 + ¼ level for that round, all that move through this slash take the damage [level 5]

Hamstring Strike – A Samurai makes an attack doing 1d4 Dex damage [level 10]

Celebration Strike – When the Samurai uses this attack and downs a foe, their allies gain an extra action [level 15]

Twin Strike – Creating a Duplicate through his quick movements he is able to flank a target with himself and do double attacks that round [level 15]

Enervating Shadow – The Samurai can make a strike giving 1d4 Negative Levels to their target Resist save DC (10 + Level) [level 15]

Shadow Meld – The Samurai Movements that round are so quick they are granted a 75% miss chance when making this attack [level 10]

Earth Shaker – The Samurai makes a strike to the ground causing the earth to shake 6d6 in a area 30ft from the samurai [level 15]

Gentle Sword – A Samurai making this strike causes their damage to be sub-dual damage

Weapon Proficiencies: Martial, Simple

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Bluff, Craft, Climb, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Search, Sleight of Hand, Stealth, Swim, Taunt, Use Rope, Use Magic Device

Student

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	2	1	Library Card level 1
02	0	3	0	3	1	
03	1	3	1	3	2	Cheat Sheet 1
04	1	4	1	4	2	Library Card level 2
05	1	4	1	4	3	Rope Climb/Pop Quiz
06	2	5	2	5	3	Cheat Sheet 2
07	2	5	2	5	3	
08	2	6	2	6	4	Library Card level 3
09	3	6	3	6	4	Cheat Sheet 3
10	3	7	3	7	5	Chin Up/ Debate Team
11	3	7	3	7	5	
12	4	8	4	8	5	Library Card level 4, Cheat Sheet 4
13	4	8	4	8	6	
14	4	9	4	9	6	
15	5	9	5	9	7	Take a Lap/Cram Session, Cheat Sheet 5
16	5	10	5	10	7	Library Card level 5
17	5	10	5	10	7	
18	6/1	11	6	11	8	Cheat Sheet 6
19	6/1	11	6	11	8	
20	6/1	12	6	12	9	Library Assistant, Dodge ball

The student is a weakling at first but has adaptability unlike any other class on hand. Students have access to open up locked skills for the class, boost stats, and even copy over other class's abilities to use as their own.

Library Card – at first level and ever 4th level afterwards the player can use this ability and make one non-class skill a class skill and gain 10 skill points in it. If a player instead chooses to not use it for a new skill in turn they can gain 20 skill points in general to disperse where they want provided they do not exceed the levels skill limit.

Cheat Sheet – at 3rd level the student can copy one other class's ability of level 1 or 2, at 6th level they can take a ability up to level 4, 9th up to level 7, 12th up to level 10, 15th up to level 13, and 18th up to level 15. The ability they take cannot be switched out or changed after the choice is made, cannot exceed level 15 abilities (if the character goes on beyond 20th level in the class) and the abilities must be chosen at the point they are gained in leveling (i.e. a new character created at level 15 cannot take all 13th level abilities they must treat the ability as if they leveled each time) Taking abilities that increase over time based on a certain class, such as Sneak attack does not increase unless it's taken again thru another level of cheat sheet and taking the 13th level of such abilities does not work it is counted as you take the abilities 1st appearance in the other class.

Rope Climb/Pop Quiz – The player gains a choice of one of these two abilities Rope Climb adds a +1 to their Strength Score while Pop Quiz adds a +1 to their Intelligence score

Chin up/ Debate Team – The player gains a choice of one of these two abilities Chin Up increases the players Endurance Score by +1 or Debate Team which raises their Charisma Score by +1

Take a Lap/ Cram Session – The player gains a choice of one of these two abilities Take a Lap increases Dexterity by 1 while Cram Session increase Wisdom by 1

Dodge ball – The player rolls two d6, results of each die increases a stat by 1 with the choices being

1 – Strength, 2 – Dexterity, 3 –Endurance, 4 – Intelligence, 5 – Wisdom, 6 – Charisma

Weapon Proficiencies:

Simple Weapons

Armor Proficiencies:

Light Armor

Hit Die: 1d6

Skills: Skills: (points per level 50 + INT Mod), Acrobatics, Animal Empathy, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Forgery, Gather Info, Intimidate, Knowledge (all skills), Medical, Navigate, Notice, Perform, Profession, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech

Trainer

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Pet / Partner, Combo Attack
02	0	0	3	3	1	
03	1	1	3	3	2	Pet Attack / Ability
04	1	1	4	4	2	
05	1	1	4	4	3	Loyal, Combo Attack
06	2	2	5	5	3	Pet Attack / Ability
07	2	2	5	5	3	
08	2	2	6	6	4	
09	3	3	6	6	4	Pet Attack / Ability
10	3	3	7	7	5	Protector, Combo Attack
11	3	3	7	7	5	
12	4	4	8	8	5	Pet Attack / Ability
13	4	4	8	8	6	
14	4	4	9	9	6	
15	5	5	9	9	7	Savior, Pet Attack / Ability, Combo Attack
16	5	5	10	10	7	
17	5	5	10	10	7	
18	6/1	6	11	11	8	Pet Attack / Ability
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Friend to the End, Combo Attack

Trainers are actually a well-planned and oiled team up. Together with their partners they are able to perform difficult tasks and face down foe with the strength of the combined force.

Losing a Partner or Pet. Should a Trainers Partner / pet die then they must find a replacement and until that time much of the team work abilities and attacks are not useable. Even after the new partner is achieved the GM may judge a certain amount of time must go by to train the partner to do the things the last one could.

Pet / Partner – At 1st level and higher a Trainer can form a close bond with a Pet or Partner. A Trainer unlike a ranger can take a monster, animal or NPC character as their companion can choose from. This pet/partner is a loyal companion that accompanies the Trainer on his adventures as appropriate for its kind.

The Pet / Partner also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well at and 2 points every level afterwards.

Combo Attack – at 1st level and higher a Trainer gains a combo attack, Trainer and Pet/ Partner get a special attack that they use in sync with each other that attack has a critical range of 18-20/x4 no matter what weapons they are using. This attack is often a combination of special attacks the two may possess, but can be a wholly new attack or ability, See Creating Special attacks / Abilities section on how to create this action. This is a freely given action and does not cost the 5 build points to create. Trainers gain additional Combo attacks at levels 5, 10, 15 and 20. They can use this ability 1/per day

Pet attack / ability – At 3rd level and higher the Trainer's pet / partner is granted one special attack or ability as if they had the points to create one. This ability is repeated every 3rd level after 3, thus they gain an additional attack / ability at 6th, 9th, 12th, 15th, and 18th. Much like Combo Attack this attack is created using the Special Attack / Ability section in the guide. They can use this ability 1/per day.

Loyal – At 5th level and higher a Trainer gains a +1 bonus to save and attacks with Pet/ Partner within 100 ft of each other. As long as their Pet / Partner is range the both of them gain the bonus on their saves and attacks, this bonus stacks with bonuses provided by other sources such as allies.

Protector – At 10th level and higher a Trainer gains a +2 bonus to PS score that applies to both, the trainer and Pet/ Partner when they are within 100 ft of each other. This bonus stacks with bonuses provided by other sources such as allies.

Savior – At 15th level and higher the trainer's Pet /Partner can heal Trainer 2d8 + Trainer level, they gain this ability equal to the trainers CHA Mod in times that it can be used in a day. (thus a Trainer with 15 CHA granting him a +2 can have his pet / partner heal them 2 / day)

Friend to the end – At 20th level a trainer's Pet / Partner grants complete cover bonus to trainer when within 30 ft even if the pet partner is much smaller than the trainer. This is doing to the fact that the Pet / Partner will leap in the way of attacks brought towards their Trainer. The Pet / partner takes damage but it's only half the total damage the trainer would have taken.

Weapon Proficiencies: Simple, Net, Whip

Armor Proficiencies: Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disguise, Drive, Gamble, Jump, Knowledge Area, Knowledge Nature, Medical, Navigate, Notice, Perform, Profession, Ride, Search, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device

Wanderer

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	2	1	Select Knowledge 1
02	0	3	0	3	1	Bonus Feat
03	1	3	1	3	2	+10 Skill Points
04	1	4	1	4	2	Road Stories, Bonus Feat
05	1	4	1	4	2	Select Knowledge 2
06	2	5	2	5	3	Bonus Feat, +10 Skill Points
07	2	5	2	5	3	
08	2	6	2	6	3	Able Survivalist, Bonus Feat
09	3	6	3	6	4	+10 Skill Points
10	3	7	3	7	4	Bonus Feat, Select Knowledge 3
11	3	7	3	7	4	
12	4	8	4	8	5	World Traveler, Bonus Feat, +10 Skill Points
13	4	8	4	8	5	
14	4	9	4	9	5	Bonus Feat
15	5	9	5	9	6	+10 Skill Points, Select Knowledge 4
16	5	10	5	10	6	Stories of Legend, Bonus Feat
17	5	10	5	10	6	
18	6/1	11	6	11	7	Bonus Feat, +10 Skill Points
19	6/1	11	6	11	7	
20	6/1	12	6	12	7	Survivor-man , Bonus Feat, Select Knowledge 5

A Wanderer is the most general terms for a person who travels the world in search of adventure. They tend to be educated individuals in both the world around them and the basics of survival. Although not a strong fighter they gain key insight that aids them to finding out the best places to strike.

Select Knowledge – A wanderer gains a +2 bonus in one weapon of their choice with damage and to hit. At 5th level they gain another bonus that can either be added to the weapon they already have knowledge for double the bonus or a new weapon at +2. The weapon chosen is always that exact type, such as if the wander took Chain whip if they had a whip they would not gain the bonus unless it's a chain whip. It doesn't have to be the same weapon all the time just the same exact type. If the player chooses to increase the weapon bonus each time they acquire this ability the bonus increases by 2 every time thus at 5 it would be +4, 10 +6, 15 +8, and 20 +10. This is not a magical bonus it's a class based bonus.

Bonus Feat – At 2nd level and every 2 levels there after the Wanderer can choose any feat as long as they meet the requirements for them, unlike other classes they are not limited in their choice or selection of bonus feats.

+10 Skill Points – Starting at 3rd level and every 3rd level after that a Wanderer being well traveled is far more skilled then others thus they gain 10 extra skill points to spend on any skill. They still are limited by the max for that given level. This makes the wanderer a far more diverse character in multiple tasks that may come up in their travels.

Road Stories – At 4th Level or higher a Wanderer has sat in at many stories and has a bonus to dealing with that story. It plays out granting a Bonus in +2 combat and +4 skill checks against People with a Reputation score matching their level or lower.

Able Survivalist – At 8th level or higher a Wanderer has the ability 1/per day gain +2d8+Wanderer level in healing and remove (Blindness, Deafness, Sickness, and exhaustion) from a meal.

World Traveler – At 12th level or higher a Wanderer has the ability to study a target for 1d4 rounds, after the time they mimic the following based on how long they could wait without being disrupted (concentration check) [1 round – Mimic damage of a weapon, 2 rounds – Mimic to hit of melee weapon, 3 rounds – Mimic Ability of target such as Rage or Sneak Attack, 4 rounds – Mimic Ninja / Martial Artist Technique of choice without chi] this ability can be performed as long as the battle but the Wanderer does not retain the ability at the end of battle. This ability can be used at ¼ the Wanders Level in uses per day.

Stories of Legend – At 16th level or higher a Wanderer has learned of a legendary subject (see below for the listing) they gain a bonus towards +4 combat and +8 skills that involve such legendary subjects. Or if the GM allows the Wanderer may hold a key to a great power (such as a powerful Technique [A or S class] or a legendary weapon / item)

Survivor-man - At 20th level a Wanderer can gain back 6d8 + Wanderer Level in healing and remove all status effects with a single meal.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD) Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Gather Info, Jump, Knowledge Area, Knowledge Astrology, Knowledge Foreign Culture, Knowledge Geography, Knowledge History, Knowledge Law, Knowledge Mechanics, Knowledge Nature, Knowledge Religion, Navigate, Notice, Perform, Profession, Repair, Ride, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech

Warrior

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	1	2	0	0	2	Style +1
02	2	3	0	0	3	Bonus Feat
03	3	3	1	1	3	
04	4	4	1	1	4	Judge Opponent
05	5	4	1	1	4	Bonus Feat
06	6/1	5	2	2	5	
07	7/2	5	2	2	5	Style +2
08	8/3	6	2	2	6	Armor Adapt, Bonus Feat
09	9/4	6	3	3	6	
10	10/5	7	3	3	7	
11	11/6/1	7	3	3	7	Bonus Feat
12	12/7/2	8	4	4	8	Armor Novice
13	13/8/3	8	4	4	8	Style +3
14	14/9/4	9	4	4	9	Bonus Feat
15	15/10/5	9	5	5	9	
16	16/11/6/1	10	5	5	10	Armor Warrior
17	17/12/7/2	10	5	5	10	Bonus Feat
18	18/13/8/3	11	6	6	11	
19	19/14/9/4	11	6	6	11	Style +4
20	20/15/10/5	12	6	6	12	Armor Expert, Bonus Feat

A Warrior, the most common of fighters, they travel the world over. They wander as weapons for hire and work hard to prove their worth. They are the most versatile of fighters willing to use anything they can in a fight. They are also skilled in studying their targets and learning from them.

Style - Warrior gains a bonus to a weapon type of their choice, the choices are Unarmed, Clubs, Swords, Hatchets, Bows, Guns, Explosives, Chemical, Chains, Thrown Weapons, Sub-dual Weapons

Bonus Feat - Able Sniper, Bleeding Critical, Blinding Critical, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Great Cleave, Greater Shield Focus, Greater Two Weapon Fighting, Greater Vital Strike, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shield Focus, Shield Master, Shield Slam, Shot on the Run, Spirited Charge, Staggering Critical, Stand Still, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirl Wind, Armor Proficiency, Attack Focus, Blind Fight, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Planned Attack, Reckless Offense, Shield Proficiency, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Resistance, Cumbrous

Reflexes, Cumbrous Will, Diehard, Dodge, Greater Resistance, Iron Will, Lighting Reflexes, Mobility, Wind Stance, Known Killer

Judge Opponent - Warriors can make a check to see if their target is weaker, equal or stronger than them with a Warrior Level+ INT mod+d20 roll (natural 20 tells them how their class levels break down)

Armor Adapt – A Warrior of level 8 and Higher can gain +4 from shields to their PS score

Armor Novice – A Warrior of level 12 and Higher can gain +4 the ADS bonus they gain from armor

Armor Warrior – A Warrior of level 16 and can add +8 from their shields to their PS Score

Armor Expert – A Warrior of level 20 can add +8 to their ADS bonus they gain from armor

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Shields, Light, Medium, Heavy

Hit Die: 1d10

Skills: (points per level 30 + INT MOD) Acrobatics, Animal Empathy, Climb, Craft, Drive, Intimidate, Jump, Notice, Profession, Perform, Ride, Swim, Taunt, Use Rope, Use Magic Device, Use Rope, Use Tech

Skills represent some of the most basic and yet most fundamental abilities your character possesses. As your character advances in level, he can gain new skills and improve his existing skills dramatically.

Acquiring Skills

Each level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. You can never have more ranks in a skill than x5 your level. In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of his professional training and constant practice. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack. The number of skill ranks you gain is on display along with the listing of class skills on each classes listing. Normal characters gain 5 skill ranks at 1st level and 1 additional skill rank per class level afterwards. If you select a level in a new class, all of its class skills are automatically added to your list of class skills. Untrained Class skills can only have skills x3 the characters level.

Set Skills

When a player starts they gain a certain amount of skills based on their Intelligence Mod to mark as a set skill (+1 extra one for Human characters). This skill can be any choice skill even if it is not a choice available through their class. Once chosen the skill cannot be changed and it will continue to max out for their level as the character levels (example at 1 the skill is 5 points, at 2 its set to 10, 3 its set to 15 and so on increasing 5 points per level). New Set Skills can be gained if the players Intelligence Mod increases (cannot be a temporary increase). Additionally if a player's INT Mod decreases a set skill is lost (this can be ether temp or not) and the loss is counted as a form of memory loss. Because Set Skills are maxed the player cannot add skill points to it to raise a skill higher than their levels max score.

Skill Checks

When your character uses a skill, he isn't guaranteed success. In order to determine success, whenever you attempt to use a skill, you must make a skill check. When you make a skill check, you roll 1d20 and then add your ranks and the appropriate ability score modifier to the result of this check. Skills can be further modified by a wide variety of sources—by your race, by a class ability, by equipment, by powers, techniques, or ability effects or empowered items, and so on. See below for a summary of skill check bonuses. If the result of your skill check is equal to or greater than the difficulty class (or DC) of the task you are attempting to accomplish, you succeed. If it is less than the DC, you fail. Some tasks have varying levels of success and failure depending on how much your check is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if your check result exceeds the result of the target. Matched equally is seen a failure on both sides.

Taking 10 and Taking 20

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions, increasing the odds of success.

Level	Skill Points Max (Class skill)	Skill Points Max (untrained)
01	05	03
02	10	06
03	15	09
04	20	12
05	25	15
06	30	18
07	35	21
08	40	24
09	45	27
10	50	30
11	55	33
12	60	36
13	65	39
14	70	42
15	75	45
16	80	48
17	85	51
18	90	54
19	95	57
20	100	60
20+	100	60 +3 for every level increase Till 99

Taking 10: When your character is not in immediate danger or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, if you roll a d20 enough times, eventually you will get a 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes 20 times as long as making a single check would take (usually 2 minutes for a skill that takes 1 round or less to perform). Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before he or she could complete the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Demolitions, Disable Device, Escape Artist, Notice and Open Lock (when attempting to find traps).

Rolling 1: When the player is rolling a skill and gets the result of a Natural 1 on a d20 they fail at the skill no matter how much they have in the skill ranks.

Rolling 20: In past d20 games a result of a 20 is a natural success. That is not the case here. Instead it is taken as 20 to the skill many skills however on the result of a 20 are considered a masterpiece, (when crafting, performing social actions, a piece of knowledge or even performing an action) the result is that this is the way to make a masterwork item in game or to gain positive reputation towards your character by creating a impressive action. Its also good to note that a 20 at times may also grant a bonus to future rolls for a given time.

Ability Checks and Mana/ Power/ Chi User Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or chi user level checks.

Tools and Assistance

As a player, runs through a game they may come across the need to perform a higher then possible result in a skill roll then possible. To aid this certain tools and gaining the assistance of skilled people in the same skill will help aid the skill roll with a set bonus. For unknown assistance of a NPC the GM can figure out the NPC's skill number and roll. The character then grants a bonus of +5 for every 5 points in their roll result. However gaining assistance does not grant a result of a 20 from the NPC when they are assisting. The result of a 20 can only come from a players roll. In the case of tools or certain environments (example: a blacksmith shop grants a bonus to crafting weapons) grant a set bonus based on their entry in the rules or set by the GM. Tools and Assistance is the only way to go beyond the skill limit of 100 for vastly complicated skill checks.

Aid Another (Players Only)

You can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you're helping gets a +10 bonus on his or her check. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results, such as trying to open a lock, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion. For a

complete summary of all of the skills, see below. Skill descriptions adhere to the following guidelines.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If this notation is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

Description: The skill name line is followed by a general description of what using the skill represents.

Check: What a character (“you” in the skill description) can do with a successful skill check and the check’s Difficulty Class (DC).

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn’t allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can’t take 20.

Special: Notes the effects of rolling a natural 20 or any other effects caused by the skill.

Restriction: This describes a restriction or limit to a skills use at a time or place.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn’t appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can’t attempt checks with this skill (for skills that are designated “Trained Only”).

Skill Summary:

Acrobatics - DEX - allows you to do flips and walk tight rope and such

Animal Empathy - SPI - used to befriend or command animal

Appraise - INT- used to determine the value of an item

Atonement – SPI – used to connect and communicate with nature and elements

Bluff - CHA - used to tell a good lie

Climb - STR - allows you to scale surfaces

Concentration - END - maintains control over difficult tasks

Control Shape - END - used to change from one form to the next

Craft (One craft from the list below) - INT- creates something

Demolitions - WIS - allows you to safely or not destroy things

Decipher Script - INT- used to read coded messages as well as research for information

Diplomacy - CHA - used to help befriend others

Disable Device - WIS - allows you to safely disarm traps

Disguise - CHA - change the way you look

Drive - DEX - Used in driving vehicles on land

Empathy – SPI – Used to read the minds of creatures or people

Escape Artist - DEX- allows you to escape bonds or grapples

Forgery - INT - used to write codes or make fake copies of paperwork

Gamble - CHA - used to wager in games or cheat at games
 Gather Info - COM- used to gather info from people
 Intimidate - CHA- used to cause fear in target
 Jump - STR - Allows you to jump distances
 Knowledge (one Knowledge from the list below) - INT- ones knowledge of a subject
 Martial Arts - STR- used to perform acts of Strength, perform some attacks and learn techniques
 Medical - WIS - used to treat injuries and sickness
 Navigate - INT - used to tell direction and maintain a course
 Notice – WIS – used to detect noises and sights at distances, as well as detect truths
 Open Lock - WIS - used to Open locked doors
 Perform (performance type) - CHA - used to perform music, speech or dance.
 Pick Pocket - DEX - used to take or place things in pocket without being noticed
 Pilot - DEX - Used to drive/fly a ship
 Profession (one form the list below) - WIS - secondary job
 Read Lips - INT- used to read lips when listen cant be made
 Repair - INT - used to fix broken items or vehicles
 Ride - DEX - Used in Riding horses or such
 Search - WIS - used to find hidden things
 Seduction - COM - the art of charming someone
 Stealth – DEX – lets a character move quietly and hidden from the notice of others
 Streetwise - INT - Being able to identify the signs and gangs of the street
 Survival - WIS - used to forage for food and water, skin hides, set traps
 Swim - STR - used to swim
 Taunt - CHA - Used to insult others
 Use Rope - DEX - Used in making knots or binding people or things
 Use Magic Device – CHA – used to control magical items and the powers they hold within
 Use Technology – INT – used to hack computers, understand difficult mechanics and more

Knowledge Skills:

Area - info on a given island or town
 Astrology – grants info on the heavens and helps in predictions of the future
 Biology - info on Anatomy and biology
 Foreign Culture - info on foreign ways and lifestyles
 Geography - info on locations of known world
 History - info on world history
 Law - info on laws
 Mechanics - info on machines
 Military Science - technology and strategies of the military
 Nature - info on all things natural
 Ninjutsu – info and a understanding of ninja techniques and ways
 Occult - info on the Dark and hidden Art
 Poisons - info on poisons and venoms
 Programing – info and understanding of computer language
 Religion - info on religions

Craft Skills:

Armor / Clothing - create normal armor
 Chemistry / alchemy - create/identify basic chemicals, powders
 Cooking / Brewing - cook food and brewing stews and alcohol
 Items / Jewelry - create basic items
 Machines/Technology - create basic machines and advance Tech
 Vehicles - create basic vehicles
 Weapons / Firearms - create normal weapons

Profession:

- Bartender - skilled at get people to talk with a little help from a bottle
- Book Keeper - skilled at acquiring knowledge through books
- Bum - skilled at survival on the streets
- Farmer - skilled at growing plants and harvesting them
- Fisherman - skilled at the art of catching fish, and handling a boat
- Herbalist - skilled at finding and gathering herbs
- Home maker - skilled at keeping things clean
- Lumberjack - skilled at getting supplies wood
- Miner - skilled at getting supplies Metal
- Officer – skilled at handling people and acting out the law
- Politician – skilled at handing decisions and social issues
- Potter / Artist - skilled at making pottery
- Rancher – skilled at handling animals needs
- Shop keeper - skilled at making deals on items
- Tailor - Skilled at making cloths / cleaning / mending
- Writer / Reporter – skilled at writing books and news reports

Acrobatics*DEX Armor Check Penalty Applies*

This skill grants the player the ability to perform acts of balance and Tumbles. Be it staggering down a boat while in motion or walking a tight rope or small ledge the balance part of Acrobatics is a key in any movement choice. The skill also has use in performing flips, slides and tumbles to move through a difficult area or trap.

Check:

When using it for Balance its common to run across these situations thus the DC is listed here.

Example:	DC:
Drunk / Ill walking normally	20
Walking on a moving boat	20
Walking on a beam 4 inches wide	30
Walking on a beam 2 inches wide	50
Tightrope Walking	75
Walking on Ice	40
Walking on Loose Ground	15

When using it for Tumbles / Flips to move through difficult situations

Example:	DC:
Tumble from Jump	10
Tumble from Moving Vehicle	40
Tumble past Trap wire	50
Tumble past Laser sensor	75

Lastly is when trying to use the skill when Sliding through area sliding requires a running start. Doing this action causes the player to become prone.

Example:	DC:
Slide 5' Normal Ground	5
Slide 5' Rough ground	20
Slide 20' Normal Ground	40
Slide 20' Rough Ground	60

Action:

Depending on how the player chooses to use the skill determines on what kind of action is taken, Balance actions are free, while Tumbles are a movement action and slides are a partial action.

Try Again:

Failing on this skill results in a fall or failing to move through the difficult situation, perhaps even making the player prone to an attacker or taking falling damage. They can only recover from this roll by trying the task again.

Special:

One can use this skill to move past an enemy so long as they don't attack them and are in melee combat. Any other time their movement is considered blocked and they can't move forward. For every 10 points in Perform Dance a player gains a +2 in this skill. On the result of a 20 the action causes an Impressing act granting a bonus to reputation gain roll at the end.

Untrained:

This skill can be used untrained.

Animal Empathy*SPI*

This skill is used to befriend, handle and care for in day to day needs of animals and monsters. Befriending an animal allows the player to change the domineer of the creature making them either less hostile or possibly even friendly towards them. The skill is also used to handle day to day tasks of dealing with a creature such as feeding and cleaning up after them. Lastly Trainers, Rangers, and Combo Ninja can use this skill to teach their pet / partner to perform tasks such as fetch, sit, speak and such. (Note if the pet / partner has a high INT they may already speak common or a given language)

Check:

When using this skill to befriend a creature the skill is affected by many situations

Examples:	DC:
Tame Hostile Creature	75
Tame Docile Creature	40
Change Domineer Hostile	50

When using the skill to perform Day to day tasks is effected by the creature type, this also pertains to gathering items from them like eggs

Examples:	DC:
Feed Dog	10
Feed Tiger	50
Feed Shark	60
Gather Eggs Chicken	10
Gather Eggs Crocodile	75
Shear Sheep	25
Milk Cow	20

When Training a Pet / Partner at new Tasks

Examples:	DC:
Fetch	50
Trick	75
Speak	30
Sit	20
Stay	10

Action:

The only time this skill is used in combat is Befriending the creature which at that time the skill takes a full round to perform. The rest all remain as skill checks made with no sense of rounds in mind. Some like training will have to be done regularly till the creature learns (time is determined by the GM based on the creatures INT score)

Try Again:

Failure on Befriending the creature may cause it to run or attack, Failure on the day to day may cause the creature to become hostile, or ruin the gathering attempt preventing any more to be acquired by that creature. Failure on training can be re-rolled and its just determined that it took longer to train the creature that day.

Special:

Profession Rancher Skill will grant a +2 Bonus for every 10 points placed in that skill. On the result of a 20 on this skill the player gains a +5 bonus towards trying again with that animal.

Untrained:

This skill can only be used untrained in handling the day to day tasks of an animal and gathering from them. It can not be used untrained to befriend or teach a creature.

Appraise*INT*

This skill is used to estimate the value of an item or object, calculate the amount of funds in a pile and find hidden abilities of an object. It's a skill highly used by both merchants and those with a criminal background to estimate if a item can be sold for a high price, or if it's just useless junk. The break down is in two parts the value and the use of an item.

Check:

When using this skill one can choose to use it to estimate a value which can be affected by the look and age of the object also used to estimate the amount in a pile of money or jewels

Example:	DC:
Common Vase	20
Antique Vase	40
Jewel Value	60
Jewelry Value	40
Coin Pile	30
Other items	75

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

This skill takes a full round action to estimate value to perform yet is often not used in battle outside of greedy characters. Discovering the use of an item can not be performed in combat and takes a roll representing hours of examination of it.

Try Again:

A Failed roll will not be reported to the player and they simply are given a value or possible use that make be completely wrong. Its up to the player to try again for a different result.

Special:

The Skills Knowledge History, Decipher Script and Craft (Weapons, Armor, Items) can also be used to find out about items uses and value. Knowledge History grants a +2 bonus on this skill for every 10 points in that skill. Craft (Weapons, Armor, Items) skill grants a +2 bonus on this skill when trying to figure out its uses for every 10 points in that skill. On the result of a 20 on this skill grants a +5 bonus to try and discover the value or use of the item again.

Untrained:

This skill can not be used Untrained, try to do such will always get a wrong result.

Atonement**SPI**

Atonement is a skill one has to be able to link with the world around them on a new level. This skill helps bring forth the player to gain a second sense about the world and find out of place things and detect strange effects of the environment around them.

Check:

When using this skill one can choose to use it to Sense or read the environment to learn about things coming or that occurred, even learning about sources of damages an area has taken.

Example:	DC:	
Sense Weather Changes	30	
Sense Natural Disasters	60	
Read Damages Suffered	20+	(DC is higher based on time passed)
Eternal Clock	10	
Eternal Compass	50	
Speak with Nature	75	
Speak with Element	100	
Understand/Read Elemental	40	
Sense Hidden Rooms/Traps	30+	(DC is higher due to the Stealth roll)

The skill can also be used to establish a connection with the environment boosting elemental based attacks and defenses. The DC is harder based on the smaller amount of steady element or the presence of the counter element. This use can only be done through someone skilled in using the elements to their ways (Monks, Ninja, Powers)

Example:	DC:	
Boost Elemental Attack	20+	(Doubles the damage of the attack)
Boost Elemental Defense	20+	(Doubles the defense)
Elemental assist	10+	(brings forth a small elemental to aid)
Add Element to Attack	30+	(Adds Element to an attack)
Add Element to Defense	30+	(Adds Element to a defense)
Elemental Movement	10+	(User Moves with small wake in element)

Action:

This skill takes a full round to activate and requires a concentration roll each round to maintain it up.

Try Again:

A Failed roll will result in the elements being unwilling to help and the player cannot try again in the area, they must move on elsewhere. On the result of a 1 the elements treat the user as a threat and the user falls under unlucky defect effect (or more sever if they have it) while in the area.

Special:

The skill gains a bonus to it for every 10 points in Knowledge Nature. This skill gains additional bonuses the higher concentrated form of a set element within the area of the user. On the result of a 20 on this skill grants a +5 bonus to its next use.

Untrained:

This skill cannot be used Untrained, try to do such will always get a wrong result or cause the users action to outright fail.

Bluff*CHA*

This skill is used to create a lie or tell an untrue story to NPC's in hopes to sway their way of thinking. The use of fabricating lies to gain an advantage in some way is a very handy skill to have. Sometime the skill can be used also to fool a target in combat to be distracted making them more vulnerable to a sneak attack. The Skill is divided into three parts, Lies, Story Telling, and Fooling opponents. Each time this skill is used the targets make an opposed Notice roll to determine if they fall for the bluff, the DC they need to pass is the result the player made with the bluff. If the target fails to get above the bluff roll then they will take it as truth. If they get above the result they don't believe the bluff.

Check:

Telling a lie is helpful in gaining treasures or could be the difference in you ending up going to be executed for a crime.

Example:	DC:
Passing Counterfeit money	20
Fooling Police off Trail	75
Taking credit for a task not performed	30
Scamming money	50

If one wishes to gain a higher standing among a crowd or gain a Reputation the way to go about that is through story telling, of themselves or others, while less damaging towards criminal ways it does have some difficulty in making other believe your stories or not.

Example:	DC:
War Story	30
Fish Tale (about the one that got away)	50
Heroic Story (your heroics)	75
Legendary Story (you are equal to God)	100

The last way to use the skill is to fool a target in combat. This is far more difficult as often the target is seeking to kill or harm the player.

Example:	DC:
Bigger threat then you	50
Your on their side	90
You died or fallen	50
Distraction form another target	20
Feint	20

Action:

Telling a lie and story telling are both done out of combat, the first is relatively done quickly with a single roll while the second one (which I suggest the GM get as much of the story from the player) takes longer and may require more then a single roll. The last being able to fool an opponent is a free action that can be preformed in combat and requires the target to make an opposed Notice roll, on failing to surpass the player's result they fall for the bluff and become vulnerable to an attack.

Try Again:

Failing to pull of a bluff does not allow you to try again, while you can use another bluff (out of combat to with a new lie. Failing tends to increase the DC of the future bluffs as people aren't easily fooled many times over after they detect they are being told a lie.

Special:

Several Knowledge Skills can aid in a lie granting a bonus to the DC. A person with a High reputation has an easier time at telling convincing lies thus with every 5 ranks of good reputation

the player gains a +2 bonus to bluff rolls. On the result of a 20 on this skill it grants the player with a bonus towards their next reputation roll.

Restriction:

Player's traits such as Chronic Lair and Honest Abe effect how often one would use and how effective their bluff may be.

Untrained:

This skill can be used untrained with no restrictions on its use.

Climb

STR

This skill is use to scale surfaces. An important skill to use to get by difficult terrain like mountains and cliffs, it also is used to climb trees, ladders, rope, and buildings. This skill only has one use.

Check:

The ability to climb is a very important on making at the difference; the difficulty is based on different situations.

Example:

DC:

Climb a ladder	10
Climb a rope	20
Climb Tree	40
Climb Rocky Cliff	40
Climb shear Cliff	60
Climb difficult terrain	75
Climb building stone / wood	75
Climb glass / metal building	90
Climb form upside down	100
Climb in Combat	+30

Action:

The action of climbing is considered a move if in combat, but requires both hands to perform so unless you have another way to fight your not very likely to perform this skill and attack at the same time without falling.

Try Again:

Failing a Climb skill check is not a good thing, while the player can take actions to improve the result of a failure, they are given a second climb check in order to regain their grip. If they fail on the second the character is falling.

Special:

A ninja can take the ability or gain it through teaching that allows them a large bonus to this check by expelling chi into making the climb. The result of a 20 on this roll grants the player a +5 on the next time they have to use this skill.

Restriction:

Characters that took defects to arms and legs or characters suffering injured limbs will find it near impossible to even try to perform this skill.

Untrained:

This skill can be used untrained without restrictions

Concentration*END*

This skill is used to maintain the steady use of multiple techniques or powers at one time or even using them in combat without declaring taking a defensive action first. This skill is very vital and failing it could mean the failure of a mission.

Check:

Difficulty of this skill is based on the situation they are placed in and the tasks they try to perform.

Example:	DC:
Using a single Technique or spell	0
Using a technique or spell in combat	20
Using a technique or spell with an active ability	40
Using two techniques at one time	60
Maintain bardic Performance	15

Action:

Using this skill is a free action, and often in combat is the result of a reactionary action such as being attacked while a technique is being used.

Try Again:

Failing this skill when it come time to use it often means the failure of one or multiple techniques and abilities active in combat. There is no roll to recover from a failure. Its also important to note that if the player does not make a declaration known to the GM that they are using the technique on the defensive then they leave themselves open to an attack of opportunity and the need to roll this skill to see if they can maintain the techniques use or waste the chi.

Special:

This is one of the only reactionary skills. It's used more often as the result of an action and not a task needed to be performed before hand. On the result of a 20 the player is granted a +5 bonus on the next concentration roll.

Restriction:

If the player is asked to make the roll and they choose not to the action is a failure and dropped.

Untrained:

This skill can be used untrained.

Control Shape*END*

This skill is used to change or resist a change of forms. No class has this as a skill and considered a cross class skill to all. The player can gain this skill through in game training, or by taking the feat Cosmopolitan. Transformation magic types are the primary users of this skill to regain control over the possession or if they are competent in their skills bring out the possessed form. The Skill is also used to change from into a mode of fighting, or in the case of mermaid (over 30) gain use of their legs.

Check:

This skills difficulty is often affected by the DC of a possessed soul, also is based on the stress of the environment they are being put through.

Example:**DC:**

Switch Form	+20
Maintain Form in hostile situation	+50
Change into a combat mode	40

Action:

Using this skill takes a Full round to use, being attacked when doing this might require a concentration roll to get to the result you want, failing the concentration roll causes the transformation to return to normal (with the exception of going from animal form to Normal, in which they remain in animal form mode)

Try Again:

A failure with the roll cause the form to drop

Special:

Control Shape is a cross class skill unless it is awarded through training or gained through the feat Cosmopolitan. The result of a 20 on this skill grants a bonus of +5 towards the next use of this skill.

Untrained:

This skill can not be used Untrained

Craft Armor / Clothing

INT

This skill creates armor or article of clothing for the character. The value is based of the quality and reputation of the character. The character needs to ether purchase supplies or gather them (using other skills). This skill lets the player treat / dye the materials, build the clothing or armor, and even understand the uses of some armor by simply examining it.

Check:

When Dying or treating materials some objects can be more difficult then others.

Example:	DC:
Dye Cloth	10
Dye Leather	40
Dye Metal	80
Treat Leather	50

When Making the armor and clothing the difficulty is based on the difficulty crafting

Example:	DC:
Tailor Shirt	15
Tailor Jacket	25
Tailor leather armor	40
Tailor Studded Leather	50
Craft Plate Mail	80
Craft Chain Mail	75
Craft Breast Plate	60
Mend Clothing / Leather	20
Mend Armor (metal)	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

The action of crafting is impossible to be performed in battle it's a skill to be done in down time and may require special equipment or even a special shop like (black smith for crafting metal armor) it is considered that most of this work is based on hours not seconds that many skills use. In fact the higher the difficulty the longer in time it takes to craft the item.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the armor if the are multiple 1's (see faults on armor in the items section). The armor / clothing is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

When rolling a 20 on a craft roll the player ether succeeds quicker or gains a Blessing (see item rules for the listing of blessings.) For every 10 points in Profession Tailor the user is granted a +2 bonus to this skill.

Restriction:

Crafting Armor / clothing takes a set time limit to create. On clothing, its 1 hour per DC of the clothing, thus a shirt takes 3 hours to make. While for armor, which is a stronger harder material, its 6 hours per DC of the Armor thus a set of chain mail takes 450 hours (thats 18 ½ non stop no rest days) but stopping between crafts is very much do able.

Untrained:

This skill can be used untrained but untrained the player does not gain bonuses from tools or rooms that a trained person would.

Craft Chemistry / Alchemy

INT

This skill creates chemicals used to heal/harm/effect a designated target. It is also used to identify chemicals as such. The player needs to gather materials and tools to craft the chemicals from as well as store them in. This skill is split in ways of Healing, Harming, Effecting, and Identifying. The DC of the crafted chemicals to remove such things as disease grant the player a bonus of +5 per every 5 of the medicines DC for each to make a new attempt to the save vs. the bad effect. The is the way to figure out bonuses or DC's on Chemical boosts, drugs and weapons are +1 per every 5 of the chemicals craft DC and a set +10.

Check:

The skill can be used to craft powerful healing potions, salves, and pills. (for a full listing see items section: Craft Chemicals)

Example:	DC:
Cure Light Potion (heal 1d8)	10
Remove/Treat Disease Pill (cure disease)	40
Healing Salve (heal 1d4, 1d10 rounds)	25
Cure Moderate Potion (heal 3d8)	50
Cure Serious Potion (heal 5d8)	80
Chi Boost Pill (Bonus chi gain)	40
Chi Restoration Pill (heal 1d100 chi)	50
Resist Disease Salve (Bonus to resist)	50

The skill can be used to craft powerful drugs, and ability effecting gasses, useful materials, and poisons. (for a full listing see items section: Craft Chemicals list)

Example:	DC:
Cocaine	60
Opium (DC vs. Illusion and addiction)	30
Nitrous Oxide (DC vs. uncontrolled Laughing)	60
Chloroform (DC vs. Sleep)	40
Glue paste (used to craft other items)	10
Chemical Dye (used to craft other items)	15
Flash Powder (DC vs. blindness)	25

The skill can be used to craft harmful splash based chemicals, deadly poisons, or even dangerous explosives. (for a full listing see items section: Craft Chemicals list)

Example:	DC
Acid, Common	30
Acid, Strong	60
Napalm	80
Mustard Gas	40
Nitroglycerin	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Identify Chemical	+10 (plus chemical DC)
Identify Bonus	+20 (per bonus)

Action:

Crafting chemicals takes time to craft and even is at times difficult to make outside a controlled environment of a lab. Thus this is not a skill that often can be placed in combat. But at times some natural chemicals may appear (see plant guide for choices) and once identified can be used in their natural state. Identifying them takes a full round action. Leaving a chemical to craft is unwise and often will cause the process to fail. Making chemicals requires a constant surveillance.

Try Again:

Failing at crafting a chemical goes many ways, One is the effect or DC is less than it normally would be (if the roll is failed within 10), more then that destroys the materials making a useless goo. Rolling a 1, causes the effect of the chemical to ether be reverse or explode in a violent eruption or other effects (see chemical defects in the items section). Chemical can be added on to with other chemicals but stacking effects of two of the same kind don't work.

Special:

For every 10 points in Craft Cooking this skill is granted a +2 bonus. Rolling a 20 on this skill grants a bonus to the chemical based on the crafters INT Modifier, this bonus on effect based chemicals raises the DC of the item by the bonus, all others gain a bonus to damage or healing.

Restriction:

Crafting takes time, all chemicals take 1 hour per every 5 in the DC. Some chemicals however must be made in a controlled environment and thus can't be made outside a lab.

Untrained:

This skill can not be used untrained.

Craft Cooking / Brewing**INT**

This skill creates food, drink and even helps process food or supplies for later use. This skills difficulty is based off of the type of food, environment, and what the overall goal is. Unlike other crafts this skills DC are stackable on each other due to the environment and food and tools at ones disposal. The skill is broken up in parts of Brewing, Cooking, and Processing

Check:

To use this skill to in Brewing is to craft liquids most likely alcohol from materials that have been gathered.

Example:	DC:
Brew in pot	+50
Brew in Still	+30
Brew in Brewery	+10
Beer	+20
Sake	+50
Alcohol	+40
Wine	+10

To use this skill to create a meal in cooking it all depends on the quality of the ingredients and environment of what there is as well as the overall goal.

Example:	DC:
Bon fire	+20
Grill	+15
Oven	+10
Poor Quality	+30
Good Quality	+10
Finest Quality	+5
A simple meal	+5
A Banquet	+30
Gourmet Meal	+50
Boil Water	+5
Raw meal	+15

The final way to use the skill of cooking is to process food for later use or to keep it from spoiling.

Example:	DC:
Dehydrate	+50
Smoked	+20
Salted	+20
Canned	+10
Pickled	+30

Action:

Cooking is impossible to be done in combat. It takes time to make a meal. Even more time to brew and process food. Cooking takes 10 minutes per the DC of the final product. While Brewing and Processing takes 1 hour per the final DC of the product. Once started leaving the food to cook will cause it to fail and burn.

Try Again:

Failing a craft cooking results in destruction of the ingredients or causing a meal that asks for a DC vs. sickness based off the cooking. The player cant re-roll they would have to make a new meal.

Special:

For every 10 skill points in Profession Home maker or Profession Bartender grants this skill a +2 bonus. Many items are out there that help grant a bonus to cooking skills such as frying pan. Cooked meals that have the result of a 20 on the roll, grant a healing of 1d8+crafters level, per meal.

Restriction:

Cooking can't be used in battle unless a class or ability state other wise.

Untrained:

This skill can be used untrained, but only for cooking a meal and rolling a 20 does not result in the healing bonus.

Craft Items / Jewelry*INT*

This craft skill allows crafter to make various items as well as wearable jewelry or armaments. This skill is for master artists and craftsman. In game terms it's a handy skill to have as much of the abilities to aid through crafting can be done faster in this skill out side of skills like (craft armor or craft weapons) yet these do offer less of a bonus in the end. The skill is also used to identify value and abilities of an item. The skill is divided in Crafting Items, Jewelry, and Identifying items. Infusing items as they are crafted will create a blessed item that has abilities or other uses. (for a full listing of the items and Jewelry see the items section: Misc. Items or Jewelry section.) Items require certain materials and tools but unlike other skills can be done in any environment at no added DC.

Check:

Using this skill to craft items allows the user to craft simple day to day items to even some with a greater use.

Example:	DC:
Broom	10
Pan	20
Bucket	15
Vase	25
Rope	15
Repair Item	20
Wooden ladder	30
Rope Ladder	50

Using this skill to craft jewelry or other wearable accessories that may by granting bonuses to the user.

Example:	DC:
Necklace	40
Earrings	30
Ring	40
Bracers	50
Belt	30
Shoes	60

Arm band	40
Crown	80
Hat	30
Bracelet	40

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

The task of crafting an item/jewelry takes time and can not be done in battle. It requires a set amount of time based on what is being crafted. Items take 10 minutes per every 5 points in the DC. While Jewelry takes 1 hour for every 5 points in the DC. Identifying takes a Full action or more.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the item if the are multiple 1's see items defects in items section). The item / jewelry is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Items as they are crafted can have chi used in the crafting which at times offers the item a unique ability. Also rolling a 20 also grants a ability to the item bases on the items section.

Restriction:

This can't be used in battle at any time.

Untrained:

This skill can be used untrained to craft basic items, these items can not be infused with chi or gain a ability on the result of a 20. Jewelry can not be crafted from untrained.

Craft Machines / Technology

INT

Crafting Machines allows one to create useful tools and devices that help out in both adventures and in other crafts. A truly skilled craftsman in this skill can create constructs to perform actions under programmed orders. The skill is also used to identify the value and abilities of a machine. While it doesn't need a set place allowing the user to build anywhere machines require tools and massive amounts of supplies which aren't likely to be carried along a journey.

Check:

This skill can be used to craft simple or complex Machines

Example:	DC:
Simple Lock	10
Complex Lock	50
Clock	20
Communication Device	70
Programmed Device	60

Puppet	30
Construct	90
Drone	110
Cyborg	60+
Robot	80+
Nanobot	110+
Mecha	100+
Mechsuit	90+

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

Crafting a machine takes alot of time. Doing so in combat is impossible. When rolling on this craft the player is dedicating a set amount of time which is 1 hour for every 5 points in the DC. The player can gather up their supplies and move elsewhere and work on it in their own time, staying with the build is not necessary. Identifying a machines abilities is a full round action.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the machines if the are multiple 1's (see faults on machines in the items section: machines). The machines is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Rolling a 20 on this skill grants the Machine an special ability (see blessings on machines in the items section: Machines). This skill gains a +2 for every 10 points in Knowledge Machines.

Restriction:

This skill can only be used by those trained in it and requires tools to build with.

Untrained:

This skill can not be used untrained.

Craft Vehicles

INT

A skilled task is being able to craft a vehicle, for long days of travel a vehicle is a better option offering the player a chance to not exhaust themselves and arrive at distances that would take days or even be near impossible to travel through human means. A handy skill to have on hand to travel the world's waters, skies and mountains. The skill allows the player to craft, repair and fuel vehicles on top of value and identify abilities of other vehicles. To make the vehicles one needs a shop to work, tools and materials to build from.

Check:

This skill can be used to craft, repair and fuel vehicles.

Example:

Make row boat	25
Make Bicycle	30
Make Engine	60
Make Cart	30
Make Fuel	20
Repair Vehicle	10+ (depending on the damage)
Make Sailboat	40
Make Car	80
Make Tank	100
Make Train	75

DC:

The skill can also be used to identify any special properties of the item

Example:

Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

DC:**Action:**

This skill can not be done in a battle, it takes days to make a vehicle, 8 hours per 5 of the DC of the vehicle. Building a vehicle is one that takes time so leaving it and returning to it doesn't matter.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the vehicles if the are multiple 1's (see faults on vehicles in the items section). The vehicles is not useless it can still be crafted it just takes another result to recover from this mistake. Identifying a vehicles ability is a full round action.

Special:

A roll of a 20 on this skill grants a Bonus to the vehicles movement of $\frac{1}{4}$ the players level x 10 in feet per round. The skill Repair grants a +2 bonus on this skill for every 10 points in it.

Restriction:

This is a skill that both requires materials but also a place to work on it over the long hours it needs to craft.

Untrained:

This skill can not be used untrained.

Craft Weapons / firearms*INT*

This skill is used to craft weapons, ammo and firearms, a handy skill for any team with the need of weapons. The skill can be used outside of a shop but is not very useful out side a shop. Users can also infuse chi into the crafting to grant bonuses and new abilities into weapons. The skill requires supplies to craft the weapons. The skill can also be used to identify bonuses and abilities of weapons and ammo. The skill is broken in three parts Weapons, Ammo, and Identifying.

Check:

Using the skill to craft Weapons is based off the type of weapon being made.

Example:	DC:
Sword	40
Staff	15
Bow	25
Dagger	20
Rifle	70
Mace	30
Club	5
Axe	40
Hammer	20
Spear	10

Using this skill to craft ammo creates 10 of the ammo in one process

Example:	DC:
Sling Bullet	5
Arrow	15
Dart	20
Ninja Star	10
Rifle Bullet	50
Pistol Bullet	50

The skill can also be used to identify any special properties of the item

Example:	DC:
Unique Item	40
Masterpiece	15
+1 Item	20
+2 Item	40
+3 Item	60
+4 Item	80
+5 Item	100
Unique Ability	50

Action:

Crafting a weapon can't be done in combat. Crafting takes 1 hour per every 5 for the DC of the weapon or the ammo. While it takes a full round action to identify a weapons properties.

Try Again:

Failing on a craft roll is known instantly and is considered a mess up when crafting (a result of a 1 may make a fault in the weapons if the are multiple 1's (see faults on weapons in the items section). The weapons / firearms is not useless it can still be crafted it just takes another result to recover from this mistake.

Special:

Weapons as they are crafted can have chi used in the crafting which at times offers the weapon a unique ability. Also rolling a 20 also grants a ability to the item bases on the weapons section.

Restriction:

Crafting Weapons can be used untrained but is limited to simple weapons, and can not be infused to with chi.

Untrained:

This skill can be used untrained in crafting simple weapons only.

Demolitions

WIS

This skill is used to plan and set an explosive to gain the best result in destruction from it. This skill can mean the difference in getting a hole in a wall or having a wall collapse down on the explosives expert. This skill lets the player determine where to place explosives to get the best results and not bring harm to others unintentionally. The skill can also be used to identify the type and location where explosive where used in ruins.

Check:

Using this skill lets the user determine the best place to set explosives to destroy something.

Example:	DC:
Shaped Charge	40
Dynamite	10
Homemade Explosive	50
Explosive Burn	40
Cutting Charge	60
Detecting Explosives Used	+40

Action:

This skill can be used in battle but takes a full round action to perform, unless an ability states otherwise.

Try Again:

Failing on this skill does not mean it can be re-rolled the result of failing results in ether destroying the set target or worse case causing harm to the user or allies with the skill.

Special:

On a 20 with this skill grants and additional damage on the explosive, or on identifying the explosive grants an +5 on the next time the skill is used that way even if it fails to identify.

Restriction:

This skill requires a form of explosive to be placed with the exception of looking through damage to see what kind of explosive and where it was placed.

Untrained:

This skill can not be used untrained

Decipher Script

INT

This skill is used to understand and send coded messages, research books for information and gain knowledge on info one doesn't have previous knowledge in. This skill is handy when sending coded messages back and forth between commanding units and teams, its also handy for those with few knowledge skills allowing them a way to research through books and papers to find an idea on what they need in info from the knowledge they seek.

Check:

When using this skill decode a message its difficulty is based on the code type

Example:	DC:
Numeric Code	40
Invisible Ink Code	10
Message Code	50
Image code	50
Partial Code	70

When using this skill to research a subject the difficulty is based on the rarity of that knowledge

Example:	DC:
Common knowledge	20
Advance Knowledge	40
Hidden Knowledge	80
Rare Knowledge	100

Action:

This skill is used out of combat only. Both ways of using this skill takes time and even a proper location like a library to get research materials on subjects. Using the skill depending on the DC make end up taking days to research or understand. Doing research can be interrupted and not affect the skill in any way.

Try Again:

Nothing occurs other then failing to receive the info from the use of the skill when failing, so re-rolling the skill is very possible with no difficulty.

Special:

Rolling a 20 on this skill even if the result fails to make the DC grants a +5 for the next time the skill is used to assist in getting the skill to pass.

Restriction:

Do to the time requirements this skill is not useable in combat and may require a location such as a library.

Untrained:

This skill can be used untrained but rolling a 20 does not get the bonus to next roll.

Diplomacy

CHA

This skill is used to talk and influence the way and opinions of individuals, through strong arguments, debate, and speeches. A handy skill to be used to help dealing with situations with more finesse then raw muscle and brute strength. This skill can be used to Influence decisions or to rally a group.

Check:

Using this skill to Influence Decisions the player suffers a DC on the attitude of the target towards them and the decision they need to make.

Example:	DC:
Enemy, something they are against	100
Enemy, something they are for	80
Angry, something they are against	80
Angry, something they are for	60
Neutral, something they are against	60

Neutral, something they are for	40
Happy, something they are against	40
Happy, something they are for	20
Loyal, something they are against	20
Loyal, something they are for	5

Using this skill to Rally a group has its DC based on the attitude of the crowd.

Example:	DC:
Calm an angry crowd	60
Calm a mob out for blood	80
Enrage a mob	20
Enrage a gathering	60
Gather People around	10
Sway the opinion of a group	50

Action:

While the skill can be used in combat it is rarely done as often in battle it is hard to influence people beyond their current state. But in ether way the way the player uses the skill it is considered a free action.

Try Again:

Failing to perform diplomacy will often make any future attempts a much harder then to do, In some cases it might even enrage the target towards the user of the skill if failed by a great amount.

Special:

When rolling a 20 even if the end result fails to beat the DC of the skill the player gains a +5 to the next attempt and does not have a negative result of the speech its taken as they haven't yet swayed their influence on their target.

Restriction:

The only restrictions is that the words being used to influence must be heard in the case of spoken or written in the case of reports and letters. It is also suggested to GMs ask that the player say what they are trying to say first before making a roll as their choice of words may effect the DC of the roll.

Untrained:

The skill can be used untrained, but the results of a 20 do not apply to those not trained in this skill.

Disable Device

WIS

The skill Disable Device is a handy one to have in team. The skill could make the difference of a trap going off on the players or safely being destroyed or dismantled. It is also used to find and destroy weak points in machines. The skill is broken up in two parts Disarming, Salvaging.

Check:

When disarming a device the player is out to destroy or deactivate the item so it is not used again.

Example:	DC:
Disarming Tripwire trap	10
Disarming Tripwire explosive	30
Disarm Pressure plate trap	50
Disarm pressure plate explosive	75
Disable Vehicle	40

Disable Construct 80

When Salvaging the player is seeking to ether collect from the disarmed trap or change operation of the device

Example:	DC:
Salvage Explosive trap	60
Salvage Trap	40
Change Orders Constructs	100
Hot Wire vehicle	40

Action:

Trying to disable a device in combat is vastly difficult if not impossible adding an additional +40 to the DC to perform. But often the skill is used outside of combat. In both cases it takes a full round action or longer depending on the task they are trying to perform.

Try Again:

Failing to disable a device is not known to the player till they follow through with the actions that normally would set the device to become active. Because of this its completely up to the player on if the device is disabled or not. If they think they failed they can keep trying till they are satisfied. While Savaging a item using the skill only allows one roll if they fail to succeed then the salvage can't be done again.

Special:

This skill allows the player to both destroy and gather the remains to use themselves on their own or other devices. Rolling a 20 does not guarantee a success on this skill grants a +5 on trying this skill again. Many tools are available to help with this skill. For every 10 points in Knowledge Machines grants a +2 to this skill.

Restriction:

The skill has no restrictions other then the fact that it's a trained skill only.

Untrained:

This skill can not be used untrained. The untrained have to find other ways to disable devices.

Disguise

CHA

This skill is used to hide ones personal look form eyes in a public setting. This skill is used in two ways one in changing the physical look of the character through the use of makeup costumes or even props, the other is to change the look through performance of actions, such as how they walk, talk or even smell.

Check:

Using this skill to disguise the physical look is based off what one is trying to hide.

Example:	DC:
Hide or add Scars	10
Change Hair color	15
Change Age look	40
Change Sex Look	60
Change clothing	5
Change Skin color	15
Change racial look	50
Change look to animal	70
Change look to object	80

Using this skill to disguise the actions of the character has a Dc based on how they have to Act

Example:	DC:
Act different age	25
Act like different sex	20
Act like Animal	50
Act like object	60
Act like completely different person	50
Act like different character class	75

Action:

While this skill is and at times constantly used in combat it's mainly takes prep time out of combat to set up. The harder to perform the longer it takes to prep.

Try Again:

If a disguise roll is failed it results in one of two issues, the first being the failure is discovered and the disguise attempt reveals them to those they are hiding from a second attempt is not possible with the same disguise. The second is they aren't discovered yet and can make a second attempt with the same disguise.

Special:

When the result of a 20 is made even if it fails the DC grants the player a +5 to a second attempt and a +5 to Stealth checks. Ninja's have the technique "Transformation" this grants them a massive bonus to this skill without disguise kits but uses up chi which can go detected. There are many items that give bonuses to disguise attempt like makeup / disguise kits or costumes.

Restriction:

While this skill can be used untrained to act out a role, it can not be used untrained to disguise one self physically, instead it's a good advice to get another person with the skill to apply the physical changes.

Untrained:

The skill is useable untrained in acting out the role of a disguise but does not gain the bonuses from the result of a 20 and can not be used when applying a physical disguise.

Drive

DEX

This skill is used to operate, control and even perform tricks with machine operated vehicles. Unlike operating a horse or other creature it takes a deal of trained skill and knowledge to operate a vehicle. Using this skill is based on two types of difficulty, one being performing a trick, the other being operation a type of vehicle.

Check:

To use this skill to operate a type of vehicle bases the difficulty.

Example:	DC:
Operate Car	20
Operate Train	30
Operate Tank	60
Operate Construction Equipment	50
Operate Motorcycle	40

To Perform a trick with the vehicle also is a way with the skill based on the difficulty of the trick

Example:	DC:
Quick 360 turn	30
Spin out recovery	20
Ride on two wheels (not motorcycles)	70
Wheelie	40
Jump gap	40 (+10 for every 10ft over 10ft)
Sudden reverse	20
Aggressive Driving	30

Action:

These actions can be performed in combat and often are of the mobile combat as actions used to help operate, this skill is used as a move action for basic operations and standard action for tricks.

Try Again:

Failure to operate the vehicle can be retried so long as the vehicle is in working condition. However failing in tricks may cause the vehicle to crash and no second roll will be made, it is up to the Gm if they can recover from the trick (getting a second roll) or crash the vehicle.

Special:

No the result of a 20 the player can operate any vehicle without crashing it immediately but must continue to make rolls if they still failed the DC of operation, if they pass the DC they get a bonus of +5 on the next trick, getting a 20 on a trick grants +5 on the next trick or on operating the vehicle. For every 10 points Craft Vehicle skill the player gains +2 in this skill.

Restriction:

The only restriction is that the vehicle is in work order to be operated by this skill. DC may be increased if there are some issues such as a flat tire, engine problems or such.

Untrained:

This skill can not be used untrained.

Empathy

SPI

Empathy is a skill that lets a player delve into the thoughts of others and gather surface thoughts and actions. On greater skill one can even go deeper reading the minds of a target that they have a prolonged time to study.

Check: This skill have two routes that can be taken when using it, the first is considered surface thoughts and emotions. Doing things, such as studying a target for lies that they may be telling, or being able to gain a targets opinion of something being presented. The longer a target is studied the less the DC for performing the skill.

Example:	DC:
Read targets Opinion on	30+
Read targets Emotions	10+
Lie Detection	40+
Read Targets recent events in life	60+
Identify a person based on room	80+
Read a crowd to find a target	50+

The second form of using the skill, is delving deeper into a targets mind, this version of the skill can only really be done with though possessing psychological abilities is a must to perform the skill this way. (Ninja, Psychics, Powers)

Example:	DC:
Read Targets Surface Thoughts	10+
Read Targets Lost Memories	90+
Place Trigger Word Suggestion	50+
Alter Thoughts	60+
Alter Memories	80+
Read Memories	30+
Create Mental Block	40+
Block Thoughts from Others	40+
Block Thoughts of Others from Others	80+

Action:

This Skill takes at least a full round to activate and is one of the few that taking a 10 or 20 is not allowed.

Try Again:

A Failed roll will result in the subject being able to block out the user from gaining access to information that they are seeking. On the result of a 1 the target becomes immune to further attempts of them by the user for 24 hours.

Special:

On the result of a 20 the player gains a bonus +5 to the next use of the skill and to any social rolls to that target in the next in game hour, even if the result of a 20 doesn't pass the DC needed. Additionally players with psychic abilities can gain a thought (if the DC isn't passed the thought can a clue but not the actual thought needed) or something extra /random from the target.

Untrained:

This skill cannot be used untrained and will fail every time it is used for those untrained.

Escape Artist**DEX**

Escape Artist is a handy skill for those that often find themselves in tight binds (literally). The skill can be used to get out of bindings and to avoid the domination of a grapple. The skill is broken up in two parts Bindings and Grapples.

Check:

Using the skill to escape bindings is something that can turn your character from a captive to a freeman.

Example:	DC:
Rope Binding	20
Hand Cuffs	40
Manacles	30
Straight Jacket	80
Bound to stretcher	75

Using this skill to avoid a grapple is a strong advantage for those with less physical strength than those that specialize in grappling

Example:	Bonus vs. Grapple result:
+5	10
+10	20

+20

40

Action:

Performing this skill to escape bindings is a standard action, thus you can escape the bindings and move as well. When using it in grapple attempts it's a free action as its used to avoid the actions of a target.

Try Again:

Failing the roll has no side effect other then having failed to escape. A re-roll can be made on the players next turn.

Special:

On a 20 even if it fails to get the player free the next time that they have to use this skill they gain a +5 bonus to break free. A player gains a +2 bonus in this skill using it in grapple for every 10 points they have in Acrobatics. A player gains a +2 bonus in this skill using it in bindings for every 10 points they have in disable device.

Restriction:

To avoid grapples is only available to those that have this as a trained skill. Untrained one can still attempt to get free but are likely at a greater disadvantage in skill.

Untrained:

This skill can be used untrained in attempts to break free of bonds.

Forgery*INT*

Using forgery can both create copies of documents, but also can be used to make illegal copies of money and write coded messages to other sources. A handy skill to have in dealing with a lower then lawful world, being able to make fake money when one is short on cash and also handy on making copies of important documents for spying needs.

Check:

The skill is used to copy some kind of document.

Example:	DC:
Copy paper work	20
Copy Blueprints	40
Code a message difficult	50
Code a Message Complex	80
Code a message simple	20
Forge money	75
Identifying a Fake Message / money	20

Action:

This skill can be performed in combat taking a full round action or longer, but is more often used out of combat to take time and make sure the forgery is similar to the original.

Try Again:

Failing to perform the forgery can ether go notice or unnoticed depending on the time they have, the more time the player has then they have time to make additional rolls to see if something was missed in their skills or not. If they don't have time then the mistakes could go unnoticed causing errors in messages or counterfeit money. Ultimately it is the players call to re-roll the Gm is not to tell them if it passed or not on this skill till it fails to be passed on as information or money.

Special:

On the result of a 20 this skill grants the player a +5 on the next use of the skill whether they passed the DC or not. For every 10 points in Decipher Script grants this skill +2 bonus.

Restriction:

This skill requires an original document to copy from

Untrained:

This skill can not be used untrained.

Gamble

CHA

The Gamble skill allows the player to learn the odds of a situation, or cheat in games of chance. It also informs the player of how the game of chance is played with out having it explained to them. This skill is a handy one to have for characters that like to place money on games of chance or even want to guess the odd of situations.

Check:

Using this skill helps one learn the odds or cheat at a game based on a set DC. DC's can increase with other players of the game of chance also cheating or in a highly watched game.

Example:	DC:
Cheat at Poker	30
Cheat at Black Jack	60
Cheat at Dice Game	50
Cheat at Race betting	80
Cheat at Roulette	75
Count Cards	40
Learn odds of Battle	30
Learn odds of war	60
Learn odds of Game of chance round	70
Size up another players skill	50

Action:

This skill is used in a single action and often is not used in battle, learning the odds however can be done in battle and is a standard action to work out.

Try Again:

Failing only truly fails if it goes unnoticed. Thus just because someone failed to get the result they wanted on a roll doesn't mean the jig is up and they can to roll again the next round without any added suspicion. Meanwhile if it does go noticed until they are called off on it the GM can keep letting the player roll on cheating but each time they are caught the DC for the notice of it will keep going down till they are called on it. Failure on counting odds just means the math is wrong and a different result then calculated, can occur.

Special:

On the result of a 20 the whether the player succeeds or fail the player is granted a +5 for the next time they need to use this skill. For every 10 points in Pick Pocket grants this skill a +2 bonus.

Restriction:

This skill is not needed to play a game of chance, however it is needed to cheat at a game of chance.

Untrained:

This skill can not be used untrained.

Gather Info

COM

This skill is used to talk to and get informed by the public completely based on the public reputation on the character. This is a vital skill to gain info that is in the public know for issues of information. In many ways this is the only way to learn certain information.

Check:

The skill is used to gain information and the difficulty is based on the public opinion and reputation of the characters.

Example:	DC:
Friendly, basic info	10
Friendly, Difficult info	30
Friendly, hidden or rare info	50
Enemy, Basic info	50
Enemy, Difficult info	80
Enemy, Hidden or rare info	100
Neutral, basic info	20
Neutral, Difficult info	50
Neutral, hidden or rare info	70

Action:

The skill is not used in combat at all (as townsfolk most likely will run and hide in a battle or fight along in some way) the skill take little time to occur though out of game and the answers will be based on the characters questions and the NPC's knowledge of the question.

Try Again:

Failing to succeed in gathering info will only cause the target to ether shut up or be unable to answer. A re-roll is not possible as the results of the skill are immediate. It is important though the player ask their requests of for info first before rolling as how they ask may raise or lower the DC. It is completely up to the player if they believe on if the NPC actually knows more or not.

Special:

Rolling a 20 grants the player a +5 in the next use of the skill even if they fail to passed the DC needed to succeed at the skill. For every 10 points in the skill Profession Bartender grants a +2 bonus to this skill.

Restriction:

Using this skill requires being able to approach a townsfolk, forcing them makes the skill intimidation and not Gather Info.

Untrained:

This skill can be used untrained but untrained the bonus gained from the result of a 20 does not apply.

Intimidate

CHA

Glaring over or bringing fear into the hearts of your enemies is done through Intimidation. This skills task is mainly to cause fear in those weaker then you. But at times can be used to impress or even amaze an audience. The difficulty of this skill increases with the opposing targets own skill. A higher level target is harder to intimidate then a lower level.

Check:

The skill is used to cause fear or awe to a target its DC is based on the task and target.

Example:

Fear low level target
 Awe low level target
 Fear equal level target
 Awe equal level target
 Fear higher level target
 Awe higher level target

DC:

20
 10
 40
 30
 70
 60

Action:

To intimidate someone is a free action, but it can only be acted out once during the players turn.

Try Again:

Failing to Intimidate makes the subject less likely to fear or be in awe to you. Granting the next attempt by the player, a higher DC. The next round a player can try again at the intimidation but will find it's much harder as they already are proving to not be a threat to the target.

Special:

A player gains a +2 in this skill for every 10 points they have in the taunt skill. On the result of a 20 on this skill it grants the player with a bonus towards their next reputation roll. A player gains +2 to this skill with every 10 points in Martial Arts.

Restriction:

A player can't make an intimidate roll unless they have it as trained. They can how ever activate intimidate through a grand action such as a great act of strength.

Untrained:

This skill can not be used untrained willingly. It can happen though through actions in game.

Jump**STR**

Jumping is a skill is set to be used when one needs to ether reach great heights and distances in one action. The skill is used to leap distances such as gaps between buildings, cliff and such; it also is used in jumping up and down heights. This vital skill lets players latterly go to new heights in their actions.

Check:

The check needed for this skill is based on distances and how the player is trying to jump the distance.

Example:

Leap Forward Distance 10'
 Leap up Distance 10'
 Leap down Distance 10'
 Leap sideways Distance 10'
 Leap Forward Distance +10'
 Leap up Distance +5'
 Leap down Distance +10'
 Leap sideways Distance +10'

DC:

20
 60
 10
 40
 +20
 +30
 +10
 +40

Action:

Using this skill is considered a Partial Action in most cases, except when using it when going down a distance, then the skill can be taken as a free action to lessen the damage from a fall. By an increment of how much they roll past the DC of the Jump.

Try Again:

Failing at making a Jump does not allow a re-roll to recover unless its jumping a gap that failed the player can make another roll to lessen the fall damage. Failing in a jump means in some way the player is going to fall. Anything above a 10' distance takes 1d10 in damage for each 10' increment of falling.

Special:

The result of a 20 if the player still is unable to beat the DC gain both a +5 on a second roll attempt to succeed, if its still unable to succeed from that jump then the +5 applies to the roll to lessen the damage from falling. For every 10 points in Acrobatics grants +2 in this skill.

Restriction:

The only restriction to this skill is based on defects or injuries, as well as carrying a heavy or difficult load. Which all make performing this task a problem.

Untrained:

This skill can be used untrained.

Knowledge Area*INT*

This skill lets the person have intimate knowledge of a given area, be it a town, village, country, building or just a chunk of land. This knowledge covers many subjects that fall in this set area such as water supply, food supply, people in the area, hidden places in the area, special dealers and shops.

Check:

A check in this skill lets the player with the selected area make rolls that grant bonuses to several other skills, such as Search, Notice, Gather Info, and Diplomacy so on. The skills difficulty is based on what task they need.

Example:

Know persons basic location
Know stores location
Know where to go for Great Deals
Know good source of Info
Know Hidden Locations

DC:

40
10
30
50
60

Action:

This skill can be used at any time and its action is considered a free action.

Try Again:

Failure on this skill just means they fail to recall or don't have the info, the player can choose to make a re-roll on the skill.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what they may have at a location or have a good relationship with the person they are seeking.

Restriction:

This skill only applies to given locations the player lists on their character. It can not be used to gain other areas of the world not listed.

Untrained:

This skill can not be used untrained

Knowledge Astrology

INT

This skill lets the person have intimate knowledge of the stars and what secrets that they hold. It helps in learning of their power and influence on the world and even help predict someone's future and how the stars affect them.

Check:

A check in this skill lets the player Detect the relation of the stars as they stand at that time, and figure out any secrets that they may hold in peoples lives

Example:	DC:
Know position of the stars at day	40
Know position of the stars at night	10
Determine the Horoscope of person	30
Predict a persons future luck	50
Predict a persons future general	60

Action:

This skill can be used at any time and its action is considered a free action.

Try Again:

Failure on this skill just means they fail to recall or don't have the info, the player can choose to make a re-roll on the skill.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what they may have at a location or have a good relationship with the person they are seeking.

Restriction:

This skill only applies to given locations the player lists on their character. It can not be used to gain other areas of the world not listed.

Untrained:

This skill can not be used untrained

Knowledge Biology

INT

This skill lets the play have knowledge of the physical workings of a creature, human or even the unknown. Using this skill both applies to knowing how to effect some one through injuries and healing, and also helps identify on if living creature is living or not, this skill even at higher skill aids in seeing through illusion's.

Check:

Using this skill informs the player of the inner workings of a living target, higher skill even lets them see through the illusions.

Example:	DC:
Human normal	15
Human acting odd	25
Common Animal normal	30

Common Animal acting odd	40
Rare Animal normal	50
Rare Animal acting odd	60
Unusual Creature normal	70
Unusual Creature acting odd	85
See thru illusions	50+ (+5 to the DC based on illusion users per each of the user level)

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure on this skill may bring about false readings, I.E. you might think a normal person has an injury that they don't or they may appear to be perfectly fine. Its up to the player to believe the result or not. Then make a re-roll through their call.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of if what they see is an illusion or not, give a good idea of health or injuries target may have.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Coding

INT

This Skill lets the player know how to build, protect, and search systems of numbers and letters that make up programing language of technology. It goes on to reveal hidden secrets people use to hide in technology.

Knowledge Foreign Culture

INT

This skill lets the player know the actions, culture and places of a set place outside the players own home town.

Check:

This skill is used to know about foreign events, places, people, basic lifestyles

Example:	DC:
Basic Culture	10
Popular Locations	20
Important People	25
National Holiday	30
Up and Coming Person	50
Shady locations	60
Days of Importance	55
Advance Culture	75
Town Secrets	85
Hidden Locations	90
Historical date of a Location	80

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure results in possible bad information its up to the player to determine if the info they are given is false or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the events, places, people and mannerisms of people from certain foreign cultures.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Geography

INT

This skill lets a player understand the make and lay of lands to better figure out places of hiding, Locations of towns, water and food.

Check:

This skill is used to survey and understand the basic workings of nature to estimate locations of vital necessities

Example:	DC:
Locate Water location Field	20
Locate Water location Dessert	80
Locate Water location Artic	40
Locate Food Field	30
Locate Food Dessert	60
Locate Food Artic	70
Locate Town	40
Find Easy way up Mountain	30
Find Easy way up Cliff	50
Find Easy way through swamp	20

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may cause in having bad information and often won't be known till arriving in a given area, a player can determine at any time to re-roll in double checking their info is right or not

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the lay of the land possible locations of food and water, even chances to find hideouts or hidden locations.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge History*INT*

This skill lets players understand and have knowledge of events that have occurred in the past. Be it recent past to distant events.

Check:

This skill is used to reference events, people, and legends and even sometimes towards identifying items, places and lost languages.

Example:	DC:
Historic Event	20
Historic Person	30
Legendary tales	40
Historic Item	70
Historic location	50
Lost Language	90

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the information is false or not and to take that info and re-roll for a different result

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of historical items, legendary people, places and events. They can recite many of the stories at heart and can recall vital info from them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Law*INT*

This skill lets the player know and understand the vast array of laws and actions to create masses of paper work involved in contracts and political actions.

Check:

This skill is used to understand, laws, contracts, and how to best use the law and the ways around them.

Example:	DC:
Write New Law	20
Understand Law	30
Write Contract	50

Understand Contract	60
Find Legal Loopholes	80

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failing could result in bad information, thus its up to the player on if they past or not and whether they re-roll their results

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of laws and how they are written. They can use this knowledge to provide legal assistance, write contracts or even know ways around the law to acquire info or wealth.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Mechanics

INT

This skill lets the player have a strong understanding of the inner workings of machines, mechanical devices, vehicles and figuring out how best to use them.

Check:

This skill grants the player an knowledge of the inner workings of all machines and also what kind of machine could be used to help out in a situation.

Example:

Identify Machine Basic	20
Identify Machine Advance	45
Identify Machine Complex	80
What works best here	30+

DC:**Action:**

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the inner workings of machines and what parts and supplies would be needed in building, repairing or destroying said machine.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Military Science

INT

This skill lets the player have knowledge on complex weapons, explosives, armor and other devices used by armies and ways to used objects as such.

Check:

This skill is used to identify, understand their use and how to operate complex weapons, explosives, armor and other devices safely.

Example:

Identify Explosive Type
Identify Weapon
Identify Armor
Identify Military device

DC:

50
30
40
70

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what a complex device is needed to solve certain issues and best places to strategically use said devices.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Nature

INT

This skill lets the player identify plants, animals, and their uses.

Check:

Knowledge Nature is used as a vital skill in identifying plants, materials and uses of things found in the wild (for items DC's see Plant guide rules section) Below is a basic setup of DC's as they stand for new plants and Materials.

Example:

Identify Plant Common
Identify Plant Uncommon
Identify Plant Rare
Identify Uses Common
Identify Uses Uncommon
Identify Uses Rare

DC:

15
40
60
15
40
60

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what a plant has in both uses and if its safe to use as a food source, also in identifying animals.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Ninjutsu

INT

This skill lets the player identify techniques, village markings, ninja coded messages, even Clans and Families.

Check:

This skill lets the player identify techniques, elements, hand symbols, and ultimately the amount of chi needed to perform, a skilled user of this technique can learn a new technique from using this skill.

Example:

Identify D – class technique
 Identify C – class technique
 Identify B – class technique
 Identify A – class technique
 Identify S – class technique
 Identify Elements in Technique
 Identify hand symbols
 Identify Chi cost
 Identify Technique Requirements
 Learn Technique

DC:

10
 30
 50
 70
 90
 60
 40
 80
 75
 (Rank Identify + / - Study Time)

Action:

This skill can be used at any time and used as a free action.

Try Again:

Failure may result in bad information, it's up to the player to determine if the info is bad or not and it's up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of what kind of technique, what signs are needed, if it requires an element source

even if it's a unique technique or not. When learning a technique each week dedicated to study of the techniques use drops the DC by 5 on the roll to learn the technique.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill cannot be used untrained.

Knowledge Occult

INT

Knowledge of the dark, and unknown areas of the world. An understanding of dark arts, unknown objects, and/or creatures.

Check:

This skill is used to have knowledge in the dark arts. Letting the player have knowledge, of rituals, demons, mysterious objects, and creatures of the world. At times a player that is skilled in magic can study to learn a new magic type to add to their list.

Example:	DC:
Common Ritual	20
Rare Ritual	50
Demon Types	40
Demon by Name	70
Mysterious Item	45
Mysterious Item Rare	70
Mysterious Creature	40
Mysterious Creature Rare	65
Learn new Magic Type	70

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of dark rituals, skills and demonic paths which may be used or required to perform tasks.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Poisons

INT

Knowledge of types of poisons, drugs and venoms, as well as ways to deliver them to their victims.

Check:

This skill is used to have a knowledge and skill at identifying poisons and their properties as well as best ways to deliver said poisons.

Example:

Identify Poison Basic	30
Identify Poison Uncommon	50
Identify Poison Properties	30+
Best way to deliver Poison	40+

DC:

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of kind of poisons, best combination of poisons and best ways to deliver them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Knowledge Programing

INT

This skill is ones study and understanding of computer language, with it the user can manipulate, find hidden secrets or even just program set instructions for a piece of technology to follow. A useful skill to have in any modern to science fiction game, as it helps players gain a better control on technology and disarm hazards.

Check:

Example:	DC:
Read HTML	10
Read Binary	30
Read C++	40
Speak Binary	100
Find Broken Code HTML	30
Find Broken Code Binary	60
Find Broken C++	70
Find Hidden program HTML	40
Find Hidden program Binary	70
Find Hidden program C++	80
Write Program HTML	20
Write Program Binary	40
Write Program C++	50

Write Security Codes GL3	40	(previous code type)
Write Security Codes GL4	60	(current codes)
Write Security Codes GL5	80	(current advance tech codes)

Action:

This skill can be used at any time as a free action.

Try Again:

Failure may result in bad information, it's up to the player to determine if the info is bad or not and it's up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of kind of poisons, best combination of poisons and best ways to deliver them.

Untrained:

This skill cannot be used untrained.

Knowledge Religion

INT

Knowledge of different religions, their displays, temples and holidays.

Check:

This skill lets players use a collection of knowledge they have on religion, their displays, temples and holidays.

Example:

Info on a Religion Basic	15
Info on a Religion Uncommon	40
Hidden info on a Religion	70
Knowledge of religious items	30

DC:

15
40
70
30

Action:

This skill can be used at anytime and used as a free action.

Try Again:

Failure may result in bad information, its up to the player to determine if the info is bad or not and its up to them on if they choose to re-roll for a different result or not.

Special:

If a 20 is rolled on the skill yet it fails to meet the DC the Player gains a +5 towards their next attempt. Gaining a 20 and passing the result grants a moment of genius and lets the player have a good idea of the gods, demons, devils and ways to confront them.

Restriction:

There is no restriction to using this skill once trained in it.

Untrained:

This skill can not be used untrained.

Martial Arts**STR**

This skill is used to perform acts of complex moves and displays of strength. Using this skill in many ways is a performance style action but is done with acts of strength, doing things like splitting boards supporting ones full body on one finger, Breaking chains and such.

Check:

This skill is used to perform great acts of strength and affect the influence of those witnessing them. Upon a success this skill can be used to influence the sway of people through a form of admiration or intimidation this skill can also be used to perform acts of strength. This Skill is also used in performing some Combat Maneuvers such as Grappling and Sundering of weapons or bones.

Example:	DC:
Flex Muscles	10
Test moves solo	30
Test moves with Partner	40
Break Boards	50
Break Bricks	60
Snap Chains	80
Bend Bars	75

This skill lets the player identify techniques, elements, hand symbols, and ultimately the amount of chi needed to perform, a skilled user of this technique can learn a new technique from using this skill.

Example:	DC:
Identify D – class technique	10
Identify C – class technique	30
Identify B – class technique	50
Identify A – class technique	70
Identify S – class technique	90
Identify Elements in Technique	60
Identify hand symbols	40
Identify Chi cost	80
Identify Technique Requirements	75
Learn Technique	(Rank Identify + / - Study Time)

Action:

This skill takes a standard action to use and can be done at any time.

Try Again:

Failure to pull off this skill means that any bonus to intimidation or performing with this skill is not achieved. Failing the skill mean failure, a second attempt can be made but counts as a new roll not as a continuing roll.

Special:

When rolling a natural 20 on a success the player gains a Temp bonus to their reputation score with the witnesses, if they still fail to succeed they gain a bonus +5 to the next use of this skill.

Restriction:

The only restriction to this skill is it has to be trained to use.

Untrained:

This skill can not be used untrained, with the exception of grappling

Medical

WIS

This skill is used to study and determine issues with a target, identify diseases, poisons, injuries, and even take actions into healing the target from these issues. The skill is broken into two categories, one identifying and treatment. The skill does not restore HP but can bring a dying or dead character to stable.

Check:

The first way to use this skill is identifying problems and the best ways to treat them, using the skill this way determines issues that are problems to the target, from the basic injuries caused by weapons to the more complex of poisons and diseases.

Example:	DC:
Cut	5
Bullet wound	15
Broken Limb visible	10
Broken Limb hidden	30
Disease Common	20
Disease Abnormal	50
Disease Rare	75
Poison Common	15
Poison Abnormal	40
Poison Rare	75

The second way to use the skill is to treat the wounds and injury, while identifying some issues like a bullet wound is easy it's vastly harder to treat without causing greater problems when doing tasks like removing the shrapnel.

Example:

Stabilize dying character	20
Bandage Wound	5
Sterilize Wound	10
Remove Arrow	10
Remove Shrapnel	30
Perform Field Surgery	+30
Remove problem (organ or item)	50
Plastic Surgery	30
Implant	40
Remove Poison Common	10+ Poison level
Remove Poison Abnormal	30+ Poison level
Remove Poison Rare	50+ Poison level
Cure Disease Common	10+ Disease level
Cure Disease Abnormal	30+ Disease level
Cure Disease Rare	60+ Disease level
Cure Common Cold	90
Restore Stat Drain	60
Restore Life (after death)	75+ Target Characters Level (Limit one attempt only, must be performed within 6 hours of death. Upon success the GM rolls 1d4 and the revived target is now less that roll in CON Score permanently)

DC:**Action:**

The action used to perform this task varies based on the two ways to use this skill. However both can and often are used in combat. Using the skill to identify a problem can be performed as a free action for basic issues, but to see about diseases and poisons a full round of study is needed. Treating normally takes a partial action with most basic tasks, but Surgery takes rounds (DC divided by 10) to perform successfully.

Try Again:

Failure on this skill differs in many ways, failure in identifying may give false or incorrect information, its up to the user on if the info they gained is right or not, letting them re-roll their skill. Treating with the skill if a failure is made then damage may be taken in performing surgery, or in other cases the effect is not resolved. Once again it's up to the player to try again but if they fail at surgery there is a percentage chance that they made the situation worse. Trying to restore life to the dead will prevent any future attempts on a failure.

Special:

The result of a 20 depending on what is being done, No matter if the skill fails to succeed in treating wounds or injuries the user gains a +5 on a second attempt, no ill effect can occur from the failure and the target is healed 1d6 HP. A 20 on identifying if the skill still fails grants a +5 to the next use of the skill. Players with skill in, Knowledge Biology grants an overall bonus of +2 to this skill for every 10 points in the skill. Also players with skill in, Knowledge Poisons, grants a +2 to this skill in identifying a poison for every 10 points in that skill.

Restriction:

While there is no restrictions, outside of trying to do surgery or treatment while both target and player are in active combat. For performing the skill there are several places and items in the world that will grant bonuses to this skill being performed.

Untrained:

The basic uses of this skill in treatment can be used untrained however, identifying issues can not be used untrained.

Navigate*INT*

This skill is used to know which direction one is facing and can be used to follow or make maps. This skill is a very vital one, it helps prevent one from getting lost, and helps find locations, treasures and even predict upcoming weather issues.

Check:

The skill is broken into two categories, these categories are, current and prediction. Current allows one determine the direction and make maps.

Example:	DC:
Know Direction with common signs	15
Know Direction with uncommon signs	40
Know Direction with no signs	70
Make simple Map	10
Make Complex Map	40
Make Complex Treasure Map	60
Make World Atlas	100

Prediction is used to determine route with maps or roads, estimate conditions of land or weather so to better prepare for travel.

Example:	DC:
Estimate conditions of a days travel	10
Estimate conditions of a weeks travel	50
Estimate conditions of a months travel	80
Estimate conditions of a Years travel	100

Action:

The skill when being used to predict a days travel or figure a direction takes a full round. While all other forms of tasks with the skill take far longer in time. Maps take 1 hour for every 5 in the DC of it. Estimating greater than a single day takes study and time of 1 hour for every 10 to the DC of it.

Try Again:

Failure can bring about incorrect information that wont be known till ether the direction is followed or the time arrives to which don't match the prediction. A player can second guess their roll and re-roll when they feel fit. In the case of map making however the mistake can be seen as the map is made by destroying the creation and having to start over.

Special:

The result of a 20 grants a small success in some with prediction (even if the skill fails over all). On current based rolls a 20 creates a masterwork with maps and grants a +5 to the skill when next used even if the result did not pass the DC of the skill. Knowledge Foreign Culture and Geography grant a +2 to this skill for every 10 ranks in those skills. Knowledge Area grants this skill a +5 towards a given location for 10 ranks in that skill.

Restriction:

When making maps its easier to do this in a proper environment with the right tools, while it can be done and the more complex a map the higher chance it can't be done without said equipment on the move rooms such as Navigation or map rooms grant bonuses when being worked on here, other then that there is no restrictions on other uses of this skill.

Untrained:

This skill can not be used untrained

Notice*WIS*

A very important skill used to detect a target through noise or sight. It also is used to detect the actions of a person on if they are lying, hiding something or even have something they are trying to protect.

Check:

This skill is broken up into three categories, Look, Listen, and read motive. While they stand all as a separate Look and Listen are often taken together with the exception of a few cases such as search out the location of an invisible target, or spying land or a vehicle on the distant horizon. The first the segments is look.

Example:

Spot Near by target
Spot Distant Target
Spot Quiet Moving Target
Spot Hidden target
Spot Silent target

DC:

10
50
10+ Targets Stealth roll
20+ Targets Stealth roll
50+ Targets Stealth roll

The Second segment is listen.

Example:

Hear nearby call
Hear distant call
Hear conversation nearby
Hear thru crowd at conversation
Hear movements of hidden target
Find Invisible Target (Noisy)
Find Invisible Target (Stealthy)

DC:

10
40
25
50
25+ Targets Stealth roll
10+ Targets Stealth roll
30+ Targets Stealth roll

And finally the last segment is read motive.

Example:

Target is visibly showing emotion to
Target is hiding emotion to
Target is giving false emotion to
Target has no emotion to

DC:

10
15+ Targets Bluff roll
20+ Targets Bluff roll
70

Action:

This skill in all uses can be taken as a free action at any given time (provided that the person they are looking at is clearly visible at the time with read motive). This skill can also be used by a player to purposely ignore a fellow party member, like when a bard performs.

Try Again:

If a player fails them then they fail to take notice at all, or get false information. In some situations the GM can allow a re-roll but this is purely up to the GM's call and not the players. If it's a one time event then they missed it and can't re-roll.

Special:

On the result of natural 20 grants an additional +5 to the use of the skill even if the skill even if the skill fails to meet the DC of the given use at that time.

Restriction:

Certain Quirks and Defects effect the use of this skill and in some cases even limits its use in cases like Deaf, Blind or Cold hearted, While Acute hearing, Seeing, or Warm Hearted grant great bonuses to this skill.

Untrained:

This skill is trained in all classes thus is always treated as such.

Open Lock

WIS

This skill is used to disable locks through a careful and skillful way. Without this skill a player must seek less delicate and quite ways to open and unlock doors, storage containers, even treasure chests.

Check:

This skill is used only in one way which is to pick and open locks without drawing attention form finding other ways to get passed them. The difficulty for this skill is raised by the environment and time the player has to pick the lock as well as the complexity of the lock.

Example:

Simple lock
Standard lock
Difficult Lock
Complex Lock
Master Work Lock

DC:

10+
30+
50+
70+
20+ (if the lock is masterwork this bonus is added to the lock type above)
30+
5+

Hasty Time
Plenty of Time

Action:

This skill is performed in and out of combat in rounds. And while the skill takes time to perform its more a matter of skill and luck getting passed locks without busting or blowing them up which draw attention.

Try Again:

Failure in this skill causes the lock to remain locked; the result of a 1 breaks the lock pick being used to pick the lock or if the GM feels as such destroys the lock in the locked position. The player can try again but it counts as a new attempt and can only be done if the lock and lock picks are still useable.

Special:

On the result of a 20 if a skill based success makes it not only easier the next time the skill is used but keeps the opening of the lock in stealth not alerting people even if they stand out side the door. If the skill is not a success in passing the DC then the player gains a +5 to the next use of the skill but the lock remains closed

Restriction:

This skill requires a sort of lock pick, (craft items: DC 10) without this lock pick unless it's a combination based lock it is useless to try this skill on a lock requiring a key.

Untrained:

This skill can not be used untrained

Perform

(See description for types of performances)

CHA

This skill is used to perform a song, Spoken word, dance, or with a musical instrument. This skill is used by Bards and Nobles to perform their abilities (See classes abilities), but also can be used to bring in profit or help entertain a crowd. Performance types are in three types (Instrument – examples: Guitar, lute, Flute, Drums and such) (Vocal – Singing, Speech, Poetry) or (Action – Dance, Cheering, Tricks)

Check:

This skill while it has many ways to use it always comes back to the same issue of how difficult it is to affect the targets the performance is for. Add to that the type of distractions of the environment may drown out the performance results.

Example:	DC:
Willing Ally	10+
Unwilling Ally	20+
“Easy to impress” target	-5
“Hard to impress” target	20+
Hostile Target	40+
Quiet room	-5
Noisy room	30
Large Battle	50
Small Battle	25

Action:

This skill is used both in and out of combat and a single performance is usually 2-5 game minutes long, but can be stopped at any time by the player. When the performance ends is when the count down begins on time based abilities of bards and Nobles. Depending on the performance type it can be used while fighting at the same time or not. Spoken word or Singing can be go on in battle and only be stopped if the words can be stopped from being heard, Dance can in some cases be used in battle, Instrument and other uses of performance requires the player focus a standard action in a performance fully and can't not fight while performing.

Try Again:

In many cases the effects of perform will be known ahead of time, out of combat usually in the actions of the targets, while in combat the target will ignore the effects of the performance. If it's an ability use with the performance then the ability fails to act and that use per day is used up. A player can try again but it would be a new attempt at the performance.

Special:

The result of a 20 on this skill grants a +5 on the next use of the skill if the skill passes or even fails to pass the DC, If it passes it also grants a +5 bonus to the DC (or damage) of a Bardic or Noble ability.

Restriction:

This skills only restrictions is based on the performance type, if the type is instrument based then it requires that instrument to be used, is vocal then it requires free use of one voice, if dance or motion based it requires to be unbound to perform.

Untrained:

While the skill can be used untrained only Bards and Nobles can use the skill to perform abilities of their classes.

Pick Pocket*DEX*

This skill is used to gain access to others pockets and other means of carrying stuff with out the knowledge of the holder. It can be used to take or place different items. This is a very handy skill for those set on maintaining a touch of stealth in their actions.

Check:

This skill has on basic use which is to take or place items unnoticed to others. The skills difficulty is based on a Notice roll of the target. And the type of action they are doing.

Example:

Pick Sleeping Persons pocket
 Pick Guards Pocket
 Pick Commoners Pocket
 Pick Thieves pocket
 Pick Distracted Target
 Small item
 Large item

DC:

10+
 40+
 20+
 50+
 -10
 10
 40

Action:

This skill in or out of combat is done in a single action for each item to be taken or placed into the targets holdings.

Try Again:

Failure results in notice of the players action with the target, this results in combat, cries for help, or even an awkward moment that causes the target to be suspicious of the player from that point on raising the DC of any other attempts made by the player.

Special:

The result of a 20 if a player fails to pass the DC they do not gain the notice of the target and gain a +5 to the skill. If they do pass the DC then they gain the choice of a +5 bonus to the skill or can acquire or place 2 items from the roll without being noticed.

Restriction:

The only restriction on this skill is that requires it to be trained to be used.

Untrained:

This skill can not be used untrained.

Pilot*DEX*

This skill is used to drive/fly a ship from location to location safely. With not bringing it harm on obstacles or in mobile combat.

Check:

This skill is vital in traveling in Ships. This skill is used to maintain courses, drive the ship past difficult obstacles, and avoiding and dealing damage in combat at sea.

Example:

Maintain course
 Avoid Deep reef
 Avoid Shallow reef
 Avoid Sand bar
 Avoid Whirlpool
 Avoid Tidal Wave

DC:

20
 20+
 30+
 40+
 50+
 80+

Combat Bonus +1	20
Combat Bonus +2	30
Combat Bonus +3	40
Combat Bonus +4	50
Combat Bonus +5	60
Combat Bonus +6	70
Combat Bonus +7	80
Combat Bonus +8	90

Action:

Using this skill to avoid obstacles and in combat the skill is used as a standard action. In using it to maintain a course is a single use in a day unless some action such as poor weather conditions at which point the skill will be needed to re-roll to return on course.

Try Again:

Failure when staying on course won't be known till the end of day when it shows they are off course which causes the travel to add an extra day of travel. When avoiding obstacles failure can result in damage or even destruction of the vessel depending of the obstacle one need to avoid. In combat failure results in not granting the ship a bonus that round and is given its basic set results in AC and combat. A player can choose to re-roll the Combat and Course based rolls when they see fit but avoiding obstacles can not be re-rolled to avoid damage.

Special:

On the result of a 20 if it passes the DC the player grants the ship an additional +2 to combat bonus, reduce the travel by a day in charting a course, or gain a +5 bonus on the next use of the skill when avoiding an obstacle. If the DC is not passed the ship still gains a bonus that would be successful in combat, The player gains a +5 bonus on the next use of the skill on traveling a course, or the player gains a second attempt to avoid the obstacle with a +5 to the skill.

Restriction:

This skill only applies to operating sea and air based ships and not land based vehicles thus can only be used at those times.

Untrained:

This skill can be used untrained, but only those trained gain the bonuses of rooms and items and the result of Natural 20's

Profession Bartender

WIS

This skill is a secondary job based one. It allows the player to work at tasks for both money and information while helping people in a bar.

Check:

This skill is used to service customers and acquire profits from serving drinks and loosening lips. While the DC isn't really a indication of monetary success it's more a matter if it grants a bonus result based on type of request made by the set customer of that day.

The Bonus result in Bartender grants ether a bonus of information or greater pay for the day.

Example:	DC:
Serve Simple Drinks	10
Serve Expensive Drinks	30
Serve Mixed Drinks Basic	40
Serve Mixed Drinks Hard	60

Action:

This skill can not be used in combat and the roll is made 1 per days work (8 hours).

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Seduction skill when used granting a +10 to the next use of that skill.

Restriction:

This task can only be performed in an established bar where the player can ask to work for sometime.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Book Keeper

WIS

This skill is a secondary job based one. It allows the player to work at tasks at research and basic knowledge's learned as one keeps and categories books.

Check:

This skill is used by the player to maintain conditions of books organize and establish a system of lending or selling them to others. No matter the results after a full days work (8 hours) the player will gain a set amount of money depending on how they do with a set customer or task.

Example:	DC
Repair Damage book Minor	30
Repair Damage book Major	70
Find book common	20
Find book rare	50

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Gather Info when used granting a +10 to the next use of that skill.

Restriction:

This skill can only be preformed in an established Book shop or Library that the player has been allow to work in.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill.

Profession Bum

WIS

This skill is a secondary job based one. It allows the player to work at tasks to gain money and gather info among the streets.

Check:

This skill used the player's ability to beg for money but also lets them listen in on info among the others on the street. The difficulty is based on the environment of the area and extra money of the people.

Example:

Well off, Wealthy
Well off, Middle
Well off, Poor
Troubled, Wealthy
Troubled, Middle
Troubled, Poor

DC:

10
20
50
40
45
80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in money. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Streetwise skill when used granting a +10 to the next use of that skill.

Restriction:

Unlike other Profession skills Bum can be used in any town or urban location, using it outside urban location increase the DC's by x3

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Farmer

WIS

This skill is a secondary job based one. It allows the player to work at tasks to grow and produce food and materials.

Check:

This skill is used to plant, grow and harvest many plants for food and materials, the difficulty is based on the rarity of what is being grown and the environment it is being grown in.

Example:

Common plant, Temperate
Common plant, Harsh
Common plant, Controlled

DC:

30
60
10

Rare plant, Temperate	50
Rare plant, Harsh	80
Rare plant, Controlled	20

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any plants trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in the bonus production of crops in the end, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Survival skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires access to a garden or field that the player has permission to work at and allot of time to grow said plant.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Fisherman

WIS

This skill is a secondary job based one. It allows the player to work at tasks in gaining fish and learning basic ship travel tasks in doing so.

Check:

This skill lets a player gather a strong source of food with fishing. While the pay is set no matter if the DC is passed or not by the player, the type and amount of fish bases the DC.

Example:	DC:
School of fish Small	30
School of fish Large	10
Large fish (Tuna)	35
Large Violent Fish (Shark)	60
Whale	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any gear trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus amount of fish, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Pilot skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires fishing gear, and a boat is a good option.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Herbalist

WIS

This skill is a secondary job based one. It allows the player to work at tasks letting them gather plants and use them to craft medicine and more.

Check:

This skills difficulty is found in the finding and gathering of herbs, while others use search and find random plants an herbalist uses their skill and knowledge to lock in on types of plants and where to find them in vast amounts.

Example:

Find Common Plant
Find Bulk of Common plant
Find Rare Plant
Find Bulk of Rare plant

DC:

10
30
50
80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any plants trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus to the collection of plants, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Chemical skill when used granting a +10 to the next use of that skill.

Restriction:

A Herbalist has no restrictions on gathering other then they need time to perform their tasks.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Home maker

WIS

This skill is a secondary job based one. It allows the player to work at tasks such as daily cleaning, cooking and establish a strong relationship in a given area.

Check:

The check in this skill is based on the amount of work and type of mess to clean up. In the end result the actions, improve relations with the homes owner and grants the user bonuses to other skills.

Example:

Small, Dusty House	10
Medium, Dusty House	15
Large, Dusty House	25
Mansion, Dusty	30
Small Trashed House	40
Medium Trashed House	50
Large Trashed House	60
Mansion Trashed	70

DC:*Action:*

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Knowledge Area skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires a home or given location to be worked on.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Lumberjack

WIS

This skill is a secondary job based one. It allows the player to work at tasks of gather wood and crafting vast uses from that wood.

Check:

This skill is used to gather wood and craft items from said wood. The difficulty is based off the rarity of wood, size of wood and difficulty of the task.

Example:

Gain Wood from Small Tree	20
Gain Wood from Medium Tree	40
Gain Wood from Large Tree	60

DC:

Gain Wood from Huge Tree	80
Shape Wood to form	50
Carve Wood Plank	10
Carve Wood Dow	20

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any trees/lumber trying to harvest from. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Vehicles skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires tools to gather wood without taking penalties such as a saw or ax, and tools to shape wood.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Miner

WIS

This skill is a secondary job based one. It allows the player to work at tasks gathering minerals form mines and forging the material into metal.

Check:

This skill lets the player find a certain location to find a set mineral, Also grants the player the skill to harvest the mineral safely and lets them know how best to maintain a safe dig. The difficulty for this skill is based on the environment and type of Mineral the player is looking for.

Example:	DC:
Safe Mine	30
Weak Mine	50
Dangerous Mine	70
Common Mineral	20
Un Common Mineral	40
Rare Mineral	60
Gather Mineral	10+

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any tools being used to harvest. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Weapons skill when used granting a +10 to the next use of that skill.

Restriction:

Those not trained in this skill are not aware of the hazards the dig has for them or location of a mineral. They just get the result of how much they mine if they succeed. Mining tools such as a miners pick is required to use this skill.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Officer

WIS

This skill is a secondary job based one. It allows the player to work at tasks of keep law and order while bringing in money and strong knowledge of how secure locations are.

Check:

The difficulty of this skill is based off of the challenge of the task provided within that day. Handling things like robbery, fights and even Murder investigations.

Example:	DC:
Trespassing	15
Unarmed robbery	20
Armed Robbery	40
Small Fight	25
Large Fight	50
Riot	75
Murder	60
Drug Deal	30

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Intimidation skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires the approval of the local police, guard or military force to take part in this skill.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Politician

WIS

This skill is a secondary job based one. It allows the player to work at tasks of making laws and giving speeches, granting them a strong diplomatic relationship.

Check:

The difficulty of this skill is based on where you stand on a task and how the public feels towards it. Also ones Reputation among the public also increases the difficulty, the less respected you are the harder a task.

Example:

Well Liked Task	-10
Liked Task	+0
Mid Ground Task	+10
Disliked Task	+20
Hated Task	+40
No Reputation	+50
High Bad Reputation	+80
Low Bad Reputation	+60
Low Good Reputation	+25
Good Reputation	+10
High Good Reputation	-10

DC:*Action:*

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Diplomacy skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires an established location to work on politics and a high reputation with the area to handle tasks and speeches in the area.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Potter / Artist

WIS

This skill is a secondary job based one. It allows the player to work at tasks crafting fine works and devices for monetary gains.

Check:

Difficulty in this skill is found in the material being used and the size of the object being crafted. The closer to medium craft is easier, yet larger and smaller objects are more difficult along with more challenging materials to make them from.

Example:	DC:
Medium Object	0
Small Object	20
Large Object	10
Huge Object	30
Tiny Object	40
Easy material	10
Difficult Material	30
Complex Material	50
Rare Material	70

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any item materials being created. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Item skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires tools of the trade, Painters need an easel, paints and brushes, crafters need a table and materials to craft the item.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Rancher

WIS

This skill is a secondary job based one. It allows the player to work at tasks of handling and raising many types of animals and harvesting supplies from them.

Check:

The difficulty of this skill is based on the type of animal and the difficulty they provide. While Handle Animal handles the gathering of some food items from animals and basic maintenance this skill is vastly more advance granting the ability to breed, and handle mass groups of animals at one time with one roll.

Examples:	DC:
Small Birds	10
Small Farm animals	30
Large Farm animals	40
Exotic domestic creatures	25
Exotic small creatures	40
Exotic Large creatures	60
Rare Creature	80

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Handle Animal skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires access to an animal pen, ranch, or zoo to handle and harvest from the animals in.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Shop Keeper

WIS

This skill is a secondary job based one. It allows the player to work at tasks in selling products and making great amounts of money, with a strong understanding of items worth.

Check:

The difficulty in this job is based on how busy the shop is, and how well stocked. The greater the crowds and less stock the harder it is to perform this task.

Example:	DC:
Full Stock, Light Crowd	10
Full Stock, Heavy Crowd	30
Some Stock, Light Crowd	45
Some Stock, Heavy Crowd	55
Little Stock, Light Crowd	60
Little Stock, Heavy Crowd	90

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or even if the GM decides it a debt over broken or lost items. The player can re-roll but it's taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Appraise skill when used granting a +10 to the next use of that skill.

Restriction:

This skill can only be done in a given location where ether a shop/stand is set up or within an established shop.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Tailor

WIS

This skill is a secondary job based one. It allows the player to work at tasks in crafting clothing and fine designs to armors.

Check:

This skills difficulty is based on the type of Materials being used and the size of the project, the Larger and rarer the materials the higher the difficulty. Plus making a unique designer type item also raises the difficulty.

Example:	DC:
Shirt, Common	10
Shirt, Uncommon	30
Shirt, Rare	50
Jacket, Common	20
Jacket, Uncommon	40
Jacket, Rare	60
Suit, Common	25
Suit, Uncommon	50
Suit, Rare	75
Designer	+40

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full or failure to gain items one is trying to collect. It also destroys any materials being used to create the item. A second roll can be made but is done as a new action and not a second attempt to gain from the previous failure.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Craft Armor skill when used granting a +10 to the next use of that skill.

Restriction:

This skill requires sewing tools such as needle and thread along with cloth of some type to be able to craft from.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Profession Writer / Reporter*WIS*

This skill is a secondary job based one. It allows the player to work at tasks gathering information and spreading that information in their own words through out the world.

Check:

The Difficulty of this skill is determined by complexity of the story or writing. A book is vastly harder than a news article and such. It also is based on time limit to get the work out. Quicker release dates make the task vastly harder.

Example:	DC:
Small News Article	10
News Article	20
Exclusive Article	40
Daily Column	50
Weekly Column	35
Children's Book	25
Novel	45
Biography	55
Encyclopedia	100
Dictionary	90
Book Series	75

Action:

This skill cannot be performed in combat and requires a day's work (8 hours) to perform.

Try Again:

Failure Results in doing a bad job and results in ether not being paid in full. The player can re-roll but its taken as a new attempt.

Special:

On the result of a 20 on this skill, results in a bonus tip, even if the player fails to meet the DC of the job at the time. This skill grants a bonus to Gather Information skill when used granting a +10 to the next use of that skill.

Restriction:

The only requirement with this skill is that the info they gather has to be passed on in some public way.

Untrained:

All profession skills can be used untrained, but players do not grant the Bonuses to other skills unless they are trained in the skill

Read Lips*INT*

This is a handy spy skill used to read lips when one can't be heard. While the skill still requires the target be in view it's a handy skill to use in crowds, in distance viewing or in viewing the target through glass windows and such.

Check:

This skills difficulty is a solitary one and is based on both the complexity of the conversation and area in which one is watching the person speaking from. Crowds tend to move back and forth making it hard to see all the words spoken while a good distance view with aid can get you a clear line of sight on the lip movements of your target.

Example:

Simple, In Crowd
Simple, Distant view
Simple, through window
Complex, In Crowd
Complex, Distant view
Complex, through window

DC:

40
30
10
80
70
50

Action:

While this action can be done in combat, its unwise, as reading lips takes time to concentrate on fully, taking a full round action for as long as the player keeps it up.

Try Again:

Failure results in bad information and since it's a matter of how events play out in time a re-roll is not possible, in the end its up to the player on if the info they obtain is correct or not and if they choose to act on it as such.

Special:

On the result of a natural 20 the player gains a +5 bonus to the skill for its next use even if the overall result is still not a success. It is up to the GM on if the result of a natural 20 yet failure on the still grants useful info or not.

Restriction:

The player must have a clear view of the targets mouth so if they cant see the targets mouth then they can't read the targets lips its that simple.

Untrained:

This skill can not be used untrained

Repair

INT

This skill is used to fix broken items or vehicles, a vital skill with Vehicles as it's the way to restore vehicles and constructs HP much the same way Medicine heals HP for players. It can also be used to assess the damage to see if a ship or vehicle is even usable or on the verge of total destruction with further use.

Check:

The difficulty of this skill is broken in two parts, Repair HP of Vehicle / Construct, and Assess Damage of Vehicle / Construct. The first of these skills allows the player to regenerate the Hit points of a Vehicle / Construct, the Difficulty is figured by How much HP needs to be restored and how quickly, The more time to make repairs the easier it is to fix overall, the less time its better to focus on minor problems. The following is the DC based on a full round action.

Example:

Repair 1-10 HP
 Repair 11-30 HP
 Repair 31-60 HP
 Repair 61-100 HP
 Repair 101+ HP

DC:

20
 40
 60
 80
 100

The second use of the skill is to assess the damage of a vehicle / construct to see if it is still even usable after repair or if the damage it sustained that a new vehicle / construct would need to be crafted. The DC is determined by the amount of Damage taken.

Example:

Minor Damage
 Slight Damage
 Damage
 Moderate Damage
 Severe Damage
 Nearly Destroyed

DC:

10
 20
 40
 60
 80
 100

Action:

When using the skill to conduct repairs to regain HP it takes a full round action, for in combat use while out of combat can take several minutes to hours to perform repairs for HP regain. Assessing damage takes a Standard action at all times.

Try Again:

Failure in assessing damage will give you false info on the roll result, On restoring Hp it simply means that the Vehicle / Construct fails to regain HP. The player can choose to re-roll in either case with no negatives, outside the possibility of an exploding vehicle or construct if its reached a critical state and the player failed to notice.

Special:

On the roll of a natural 20 the player gains a +5 to the next use of this skill when assessing damage even if the result fails the DC. On the result of a natural 20 on this for restoring HP grants a healing bonus of x2 if succeeding the DC, or a straight +5 Healing if the DC is failed to be met. For every 10 points in the skill Knowledge Mechanics grants a bonus +2 to this skill.

Restriction:

This skill requires to the player have some basic tools and or replacement materials with the player to make repairs, if they don't have the items then repairs are not able to be made.

Untrained:

This skill can be used untrained, but only trained players gain bonuses from both Natural 20's and outside sources

Ride**DEX**

This skill is a handy one in Riding horses or such creatures or single person vehicles like Bikes, Motorcycles, Scooters, Surfboards, Skateboards, Skis and sleds.

Check:

This skill while used differently on each of the types of riding creatures and vehicles the skill is very much the same for rolling results with the only difference being when one performs tricks. The player is basically rolling on this skill to maintain their balance less tame creatures or balance heavy vehicles vary the DC of this skill. All vehicles listed below are considered in the best condition, damaged or bad condition vehicles may affect this roll.

Example:	DC:
Horse, Tame	20
Horse, Wild	40
Horse, Unbroken	60
Mule, Tame	10
Camel, Tame	20
Elephant, Tame	30
Bicycle	15
Motorcycle	45
Skis	20
Sled	15
Scooter	30
Motor Scooter	35
Surfboard	50
Snowboard	55
Skateboard	35

When Performing tricks, while riding the DC of the ride is increased, the harder the trick the higher the DC.

Example:	DC:
Jump > 5 ft object	+30
Jump < 5ft object	+10
Jump 10 ft gap	+20 (this adds, with each addition distance of 5ft)
Wheelie, Stand on two legs	+25
Ride sideways	+30
Ride and grab object on ground	+40
Perform fancy trick (grind, ollie, grab)	+50
Attack with vehicle, Creature*	+10 (Attack is based on creature damage or 1/4 Vehicle weight in d6s no less then 1)
Attack while on Vehicle, Creature*	+25

(* - Ride based feats lower/remove this DC)

Action:

This skill only comes into play at the start of riding or upon a difficult situation or when the player wishes to perform a trick. It does not matter on if the skill is made in combat or not.

Try Again:

Failing in this skill results in falling off, failing to perform a trick, or both in some cases, thus the player would have to try again if they choose only, but it counts as a new attempt.

Special:

On the result of a 20 if the player succeeds to pass the DC then it can grant a bonus to impress people out of combat granting the player a shot at improving their reputation score. In combat can grant a moral bonus to their friends by granting +2 to attacks and saves for ½ their class levels. If they fail the DC even after rolling a 20 then they gain a +5 bonus to the next use of the skill and do not fall off.

Restriction:

This skill requires a vehicle (mainly single user type) or creature for which to ride.

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Search

WIS

This skill is used to find hidden things, be it hidden on purpose or just misallocated from where it normally could be found. The skill is also used to detect signs of other things such as where one can mine for ore, a in finding plant type that can aid in some way and hidden marks or objects that are clues in puzzles or quests.

Check:

An important skill to find items, clues, people or plants for general use. The DC is the same in all cases of using the skill the difficulty is based on how well hidden the object is, the size of the object and the quantity of the object. Thus a large collection of small coins may be easier to find then one single gem stone lost.

Example:

Single
Small group
Medium group
Large group
Small object
Tiny object
Medium object
Large object
Huge object (doors)
Well Hidden
Hidden
Misplaced
Out in the open

DC:

+35
+30
+20
+10
+10
+20
+5
-5
-15
+40
+20
+10
-10

Action:

Search can be done at any time but doing it in battle is dangerous as it takes a full round action or longer depending on how well its hidden from prying eyes. Each roll is considered searching a 5ft area which depending on the condition of the area takes at average a minute (6 rounds) game time. More difficult situations such as searching through a pile of trash, takes much longer.

Try Again:

Failure on the roll results in not finding anything, provided that there is an item there to begin with, the GM other wise will make sure to note that in ether case the player wont know if they fail or not simply cause they failed to find anything. Its up to the player on if they want to recheck the area or not.

Special:

On the result of a 20 if the player passes the DC they acquire the object hidden in the area. While if the player fails the DC the player gains a strong feeling on if the area is completely searched or if something may still be hidden there, they also gain a +5 on their next use of the skill. Some skills such as Profession Herbalist can find some things (plants) without using this skill. There are some tools like (magnifying glass, metal detector, treasure map, or radar) grant bonuses to search an area for a set object.

Restriction:

There is no restriction on this skill, but gaining the bonus of Natural 20's can only be achieved from those that are trained in this skill.

Untrained:

This skill can be used Untrained

Seduction**COM**

The art of charming someone, in the tasks of gaining ether knowledge, items and/or just plain romantic passion. A skilled user of this skill can convince others grant them things that they are seeking from their targets. While some drugs and alcohol can help in some ways to this skill often they can cause issues to the target so the best way to cleanly handle it is to be skilled in this task.

Check:

This skills Dc is determined by the attitude of a target, interest of a target and outside factors such as use of potions, charms, or alcohol.

Example:

Friendly Target	+10
Flirty Target	+5
Cold Target	+20
Unresponsive target	+15
Upset Target	+30
Enemy Target	+40
Likes players sex	+10
Dislikes Players sex	+50
Finds Player attractive	- 20
Finds player repulsive	+30
No attraction	+10
Uncaring	+20
Love Potion	- 10 (greater bonuses based on potency)
Slightly Drunk	- 5
Drunk	- 10
Wasted	- 20
Charm object or technique	(based on object or technique bonus)

Action:

This skill is a free action but can not be used in combat as combat causes distractions form the players attempts to seduce the target.

Try Again:

In many cases the player will see the results of a failure through the reactions of the target. So long as the target doesn't consider the player hostile or leaves the room. The Player can make a second attempt but at a strong DC for having failed before.

Special:

On the result of a 20 if the player succeeds they get the goal that they are seeking, if the player fails the DC the target doesn't change their attitude for the worse, like they would if the player had failed before. Many items out there help in this skill, but the Skill Profession Bartender helps in this skill by knowing how to mix drinks to loosen the morals of a target.

Restriction:

This skill requires to, have the full attention of the target, thus any major distraction will cause the result to fail.

Untrained:

This skill can be used untrained, but only trained user's gain bonuses from items, rooms and natural 20's

Stealth

DEX

This vital skill lets a character move quietly and hidden from the notice of others. It's used to mask one self in the shadows and objects to remain hidden from the notice of others.

Check:

The DC of this skill is broken in two parts, Silence and Shadow. Silence allows the player to quiet their movements and actions; The DC is increased on the difficulty of the situation. All listed below are actions to maintain silence with these objects.

Example:	DC:
Open Squeaky Door	40
Stone floor	35
Carpet floor	15
Strong wood floor	30
Creaky wood floor	50
Metal floor	25
Crawling through pipe/vent (metal)	50
Crawling through pipe/vent (stone)	20
Crawling through pipe/vent (water)	60
Moving through water	45
Moving through snow	20
Moving through sand	5
Moving through loose rock	55
Moving through loose mud/muck	25
Moving through hard ground/dirt	10
Moving through grass	5

The second way of using the skill is Shadow. This is a way to find and hide form the notice of others. The DC is based on the alertness of the targets, and the terrain to hide around.

Example:	DC:
Open area, no shadows	60
Open area, some shadow	50
Open area, Heavy shadow	40
Open area, Darkness	30
Cluttered area, No shadow	40
Cluttered area, some shadow	30
Cluttered area, Heavy shadow	20
Cluttered area, Darkness	10
Dense area, no shadow	30
Dense area, some shadow	15
Dense area, Heavy shadow	5
Dense area, Darkness	0
Alert target	+30
High Alert target	+50
Distracted target	+20
Not Alert target	+10
Sleeping target	-10 (Note light sleeper/ heavy sleeper alters DC)

Action:

This skill is a free action out of combat and a partial action in combat.

Try Again:

Failing this skill will not alert the player until they are detected. The player can choose if they think that they failed to improve this by re-rolling this skill at any time.

Special:

On the result of a 20 if the player succeeds on the DC they are able to go unnoticed and gains a +5 for the next use of this skill. If the player rolls a 20 yet fails the DC they draw attention but don't get noticed till the result of a second roll with a bonus +5 to the skill is made, they can also choose actions to better take stealth measures to improve this roll. Disguise skill can grant bonuses to this skill, as well as ninja techniques, items and even some basic objects to hide in the environment such as boxes, barrels, leaves and branches, Given that they fit the environment around them.

Restriction:

This skill can be used at any time but once one is noticed, trying to hide again is considered useless in most cases.

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Streetwise

INT

Being able to identify the signs and gangs of the street is what this skill brings to the table. This allows the player to move from town to town and gather info on the area without even asking the people around on this info.

Check:

This skill has only one category but none the less is a handy one to learn information that is in plain view of the public that many people tend to ignore around them. The DC is based on the complexity of the sign or information given by the street and what they mean.

Example:

Symbol for to upcoming or past crime	50
Location of crime organization	25
Politics of the area	30
Attitude of issues in an area	15
Location of Black Market	40
People that have vast knowledge	75
People in charge crime organization	60
People looking to buy drugs/ stolen goods	45

DC:**Action:**

While this skill can be used in combat its better to use it out of combat as it takes a full round to read and process the meaning of a symbol or sign in the area to make sense of them.

Try Again:

The result of a failure can give bad information that the player wont know until the information is acted on, at any time the player can decided on if the information is right or not and re-roll on the symbols or signs.

Special:

On the result of a 20 if the player passes the DC they gain the info and even have a good idea of the attitude of the public on that issue when asking around for more info or approaching people on this issue. If they fail the DC the player gains a +5 on their next attempt and gets a feeling on the attitude of the public towards what this symbol may mean.

Restriction:

This skill requires a symbol to use this skill, Symbols such as graffiti are available all around but some times need to be searched for to find first.

Untrained:

This skill can only be used trained.

Survival

WIS

A handy skill used to forage for food and water, skin hides, set traps. This skill is grants the player ways to handle the wilderness in a way that they can survive on the bounty that nature provides for them.

Check:

Survival is a vital skill that has a few different uses, the first is seeking, this covers looking for and staying on tracks of a creature or person, it also helps in finding locations for water and possible food sources. The DC is based on the difficulty of the terrain.

Example:	DC:
Tracks, in Mud	15
Tracks, in Dirt	30
Tracks, Dirt road Rural	40
Tracks, Dirt road Urban	70
Tracks, Dry Sand	50
Tracks, Snow	10
Tracks, Rock	80
Tracks, Overgrowth	35
Tracks, Grass	45
Estimate Water source, Grassland	30
Estimate Water source, Dessert	80
Estimate Water source, Mountain	45
Find Edible Plants, Grassland	5
Find Edible Plants, Dessert	40
Find Edible Plants, Mountain	25
Find Edible Plants, Tundra	35

The next use of this skill is to harvest skins or trying taxidermy from the bodies of creatures. The DC is based on the size of the creature.

Example:	DC:
Skin Tiny	15
Skin Small	20
Skin Medium	30
Skin Large	40
Skin Huge	50
Stuff Small	25
Stuff Tiny	35
Stuff Medium	50
Stuff Large	60
Stuff Huge	70
Stuff made up creature	90

The final use of this skill is to build, set and place traps.

Example:	DC:
Build simple Snare	15
Build Pit trap	25
Build Spike Trap	40
Build Rock Drop trap	50
Build Log Slam trap	35
Poison Spike Trap	45
Tripwire	10
Pressure Plate	60
Set Machine trap simple	10
Set Machine trap Complex	50
Set Chemical trap Simple	20
Set Chemical Trap Complex	70

Action:

This skill can not be used in combat as it takes time often several game minutes to figure things out in all cases, the only exception to this is placing traps with abilities or feats that make this happen quicker.

Try Again:

A failure to surpass the DC of this skill in tracks or being able to find food or water sources means just that they don't find those things, On skinning or stuffing creatures they destroy the supplies and cant gain hide or a taxidermy of the creature from that one, on traps the traps fail to activate when they need to (on a result of a 1 the trap goes off on the one placing it) On all these the player can make a new attempt but it counts as a new try for the skill and not one to recover from a failure.

Special:

On the result of a natural 20 on this skill as long as it passes the DC gets the following results, Finding tracks tells you the time the target moved through and how fast, Find food and water finds plentiful sources for gathering, Skinning / taxidermy raises the value of the hide / creature, Setting traps raises the DC of the trap by adding the Players Levels in the DC. If the DC of the skill is not met then the player does not face the negatives they would otherwise get in failing to pass the DC, and they gain a +5 to their next use of the skill. Profession Farmer grants bonuses to this skill when finding food sources.

Restriction:

This skill takes too much time to be used in combat effective with out feats or abilities that state otherwise.

Untrained:

This skill cannot be used untrained

Swim**STR**

This skill used to swim, a very handy skill to have when it comes to needing to cross bodies of water or even moving through other liquids without suffering from drowning.

Check:

The DC of the skill is based on the water/ substance conditions of flow and tide as well as the weight of supplies trying to swim with another person. While there are several factors there are only two categories for all to fall under in this skills use. The first is basic surface swimming.

Example:

Still Water	5
Choppy Water	20
Rough Water	40
Heavy Tide	60
Stormy Water	80
Rip Tide	70
Strong Tide	50
Light Tide	10
Carrying < Medium weight limit	+20
Carrying > Medium weight limit	+40 (for every category above medium)
Carrying other person calm	+30
Carrying other person excited	+60

DC:

The Second category is Diving (no not how one jumps in) the DC is based on Con bonus of the player and the depth of the dive. (Note: undead or those that breath water do not need to breath thus dive is a simple swim roll as in the section above)

Example:

Dive 10 ft	20
Dive 20 ft	40
Dive 30 ft	60
Dive 40 ft	80
Dive 50 ft	100
Con Bonus +1	-10
Con Bonus +2	-15
Con Bonus +3	-20
Con Bonus +4	-25
Con Bonus +5	-30
Con Bonus -1	+20
Con Bonus -2	+40
Con Bonus -3	+60
Con Bonus -4	+80

DC:**Action:**

This skill is considered a movement action at all times including in underwater combat. Those that can not, breath water or are not undead then they have the DC increase each round and their Con Mod is considered one lower per each round underwater.

Try Again:

A failure on the DC has immediate danger for the player. On surface rolls it has the player losing control at first at which a second roll is called for to regain control, failure on that roll results in drowning, while diving failure on their first roll has them drowning and a swim check is needed to attempt to make for the surface.

Special:

On the result of a natural 20 if the player passes the DC on the surface swimming they gain a bonus 30ft to their movement, if they fail the DC they don't take risk and lose control like they would if they got a lower result. In the case of diving, a success on the DC grants a player a longer time to survive by granting them a limit one higher then their set Con Mod, if they fail to meet the DC they don't begin to drown but they don't gain the bonus. Several devices and items can be gained to aid in this skill such as breathers, scuba tanks, water wings and life vests.

Restriction:

This skill has no restrictions (with one exception [One Piece RPG only: Fruit users are weakened being under water and can not, swim or breath under it no matter what race they are])

Untrained:

This skill can be used untrained but some bonuses only can be gained by those trained in the skill

Taunt

CHA

This skill is used to insult others, in a way to change a targets influence on you to one of hate or to cause a target to focus on you in stead of a different person or object. It also can be skillfully used to cause distractions when acting in stealth to send guards the wrong way or get them in the line of sniper fire.

Check:

This skill when used by the player is set to irritate or distract a target and draw their attention towards them. The DC of this skill is based on the attitude of the target and possible interactions the target has with others.

Example:	DC:
Insult friendly target	50
Insult Neutral target	30
Insult Enemy target	10
Distract alone target	20
Distract target engaged in combat	60
Distract target engaged in conversation	40

Action:

This action is a free action that can be used at anytime provided one can be seen or heard to create the taunt.

Try Again:

Failure to taunt results in the players taunt going ignored, the player can make a second attempt in the next round (when in combat) or after they learn of the first failure out of combat.

Special:

On the result of a 20 a player that meets or passes the DC makes them the target of the one that they taunted and depending on how the one they taunted takes insults reacts towards it. If they fail to meet the DC yet roll a 20 then they gain a +5 on the next attempt. Knowing things that upset the target grants bonuses to this roll. Some feats grant this ability to do Sub-dual damage to a set target.

Restriction:

Some targets have Defects or Advantages that may make it hard or useless to taunt them while others might be weak to them.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Use Rope**DEX**

This skill used in making knots or binding people or things. A handy skill to have in keep things in bindings, its also useful in making sure that rope is safe to use in climbing, or best for securing things down from moving in a vehicle.

Check:

The DC of this skill is determined by the skills two uses, first is to tie one down/up while the other is to secure for climbing or use to pull/lift items. The first use of this skill is vital it determines how strong and secure one has made an item/person from getting away. The DC is determined by the type of object and "rope" used to bind.

Example:	DC:
Vine	40
Silk	10
Hemp	15
Cord	25
Cable	50
Chain	60
Rubber Cord	30
Cloth	45
Leather	20
Barrel/Medium box	+20
Crate/ Animal Pen/Cage	+10
Small box/ Sacks	+40
Person Unconscious	+15
Person Conscious	+30

The second use being securing for safe use to climb or lift/ pull objects / creatures/ people, the DC of the skill in this one is determined by the weight the rope needs to support. All of the following is for normal bought rope, the weight limits of chain, cable, leather and cloth is different. Rubber cord weight limit is the same as normal rope but stretches in length when used.

Example:	DC:
< 200 lbs	10
< 400 lbs	20
< 800 lbs	40
< 1000 lbs	60
< 1300 lbs	80
< 1 ton	100

Action:

This skill is considered a standard action for uses in combat.

Try Again:

Failure on this roll is not known to the player until the object / person breaks free, escapes or, falls down. It is up to the player to re-roll before such a thing happens. This can be done at any time.

Special:

On the result of a 20 is the player passes the DC when binding it raises the DC of Escaping from the bindings by +20. On securing it grants a bonus +10 to climbing. If the player gets a 20 but still fails to get past the DC then they suffer no ill effects from the attempt to bind but gain no bonuses to keep the object from escaping, while securing it allows the weight of one size category lower and the player knows the weight limit it will hold.

Restriction:

This skill requires one has access to some type or kind of rope like object or material.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Use Magic Device

CHA

This skill is used to use the power of the tools such as staffs and wands and the like.

Check:

This skill is used to cast and control magic thru magic items. On top of the ability to have items that have spells linked to them a player can drain an item for its mana to add to their own or infuse some of their mana in the item to improve the power of the spell.

Example:

Magic Wand
Staff
Wondrous Item
Artifact
Sword
Ring
Magic Book
Drain Item for Mana
Infuse Item with Mana

DC:

15
25
50
60
30
20
30+ Rank of Spell
70
40

Action:

Using a magic item takes a full round of action as does draining. Infusing however takes 2 rounds to perform.

Try Again:

Failing to use the item results in no magical effects or casting of the spell. Failing to drain causes the player to loose 1d6 mana. Failing to infuse causes the mana they spend to be released and lost.

Special:

On the result of a 1 on this skill will cause the item to explode in magical energy. On a 20 it doubles the effect of the spell it is casting. Rolling a 1 while draining or infusing causes the player to be drained completely of their mana. On a 20 they double the mana received or double the mana given (yet at the cost as if it was normal)

Restriction:

This skill requires one has access to some magical item.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Use Technology*INT*

This Skill allows a player to control, use and even hack technology.

Check: There are two ways of using this skill, the first is being able to use a technology device as it was intended with permission or access to use it.

Example:	DC:
Access Devices Program	10
Access Devices Abilities	05
Search for info on computer	30
Set Alarm system	40
Link Technology with vehicle	50
Link Technology with Race	80 (such as Robots/Cyborgs)
Link Technology with Weapon	40
Link Technology with Armor	40
Link Technology with Technology	30

The second way to use the skill is to hack the device for knowledge, secrets, reprogram, or to gain access to its uses.

Example:	DC:
Hack No Security Code	10
Hack GL3 Security Code	50+
Hack GL4 Security Code	70+
Hack GL5 Security Code	90+
Hack Alarm Trigger	40+
Reprogram Device	50+
Unlock Passcode	30+
Create Computer Virus	30+

Action:

Using Technology uses one or more full rounds of actions to activate. Hacking takes 1 or more hours based on the difficulty.

Try Again:

A Failed roll will cause the device to be unresponsive, hacking it may set off an alert to its owner/maker.

Special:

On the result of a 1 on this skill will cause the item to break or become unusable without repair. On a 20 it doubles the effect of the technologies abilities. When hacking the device, the roll of a 1 will set off an alert to the technologies owner/maker.

Restriction:

This skill requires one has access to some technology device.

Untrained:

This skill can be used untrained but bonuses only can be gained by those trained in the skill

Synergy Bonuses

Synergy Bonuses is where skill in using one skill grants you a better chance with another skill, the way this is done is for every 10 ranks the player spends in this skill grants a +2 bonus to the skill listed. Profession skills also grant an additional +10 bonus to a skill on the result of a 20 on their skill roll.

*- skills bonus is based on conditions

Escape artist Bonus from Acrobatics is only usable in escaping grapples

Appraise Bonus in Craft skills is only toward items crafted in that skill

Navigate Bonus in Knowledge Area is only in the known area

Craft Alchemy Bonus in Knowledge Poisons is on identifying chemicals/ poisons

Craft cooking Bonus in Profession Bartending is towards Brewing not cooking food

Survival Bonus in Profession Farmer is towards finding plants to eat only

Survival Bonus in Profession Fisherman is towards surviving on the sea not land

Survival Bonus in Profession Herbalist is towards finding plants to eat only

Appraise bonus in Profession Miner is towards Value of materials / gems only

Use Magic Device bonus in Knowledge Astrology.

Appraise bonus in Profession Artist is towards Value of Art / collector items only

Medical bonus in Profession Rancher is towards Animals / monsters only

Skill	Bonus Skill +2 for every 10 ranks	Critical Bonus Skill +10 on result of a 20
Acrobatics	Jump /Perf. Dance/ Escape Artist*	
Concentration	Control Shape	
Craft Armor / Clothing	Appraise*	
“ “ Chemistry / alchemy	Craft Cooking/ Brewing	
“ “ Cooking / Brewing	Craft Chemistry/ Alchemy	
“ “ Items / Jewelry	Appraise*	
“ “ Machines	Craft Vehicle	
“ “ Vehicles	Drive	
“ “ Weapons / Firearms	Appraise*	
Decipher Script	Forgery	
Disable Device	Open Lock/ Escape Artist	
Disguise	Stealth	
Drive	Pilot	
Escape Artist	Use Rope	
Knowledge Area	Navigate*	
“ “ Astrology	Use Magic Device/ Navigate	
“ “ Biology	Medicine	
“ “ Foreign Culture	Navigate	
“ “ Geography	Survival	
“ “ History	Appraise	
“ “ Mechanics	Craft Machines, Disable Device	
“ “ Military Science	Demolitions, Craft Weapons	
“ “ Nature	Survival	
“ “ Poisons	Craft Alchemy*/ Medical	
Martial Arts	Intimidate	
Pick Pocket	Gamble	
Pilot	Drive	
Profession Bartender	Seduction/ Gather Info/ Craft Cook*	Seduction
“ “ Book Keeper	All Knowledge's/ Decipher Script	Gather Info
“ “ Bum	Gather Info/ Diplomacy/ Streetwise	Streetwise
“ “ Farmer	Survival*/ Craft Cook/ Know Nature	Survival
“ “ Fisherman	Pilot, Survival*/ Use Rope	Pilot
“ “ Herbalist	Craft Alchemy/ Medical/ Survival*	Craft Alchemy
“ “ Home maker	Craft Cooking/ Gather Info/ Search	Know Area (location skill is use)
“ “ Lumberjack	Craft Vehicle/ “ “ Machines/ Repair	Craft Vehicle
“ “ Miner	Craft Weapon/ Appraise*/ “ “ Machines	Craft Weapon
“ “ Officer	Know. Law/ Intimidation/ Streetwise	Intimidation
“ “ Politician	Diplomacy/ Seduction/ Foreign Culture	Diplomacy
“ “ Potter / Artist	Crafts All/ Appraise*	Craft Item
“ “ Rancher	Medical*/ Know Biology/ Handle Animal	Handle Animal
“ “ Shop keeper	Appraise/ Foreign Culture/ Forgery	Appraise
“ “ Tailor	Craft Armor/ Appraise/ Craft Item	Craft Armor
“ “ Writer / Reporter	Gather Info/ Decipher Script/ Diplomacy	Gather Info
Repair	Craft Vehicle / “ “ Machine	
Seduction	Diplomacy/ Bluff	
Taunt	Intimidate	
Use Rope	Climb	

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow characters to empower items of all sorts. A meta feat lets a technique/power users cast powers or techniques with greater effect.

Attack Based Feats

These feats boost a character's skill in weapons, defense and skill in attacking in many unique ways. Many classes offer the choices in of skills listed here towards bonus feat choices for the class.

Other Feats

Feats in this category collect feats that hold a variety of abilities that are unique to the feat, also included are meta feats that let the player use techniques and powers in a new and more powerful way at a greater cost of chi or other cost.

Skill Based Feat

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item each involves, the various item creation feats all have certain features in common. Including Item Empowering Feats, which allow the player to use techniques and link them with items, armor or, weapons.

Save Feats

Save Feats grant bonuses to saves and other bonuses that may effect the character in some other way.

FEAT DESCRIPTIONS

Feats are summarized as following.

Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feats

* - Feats effects stack when taken multiple times

- Feat can be taken multiple times effects don't stack

Attack Based Feats		
<i>Able Sniper</i>	<i>Hamstring</i>	<i>Quick Draw</i>
<i>Arterial Strike</i>	<i>Improved Atonement</i>	<i>Ranged Disarm</i>
<i>Bleeding Critical</i>	<i>Improved Bull Rush</i>	<i>Ranged Sunder</i>
<i>Blinding Critical</i>	<i>Improved Critical</i>	<i>Rapid Reload</i>
<i>Brutal Throw</i>	<i>Improved Disarm</i>	<i>Rapid Shot</i>
<i>Catch off Guard</i>	<i>Improved Grapple</i>	<i>Resounding Blow</i>
<i>Cleave</i>	<i>Improved Precise Shot</i>	<i>Ride-by-Attack</i>
<i>Close Quarters Fighting</i>	<i>Improved Shield Bash</i>	<i>Scorpion Style</i>
<i>Close Shot</i>	<i>Improved Sunder</i>	<i>Sharp-Shooting</i>
<i>Combat Expertise</i>	<i>Improved Trip</i>	<i>Sharp Shooter</i>
<i>Combat Reflexes</i>	<i>Improved Two Weapon Fighting</i>	<i>Shatter Defenses</i>
<i>Critical Focus</i>	<i>Improved Unarmed Strike</i>	<i>Shield Focus</i>
<i>Critical Mastery</i>	<i>Improved Vital Strike</i>	<i>Shield Master</i>
<i>Dazzling Display</i>	<i>Improvised Weapon Mastery</i>	<i>Shield Slam</i>
<i>Deadly Aim</i>	<i>Karmic Strike</i>	<i>Shot on the Run</i>
<i>Deadly Stroke</i>	<i>Last Resort</i>	<i>Sickening Critical</i>
<i>Deafening Critical</i>	<i>Leap Attack</i>	<i>Snatch Arrows</i>
<i>Deflect Arrows</i>	<i>Linked Attack</i>	<i>Spirited Charge</i>
<i>Disemboweling Strike</i>	<i>Lock ON</i>	<i>Spread Shot</i>
<i>Double Slice</i>	<i>Lucky Bullet</i>	<i>Stand Still</i>
<i>Drive By</i>	<i>Lunge</i>	<i>Staggering Strike</i>
<i>Drone Shield</i>	<i>Many shot</i>	<i>Strike Back</i>
<i>Exhausting Critical</i>	<i>Martial Weapon Proficiency</i>	<i>Stunning Critical</i>
<i>Far Shot</i>	<i>Medusa's Wrath</i>	<i>Stunning Fist</i>
<i>Fire in the Hole</i>	<i>Monkey Grip</i>	<i>Subduing Strike</i>
<i>Fist of Iron</i>	<i>Mounted Archery</i>	<i>Throw Anything</i>
<i>Flying Kick</i>	<i>Mounted Combat</i>	<i>Tiring Critical</i>
<i>Gorgon's Fist</i>	<i>Pinpoint Targeting</i>	<i>Trample</i>
<i>Great Cleave</i>	<i>Point Blank</i>	<i>Trick Shot</i>
<i>Greater Shield Focus</i>	<i>Power Attack</i>	<i>Two Weapon Defense</i>
<i>Greater Two Weapon Fighting</i>	<i>Power Throw</i>	<i>Two Weapon Fighting</i>
<i>Greater Vital Strike</i>	<i>Power Critical</i>	<i>Two-Weapon Rend</i>
<i>Greater Weapon Focus</i>	<i>Precise Shot</i>	<i>Unseat Vital Strike</i>
<i>Greater Weapon Specialization</i>	<i>Prone Attack</i>	<i>Water Splitting Stone</i>
<i>Grenadier</i>	<i>Psionic Fighter</i>	<i>Weapon Finesse</i>
	<i>Psionic Fist</i>	<i>Weapon Focus</i>
	<i>Psionic Gun</i>	<i>Weapon Specialization</i>
	<i>Psychological Warfare</i>	<i>Whirl Wind</i>
		<i>"Yo Momma"</i>

Ability Feats		
<i>Advance Familiar</i> <i>Armor Proficiency</i> <i>Battle Dancer</i> <i>Blind Fight</i> <i>Blinding Aura</i> <i>Burn Rubber</i> <i>Chain Power</i> <i>Chain Spell</i> <i>Chain Technique</i> <i>Chi Boost</i> <i>Cloak Dance</i> <i>Code</i> <i>Combat Reflexes</i> <i>Combined Power</i> <i>Combined Spell</i> <i>Combined Technique</i> <i>Dash</i> <i>Deadly Precision</i> <i>Dramatic Zeal</i> <i>Element Penetration</i> <i>Empower Power</i> <i>Empower Spell</i> <i>Empower Technique</i> <i>Empowered Soul</i> <i>Encore</i> <i>Endurance</i> <i>Enlarge Power</i> <i>Enlarge Spell</i> <i>Enlarge Technique</i> <i>Eschew Materials</i> <i>Extend Power</i> <i>Extend Spell</i> <i>Extend Technique</i> <i>Extend Rage</i> <i>Extra Music</i> <i>Extra Rage</i>	<i>Faster Healing</i> <i>Fast Learner</i> <i>Flick of the Wrist</i> <i>Fork Power</i> <i>Fork Spell</i> <i>Fork Technique</i> <i>Gain Chi</i> <i>Get Your Gun</i> <i>Greater Element Penetration</i> <i>Greater Power Focus</i> <i>Greater Spell Focus</i> <i>Greater Technique Focus</i> <i>Heighten Power</i> <i>Heighten Spell</i> <i>Heighten Technique</i> <i>Homing Power</i> <i>Homing Spell</i> <i>Homing Technique</i> <i>Heroic Surge</i> <i>Improved Feint</i> <i>Improved Initiative</i> <i>Improved Overrun</i> <i>Improved Toughness</i> <i>Intimidating Prowess</i> <i>Iron Stomach</i> <i>Leadership</i> <i>Light Sleeper</i> <i>Magic Boost</i> <i>Martial Artist Technique</i> <i>Maximize Power</i> <i>Maximize Spell</i> <i>Maximize Technique</i> <i>Monster Hunter</i> <i>Mountain Training</i>	<i>Ninja Technique</i> <i>One Handed Spell</i> <i>One Handed Technique</i> <i>Power Focus</i> <i>Quicken Power</i> <i>Quicken Spell</i> <i>Quicken Technique</i> <i>Rally Behind the Jolly Roger</i> <i>Reckless Offense</i> <i>Requiem</i> <i>Run</i> <i>Sea Legs</i> <i>Signature Attack</i> <i>Signature Move</i> <i>Signature Spell</i> <i>Sharper Sword</i> <i>Shield Proficiency</i> <i>Skilled Training</i> <i>Spring Attack</i> <i>Spell focus</i> <i>Steadfast</i> <i>Technique Focus</i> <i>Toughness</i> <i>Track</i> <i>We Need some Protection</i> <i>Weapon Proficiency</i> <i>Widen Power</i> <i>Widen Spell</i> <i>Widen Technique</i> <i>Unquenchable Flame of Life</i>

Save Based Feats		
<i>Cumbrous Dodge</i> <i>Cumbrous Fortitude</i> <i>Cumbrous Reflexes</i> <i>Cumbrous Will</i> <i>Diehard</i> <i>Dodge</i> <i>Dodger</i>	<i>Expeditious Dodge</i> <i>Flame Stance</i> <i>Greater Fortitude</i> <i>Iron Will</i> <i>Lighting Reflexes</i> <i>Lightning Stance</i> <i>Loyal</i>	<i>Mobility</i> <i>Mountain Stance</i> <i>Wave Stance</i> <i>Wind Stance</i>

Skill Based Feats		
<i>Acrobatic</i> <i>Alertness</i> <i>Athletic</i> <i>Beautiful</i> <i>Call of the Sea</i> <i>Cosmopolitan</i> <i>Cute</i> <i>Dominating Demeanor</i> <i>Hunted Man</i> <i>Known Killer</i>	<i>Lair</i> <i>Medical Expert</i> <i>Navigator</i> <i>Nimble Fingers</i> <i>Persuasive</i> <i>Poison Expert</i> <i>Poison Master</i> <i>Resist Change</i> <i>Seductive</i> <i>Self-Sufficient</i>	<i>Ship Shape</i> <i>Skill Focus</i> <i>Skill Specialty</i> <i>Stealthy</i> <i>Technophile</i> <i>Telepath</i> <i>Wanted Dead or Alive</i>

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take

actions otherwise prohibited to you. By selecting feats, you can customize and adapt your character to be uniquely yours.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite.

A character can't use a feat if he loses a prerequisite, but he does not lose the feat itself. If, at a later time, he regains the lost prerequisite, he immediately regains full use of the feat that prerequisite enables.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow characters to empower items of all sorts. A meta feat lets a technique/power users cast powers or techniques with greater effect.

Attack Based Feats

These feats boost a characters skill in weapons, defense and skill in attacking in many unique ways. Many classes offer the choices in of skills listed here towards bonus feat choices for the class.

Ability Feats

Feats in this category collects feats that hold a variety of abilities that are unique to the feat, also included are meta feats that let the player use techniques and powers in a new and more powerful way at a greater cost of chi or other cost.

Skill Based Feat

An item creation feat lets a character create a magic item of a certain type. Regardless of the type of item each involves, the various item creation feats all have certain features in common. Including Item Empowering Feats, which allow the player to use techniques and link them with items, armor or, weapons.

Save Feats

Save Feats grant bonuses to saves and other bonuses that may affect the character in some other way.

FEAT DESCRIPTIONS

Feats are summarized as following.

Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feats

- * - Feats effects stack when taken multiple times
- # - Feat can be taken multiple times effects don't stack

Attack Based Feats

Name	<i>Able Sniper</i>
Benefit	+2 bonus on ranged attacks against surprised targets and a +4 to Stealth checks after attack is made
Prerequisite	DEX 13 and 5 ranks in Stealth

Name	<i>Arterial Strike</i>
Pull off a skilled strike on a target to get the target to bleed from the wound.	
Benefit	Trade 1d6 sneak attack damage for 1 point of bleed damage per round till the target is treated or healed

Name	<i>Bleeding Critical</i>
Your critical hits cause opponents to bleed profusely. Whenever you score a critical hit, the target takes 2d6 bleed.	
Benefit	Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.
Prerequisite	Critical Focus, base attack bonus +11
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Blinding Critical</i>
Your critical hits blind your opponents.	
Benefit	Whenever you score a critical hit, your opponent is permanently blinded. A successful Resistance save reduces this to dazzled for 1d4 rounds. The DC of this Resistance save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regeneration, remove blindness, or similar abilities.
Prerequisite	Critical Focus, base attack bonus +15
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery

Name	<i>Brutal Throw</i>
Add STR damage to ranged Attack	
Benefit	Damage done by thrown weapons now add the Strength used to throw it.
Prerequisite	Power throw and STR 15
Normal	Strength does not the damage of thrown weapons

Name	Catch off Guard
Foes are surprised by your skilled use of unorthodox and improvised weapons.	
Benefit	You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are surprised against any attacks you make with an improvised melee weapon.

Name	Cleave
You can strike two adjacent foes with a single swing.	
Benefit	As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Protection Score until your next turn.
Prerequisite	Power attack

Name	Close Quarters Fighting
Can make a Counter attack to avoid grappling or fight during a grapple.	
Benefit	Let's the player make attacks in grapples
Prerequisite	Players can only make escape attempts and not fight back in grapples
Special	Base attack

Name	Close Shot
Attacking a target up close with ranged combat does greater damage	
Benefit	Adds +1 extra die of damage for attacks within 30 ft
Prerequisite	Point Blank Shot and Precise Shot feats

Name	Combat Expertise
You can increase your defense at the expense of your accuracy.	
Benefit	You can choose to take a -1 penalty on melee attack rolls and gain a +1 dodge bonus to your Protection Score. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.
Prerequisite	INT 13

Name	Combat Reflexes
You can make additional attacks of opportunity.	
Benefit	You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus.
Prerequisite	A character without this feat can make only one attack of opportunity per round
Special	The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Name	Critical Focus
You are trained in the art of causing pain.	
Benefit	You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.
Prerequisite	Base attack bonus +9

Name	<i>Critical Mastery</i>
Your critical hits cause two additional effects.	
Benefit	When you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.
Prerequisite	Critical Focus, any two critical feats.
Normal	You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

Name	<i>Dazzling Display</i>
Your skill with your favored weapon can frighten enemies.	
Benefit	While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.
Prerequisite	Weapon Focus, proficiency with the selected weapon.

Name	<i>Deadly Aim</i>
You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	
Benefit	You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.
Prerequisite	Dex 13, base attack bonus +1.

Name	<i>Deadly Stroke</i>
With a well-placed strike, you can bring a swift and painful end to most foes.	
Benefit	As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or surprised opponent. If you hit, you deal double the normal damage and the target takes 1 point of Endurance bleed. The additional damage and bleed is not multiplied on a critical hit.
Prerequisite	Dazzling Display, Greater Weapon Focus, Shatter Defenses, Weapon Focus, proficiency with the selected weapon, base attack bonus +11.

Name	<i>Deafening Critical</i>
Your critical hits cause enemies to lose their hearing.	
Benefit	Whenever you score a critical hit against an opponent, the victim is permanently deafened. A successful Resistance save reduces the deafness to 1 round. The DC of this Resistance save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This deafness can be cured by heal, regeneration, remove deafness, or a similar ability.
Prerequisite	Critical Focus, base attack bonus +13.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Deflect Arrows</i>
You can knock arrows and other projectiles off course, preventing them from hitting you.	
Benefit	You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack so this cannot be performed in a surprise round. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.
Prerequisite	Dex 13, Improved Unarmed Strike.

Name	<i>Disemboweling Strike</i>
A deep strike while sneaking doing massive damage to the target's overall Health	
Benefit	Trade 4d6 sneak attack to deal 1d4 END damage
Prerequisite	sneak attack 5d6

Name	<i>Double Slice</i>
Your off-hand weapon while dual-wielding strikes with greater power.	
Benefit	Add your Strength bonus to damage rolls made with your off-hand weapon.
Prerequisite	Dex 15, Two-Weapon Fighting.
Normal	You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Name	<i>Drive By</i>
Let's players attack targets as they move past them on vehicles/ boats	
Benefit	Take a negative to your to hit in making a ride by attack equal your speed divided by 10 (round up) and then take that same number of your speed divided by 10 and double it for extra damage from the attack

Name	<i>Drone Shield</i>
The players Drones/ partners can grant a bonus to the player's defense when near them.	
Benefit	The player can use their partner or drones to offer them a form of greater protection for them. Granting them a +2 bonus to their protection score, while they are within 30ft of the player.
Prerequisite	Drone/ Partner

Name	<i>Exhausting Critical</i>
Your critical hits cause opponents to become exhausted.	
Benefit	When you score a critical hit on a foe, your target immediately becomes exhausted. This feat has no effect on exhausted creatures.
Prerequisite	Critical Focus, Tiring Critical, base attack bonus +15.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

Name	<i>Far Shot</i>
You are more accurate at longer ranges.	
Benefit	You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.
Prerequisite	Point-Blank Shot.
Normal	You suffer a -2 penalty per full range increment between you and your target.

Name	<i>Fire in the Hole</i>
The Player is more skilled at making a greater impact with explosives in combat.	
Benefit	+2 on explosives rolls to attack and damage

Name	<i>Fist of Iron</i>
The Player has trained their hands/feet to do greater damage in battle.	
Benefit	+1d6 Unarmed damage
Prerequisite	Improved Unarmed Attack, Base Attack +2

Name	<i>Flying Kick</i>
Can do a body strike by launching oneself into a target	
Benefit	+1d12 damage on unarmed attacks when charging a target
Prerequisite	STR 13

Name	<i>Gorgon's Fist</i>
With one well-placed blow, you leave your target reeling.	
Benefit	As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Resistance saving throw. (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.
Prerequisite	Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Name	<i>Great Cleave</i>
You can strike many adjacent foes with a single blow.	
Benefit	As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.
Prerequisite	Str 13, Cleave, Power Attack, base attack bonus +4.

Name	<i>Greater Shield Focus</i>
You are skilled at deflecting blows with your shield.	
Benefit	Increase the Protection Score bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.
Prerequisite	Shield Focus, Shield Proficiency, base attack bonus +1.

Name	<i>Greater Two Weapon Fighting</i>
You are incredibly skilled at fighting with two weapons at the same time.	
Benefit	You get a third attack with your off-hand weapon, albeit at a -10 penalty.
Prerequisite	Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Name	<i>Greater Vital Strike</i>
You can make a single attack that deals incredible damage.	
Benefit	When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack four times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).
Prerequisite	Improved Vital Strike, Vital Strike, base attack bonus +16

Name	<i>Greater Weapon Focus</i>
Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.	
Benefit	You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.
Prerequisite	You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.
Special	Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +8.

Name	<i>Greater Weapon Specialization</i>
Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.	
Benefit	You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.
Prerequisite	Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, +12 Base Attack Bonus.
Special	You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Name	<i>Grenadier</i>
Players that use chemical weapons are better at the success of their attacks	
Benefit	+2 on attack rolls with chemical weapons

Name	<i>Hamstring</i>
Make a stealth attack to slow down a target in their movement	
Benefit	Trade 2d6 sneak attack damage to cut opponent's speed in half
Prerequisite	sneak attack, Base attack +4

Name	<i>Improved Atonement</i>
The player has a stronger connection to their element.	
Benefit	The player with Monk levels can manipulate their element to gain double the effect of their attacks and defenses with the element that they are atoned to.
Prerequisite	Monk class only, Base Attack +4

Name	<i>Improved Bull Rush</i>
You are skilled at pushing your foes around.	
Benefit	You do not provoke an attack of opportunity when performing a bull rush. In addition, you receive a +2 bonus on attacks made to bull rush a foe. You also receive a +2 bonus to your Reflex whenever an opponent tries to bull rush you.
Prerequisite	Str 13, Power Attack, base attack bonus +1.
Normal	You provoke an attack of opportunity when performing a bull rush.

Name	<i>Improved Critical</i>
Attacks made with your chosen weapon are quite deadly.	
Benefit	When using the weapon you selected, your threat range is doubled.
Prerequisite	Proficient with weapon, base attack bonus +8.
Special	You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Name	<i>Improved Disarm</i>
You are skilled at knocking weapons from a foe's grasp.	
Benefit	You do not provoke an attack of opportunity when performing a disarm. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to whenever an opponent tries to disarm you.
Prerequisite	Int 13, Combat Expertise.
Normal	You provoke an attack of opportunity when performing a disarm.

Name	<i>Improved Grapple</i>
You are skilled at grappling opponents.	
Benefit	You do not provoke an attack of opportunity when performing a grapple. In addition, you receive a +20 bonus on checks made to grapple a foe. You also receive a +20 bonus to your Martial Artist or Escape Artist skill whenever an opponent tries to grapple you.
Prerequisite	Dex 13, Improved Unarmed Strike.
Normal	You provoke an attack of opportunity when performing a grapple

Name	<i>Improved Precise Shot</i>
Your ranged attacks ignore anything but total concealment and cover.	
Benefit	Your ranged attacks ignore the Protection Score bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.
Prerequisite	Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Name	<i>Improved Shield Bash</i>
You can protect yourself with your shield, even if you use it to attack.	
Benefit	When you perform a shield bash, you may still apply the shield's shield bonus to your PS score.
Prerequisite	Shield Proficiency.
Normal	Without this feat, a character that performs a shield bash loses the shield's shield bonus to PS score until his next turn.

Name	<i>Improved Sunder</i>
You are skilled at damaging your foes' weapons and armor.	
Benefit	You do not provoke an attack of opportunity when performing a sunder. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your items Resistance Save whenever an opponent tries to sunder your gear.
Prerequisite	Str 13, Power Attack, base attack bonus +1.
Normal	You provoke an attack of opportunity when performing a sunder.

Name	<i>Improved Trip</i>
You are skilled at sending your opponents to the ground	
Benefit	You do not provoke an attack of opportunity when performing a trip. In addition, you receive a +20 bonus on checks made to trip a foe. You also receive a +10 bonus to your Acrobatic or Martial Arts Skill whenever an opponent tries to trip you.
Prerequisite	Int 13, Combat Expertise.

Name	<i>Improved Two Weapon Fighting</i>
You are skilled at fighting with two weapons.	
Benefit	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.
Prerequisite	Dex 17, Two-Weapon Fighting, base attack bonus +6.
Normal	Without this feat, you can only get a single extra attack with an off-hand weapon.

Name	<i>Improved Unarmed Strike</i>
You are skilled at fighting while unarmed. (Monks and Marital Artists get this for free at 1 st)	
Benefit	You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or non-lethal damage, at your choice doing 1d6 damage x2 critical.
Normal	Without this feat, you are considered unarmed when attacking with an unarmed strike and you can deal only non-lethal damage with such an attack.

Name	<i>Improved Vital Strike</i>
You can make a single attack that deals a large amount of damage	
Benefit	When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack three times and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).
Prerequisite	Vital Strike, base attack bonus +11.

Name	<i>Improvised Weapon Mastery</i>
You can turn nearly any object into a deadly weapon, from a razor-sharp chair leg to a sack of flour.	
Benefit	You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of x2.
Prerequisite	Catch Off-Guard or Throw Anything, base attack bonus +8.
Normally	The player suffers a -4 to using non weapons.

Name	<i>Karmic Strike</i>
Let's the player get an extra attack in an act of revenge.	
Benefit	Take -4 penalty to their PS score to make attack of opportunity against melee opponent that hit you.
Prerequisite	DEX 13 and Combat Expertise

Name	<i>Last Resort</i>
Unleash the last of your power to seek your best chances at winning	
Benefit	Expend the last of your HP to gain a Onetime Boost to your Attack and Damage equal to your Level in Hit Dice. Afterwards Drop to 0.

Name	<i>Leap Attack</i>
Jump into battle and bring with it the full force of the body.	
Benefit	Doubles damage by Power attack on successful charge
Prerequisite	Power attack feat and 20 ranks of Jump

Name	<i>Linked Attack</i>
The player can link the attack of a drone/ partner with theirs to do greater damage	
Benefit	The player can get their partner or drone to use an attack along with them in a way that the damage of the players attack is doubled and only requires a one to hit roll, the result being the best to hit out of the two. This can one be done once per round and the damage can only be done if the attack hits.
Prerequisite	Drone/partner, Base Attack +6

Name	<i>Lock On</i>
The player focuses their firearms attacks into a concentrated burst	
Benefit	The damage from a fire arm is spread to a 10ft ranged targeted area by giving up an extra attack with the weapon, for each extra attack the players area of attack is increased by 5. The damage of the attack is counted by as many attacks the player uses i.e. 2 attacks would do double damage, 3 attacks triple and so on.
Prerequisite	Point Blank, Precise Shot, +6 Base Attack

Name	<i>Lucky Bullet</i>
Luck stands with you as a shot that missed bounces back at the target for a second chance	
Benefit	1/day re-roll one missed shot

Name	<i>Lunge</i>
You can strike foes that would normally be out of reach.	
Benefit	You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your PS Score until your next turn. You must decide to use this ability before any attacks are made.
Prerequisite	Base attack bonus +6.

Name	<i>Many shot</i>
You can fire multiple arrows at a single target.	
Benefit	When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.
Prerequisite	Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.
Special	This skill does not pertain to firearms at any time thus cannot be used as such.

Name	<i>Martial Weapon Proficiency</i>
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Benefit	You make attack rolls with the selected weapon normally (without the non-proficient penalty).
Prerequisite	When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Name	<i>Medusa's Wrath</i>
You can take advantage of your opponent's confusion, delivering multiple blows.	
Benefit	Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, paralyzed, staggered, stunned, or unconscious foe.
Prerequisite	Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Name	<i>Monkey Grip</i>
Let's player to wield weapons of larger size or one hand two handed weapons	
Benefit	Use larger melee weapons at -2 penalties treating a two handed weapon as one handed or allowing them to wield a weapon one size category larger than they could for their size
Prerequisite	base attack +1

Name	<i>Mounted Archery</i>
You are skilled at making ranged attacks while mounted.	
Benefit	The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.
Prerequisite	Ride 10 rank, Mounted Combat.

Name	<i>Mounted Combat</i>
You are adept at guiding your mount through combat.	
Benefit	Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Prerequisite	Ride 10 rank.

Name	<i>Pinpoint Targeting</i>
You can target the weak points in your opponent's armor.	
Benefit	As a standard action, make a single ranged attack. The target does not gain anything but its Class and Ability Bonuses to its PS score verses this attack. You do not gain the benefit of this feat if you move this round.
Prerequisite	Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

Name	<i>Point Blank</i>
You are especially accurate when making ranged attacks against close targets.	
Benefit	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Name	<i>Power Attack</i>
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
Benefit	You can choose to take a -1 penalty on all melee attack rolls to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.
Prerequisite	Str 13, base attack bonus +1.

Name	<i>Power Throw</i>
A forceful throw that grants a great shot at hitting the target	
Benefit	Uses STR instead of DEX to hit with thrown weapon
Prerequisite	STR 13
Normal	Normally thrown weapons are based on DEX to hit not STR

Name	<i>Power Critical</i>
Player is more skilled at scoring a critical strike with the weapon	
Benefit	+4 bonus to confirm critical with one weapon
Prerequisite	Weapon Focus

Name	<i>Precise Shot</i>
You are adept at firing ranged attacks into melee.	
Benefit	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Prerequisite	Point-Blank Shot.

Name	Prone Attack
Player can attack while prone	
Benefit	Attack while Prone at no penalty and stand up
Prerequisite	DEX 15, Base Attack +4
Normal	Player can't make attacks prone they must stand to attack.

Name	Psionic Fighter
The player can use psychic power to grant them a better chance at fighting.	
Benefit	The player gains can add their Spirit Bonus into their to hit with attacks 1/per day
Prerequisite	Player must have Psychic abilities, Base Attack +3

Name	Psionic Fist
The player can summon a ball of Psychic energy in their unarmed attacks	
Benefit	The player adds 1d6 Psychic damage to their unarmed attacks for rounds equal to their level, for a number of times equal to their Spirit Bonus.
Prerequisite	The Player must have Psychic abilities, Improved Unarmed

Name	Psionic Gun
The player can summon a ball of Psychic energy and launch it 30 ft.	
Benefit	The player can make a ranged attack doing 1d6 psychic damage, x2 critical, the player can make as many of these attacks as they have in their Spirit Bonus

Name	Psychological Warfare
Allows player to use Taunt, Intimidate Bluff, or Diplomacy as an attack	
Benefit	See Chart Below
Prerequisite	Bards and Nobles only, see below for rules, Barbarians can take this Feat but it only applies to intimidation

<i>Psychological Warfare attacks</i>															
<i>Taunt</i>	<p>* Will save (DC 10 + 1/10 roll result) verses enraged. Enraged is similar to a rage action only it does not grant the HP boost and it prevents the attacker to do anything then a basic attack at the player using the taunt. It lasts for ½ the players level in rounds.</p> <p>* - Yo Mama feat allows the player to choose instead to do subdual damage</p>														
<i>Bluff</i>	<p>Will save (DC 10 + 1/10 roll result) verses confusion. Lasts for ½ the players level in rounds. If the target fails Roll 1d 100</p> <table border="0"> <tr> <td><i>Result</i></td> <td><i>Target does</i></td> </tr> <tr> <td>01 - 10</td> <td>attacks player using confusion</td> </tr> <tr> <td>11 - 20</td> <td>acts normally</td> </tr> <tr> <td>21 - 50</td> <td>does nothing but babbles incoherently</td> </tr> <tr> <td>51 - 60</td> <td>attacks self with melee attack</td> </tr> <tr> <td>61 - 70</td> <td>flees from player using confusion</td> </tr> <tr> <td>71 - 100</td> <td>attacks nearest target others then player using confusion</td> </tr> </table>	<i>Result</i>	<i>Target does</i>	01 - 10	attacks player using confusion	11 - 20	acts normally	21 - 50	does nothing but babbles incoherently	51 - 60	attacks self with melee attack	61 - 70	flees from player using confusion	71 - 100	attacks nearest target others then player using confusion
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<i>Diplomacy</i>	<p>Will save (DC 10 + 1/10 roll result) verses Depression.</p> <p>Depression Causes the target to lose the will to fight the player, they can take only non-offensive actions at the player using diplomacy. Lasts for ½ the players level in rounds.</p>														
<i>Intimidate</i>	<p>Will save (DC 10 + 1/10 roll result) Verses Fear. Lasts for ½ the players level in rounds. On failure they are shaken verses all but the player whom they must ether run or if not possible cower before.</p>														

Name	<i>Quick Draw</i>
You can draw weapons faster than most.	
Benefit	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Prerequisite	Base attack bonus +1.
Normal	Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Name	<i>Ranged Disarm</i>
Strike at a distance to get a target to drop their weapon	
Benefit	Use ranged weapon to disarm foe within 30 ft
Prerequisite	DEX 15, Base attack +5 and Point Blank Shot and Precise Shot Feats

Name	<i>Ranged Sunder</i>
Shatter a weapon at a range	
Benefit	Use ranged weapon to sunder foes weapon at reduced damage penalty
Prerequisite	STR 13, Point Blank Shot and Precise Shot and base attack bonus +5

Name	<i>Rapid Reload</i>
You can reload Crossbows, dart guns, Guns and other such weapons quickly.	
Benefit	Reload weapon quicker (cross bows free action, guns move action) Reloading still provokes an attack of Opportunity.

Name	<i>Rapid Shot</i>
You can make an additional ranged attack.	
Benefit	When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.
Prerequisite	Dex 13, Point Blank Shot
Special	

Name	<i>Resounding Blow</i>
Attack is so powerful people fear you	
Benefit	Causes fear check DC damage dealt 30 ft area
Prerequisite	STR 13

Name	<i>Ride-by-Attack</i>
While mounted and charging, you can move, strike at a foe, and then continue moving.	
Benefit	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.
Prerequisite	Mounted Combat, 10 ranks Ride

Name	<i>Scorpion Style</i>
Reduce target's speed to 5 ft.	
Benefit	To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Resistance saving throw (DC 10 + 1/2 your character level + your Wis modifier).
Prerequisite	Improved Unarmed Strike

Name	<i>Sharp-Shooting</i>
Players are skilled at hitting difficult targets at range	
Benefit	Halve Opponent's cover bonus
Prerequisite	Point Blank Shot and Precise Shot feats, and base attack +3

Name	<i>Sharp Shooter</i>
Players are more skilled at using guns and rifles in combat	
Benefit	The player on a critical failure only causes the gun to jam
Normally	A player without this can cause their weapon to explode or break when they roll a critical failure on the attack.

Name	<i>Shatter Defenses</i>
Your skill with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised.	
Benefit	Any shaken, frightened, or panicked opponent hit by you this round is denied their Ability and Class bonus to their PS Score to your attacks until the end of your next turn. This includes any additional attacks you make this round.
Prerequisite	Dazzling Display, base attack bonus +6

Name	<i>Shield Focus</i>
You are skilled at deflecting blows with your shield.	
Benefit	Gain a +1 bonus to your PS Score when using a shield
Prerequisite	Shield Proficiency, base attack bonus +1

Name	<i>Shield Master</i>
Your mastery of the shield allows you to fight with it without hindrance	
Benefit	You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus
Prerequisite	Improved Shield Bash, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11

Name	<i>Shield Slam</i>
In the right position, your shield can be used to send opponents flying.	
Benefit	Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the Attack. This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.
Prerequisite	Improved Shield Bash, Two-Weapon Fighting, base attack bonus +6

Name	<i>Shot on the Run</i>
You can move, fire a ranged weapon, and move again before your foes can react.	
Benefit	As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.
Prerequisite	DEX 13, Base attack +4 and Dodge, Mobility, and Point Blank Shot feats

Name	<i>Sickening Critical</i>
Your critical hits cause opponents to become sickened.	
Benefit	Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the effect's duration
Prerequisite	Critical Focus, base attack bonus +11.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Snatch Arrows</i>
Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.	
Benefit	When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat, additionally this feat is not possible with bullets from firearms.
Prerequisite	Dex 15, Deflect Arrows, Improved Unarmed Strike.

Name	<i>Spirited Charge</i>
Your mounted charge attacks deal a tremendous amount of damage.	
Benefit	When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).
Prerequisite	Ride 1 rank, Mounted Combat, Ride-By Attack.

Name	<i>Spread Shot</i>
The player with a multiple loaded firearm can exchange multiple shots for a cone attack of the guns ammo.	
Benefit	The player exchanges the bonus attacks from a firearm that has multiple ammo in it and can instead make their attack into a cone attack.
Prerequisite	multiple ammo Firearms only, Point Blank, Precise Shot, +11 Base Attack

Name	<i>Staggering Critical</i>
Whenever you score a critical hit, the target is staggered	
Benefit	Targets hit from this attack lose one of their next actions
Prerequisite	Critical Focus, base attack bonus +13

Name	<i>Staggering Shot</i>
The player can make a shot to intimidate a target and cause their movement to be halted	
Benefit	The player can hold their action and make an attack at an opponent with a ranged weapon that causes the target to halt their movement if they fail a Will save DC 10+damage of the shot.
Prerequisite	Point Blank, Precise Shot, Base Attack Bonus +11

Name	<i>Stand Still</i>
You can stop foes that try to move past you.	
Benefit	When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.
Prerequisite	Combat Reflexes.

Name	<i>Strike Back</i>
You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you	
Benefit	You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.
Prerequisite	Base attack bonus +11.

Name	<i>Stunning Critical</i>
Your critical hits cause opponents to become stunned.	
Benefit	Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Resistance save reduces this to staggered for 1d4 rounds. The DC of this Resistance save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.
Prerequisite	Critical Focus, Staggering Critical, base attack bonus +17.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Stunning Fist</i>
You know just where to strike to temporarily stun a foe.	
Benefit	You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Resistance saving throw (DC 10 + 1/2 your character level + your WIS modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any stat bonus to PS, and takes a -2 penalty to PS. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creature's immune to critical hits cannot be stunned.
Prerequisite	DEX 13, WIS 13, Improved Unarmed Strike, base attack bonus +8.
Special	

Name	<i>Subduing Strike</i>
The Sneaky attack can be made to subdue a target	
Benefit	No penalty when doing non-lethal damage, rouges sneak attack can do non-lethal damage
Prerequisite	Normally doing this grants a -4 Penalty to the attack
Special	

Name	<i>Throw Anything</i>
Throw random with no penalty	
Benefit	This feat lets the player throw any object counting it a weapon based on its size category. See Chart below.
Prerequisite	DEX 15, STR (varies on size of object) and base attack +2 see chart below for damage results

<i>Throw Anything Damage Chart</i>			
<i>Size</i>	<i>Damage</i>	<i>STR Needed</i>	<i>Example of item</i>
<i>Diminutive</i>	+1d2	5 or better	<i>Needle, pen, stone</i>
<i>Tiny</i>	+1d3	8 or better	<i>bottle, mug</i>
<i>Small</i>	+1d6	10 or better	<i>plate, Kitchen Utensil</i>
<i>Medium</i>	+1d8	13 or better	<i>Chair, Box</i>
<i>Large</i>	+2d6	15 or better	<i>Small table, Barrel, small people</i>
<i>Huge</i>	+2d10	18 or better	<i>large table, Furniture, medium People</i>
<i>Colossal</i>	+3d10	20 or better	<i>Door, Cart, Large people</i>

+ damage can be stacked based on it being a weapon or has some other type of damage to it

Name	<i>Tiring Critical</i>
Your critical hits cause opponents to become fatigued	
Benefit	Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature.
Prerequisite	Critical Focus, base attack bonus +13.
Special	You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Name	<i>Trample</i>
While mounted, you can ride down opponents and trample them under your mount.	
Benefit	When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.
Prerequisite	Ride 10 rank, Mounted Combat.

Name	<i>Trick Shot</i>
The Player is skilled at bouncing ranged attacks to hit around cover.	
Benefit	Allows shooting target behind cover
Prerequisite	Point Blank shot and Precise Shot feats, a DEX 17, and Base attack +8

Name	<i>Two Weapon Defense</i>
You are skilled at defending yourself while dual-wielding.	
Benefit	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your PS Score. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Prerequisite	Dex 15, Two-Weapon Fighting.

Name	<i>Two Weapon Fighting</i>
You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.	
Benefit	Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting.
Prerequisite	Dex 15
Normal	If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your offhand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Name	<i>Two-Weapon Rend</i>
Striking with both of your weapons simultaneously, you can use them to deliver devastating wounds.	
Benefit	If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each round.
Prerequisite	Dex 17, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Name	<i>Unseat</i>
You are skilled at unseating your mounted opponents.	
Benefit	When charging an opponent while mounted and wielding a lance, resolve the attack as normal. If it hits, you may immediately make a free bull rush attempt in addition to the normal damage. If successful, the target is knocked off his horse and lands prone in a space adjacent to his mount that is directly away from you.
Prerequisite	Str 13, Ride 10 rank, Mounted Combat, Power Attack, Improved Bull Rush, base attack bonus +1.

Name	<i>Vital Strike</i>
You make a single attack that deals significantly more damage than normal.	
Benefit	When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally).
Prerequisite	Base attack bonus +6.

Name	<i>Water Splitting Stone</i>
Ones unarmed attacks have greater impact in their strikes	
Benefit	+4 bonus on breaking through a targets ADS score
Prerequisite	DEX and WIS 13, Improved Unarmed Strike feat and base attack of +9

Name	<i>Weapon Finesse</i>
You are trained in using your agility in melee combat, as opposed to brute strength.	
Benefit	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Special	Natural weapons are considered light weapons.

Name	<i>Weapon Focus</i>
Choose one type of weapon. You can also choose unarmed strike or grapple (or techniques that require a to hit roll) as your weapon for the purposes of this feat.	
Benefit	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Prerequisite	Proficiency with selected weapon, base attack bonus +1.
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Name	<i>Weapon Specialization</i>
You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.	
Benefit	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Prerequisite	Proficiency with selected weapon, Weapon Focus with selected weapon.
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Name	<i>Whirl Wind</i>
You can strike out at every foe within reach.	
Benefit	When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.
Prerequisite	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, base attack bonus +4.

Name	<i>Yo Momma</i>
Your words are so strong the actually hurt.	
Benefit	Allows a taunt attack do 1d6 subdual damage, taking this feat stacks the damage done to the target

Ability Feats

Name	<i>Advanced Familiar</i>
The Player has access to a stronger companion to cast their spells with.	
Benefit	The player can gain any monster or animal with a Hit dice equal to or lower than their level and bond with it. Once bonded they can cast magic through the new familiar and the witch gains +10 in the familiars highest listed skill. (gm's choice if they are equal.
Prerequisite	Witch, BAB +6
Special	Taking this ability replaces the current choices of familiars.

Name	<i>Armor Proficiency #</i>
You are skilled at wearing armor of that type.	
Benefit	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Prerequisite	A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.
Special	All armor prevents the player from having their defense bonus they gain from their class unless they have an ability that states otherwise. Taking this skill applies to the different kind of armors Light, Medium, Heavy.)

Name	<i>Battle Dancer *</i>
Skilled at performing while attacking targets	
Benefit	+2 on attacks while moving and using bardic music
Prerequisite	base attack of +2 and Bardic music ability

Name	<i>Blind Fight</i>
You are skilled at attacking opponents that you cannot clearly perceive	
Benefit	In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Ability bonuses to your Protection Score, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.
Special	The Blind-Fight feat is of no bonus against a Replacement or under the influence of a Genjustu.
Normal	Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to PS. The speed reduction for darkness and poor visibility also applies.

Name	<i>Blinding Aura</i>
Nurses gain the choice of a second more powerful aura.	
Benefit	Nurse players can choose from one of the following Aura's Aura of Peace – everyone in 30ft make will save DC 10+nurse level to fight Aura of Love – All Allies with 30ft heal four times Nurses level a round Aura of Resistance – All Allies within 30ft resist elements by +20 Aura of Battle – All Allies within 30ft gain 3 extra Hit die and +4 to hit Aura of Death – Enemies within 30ft take level in damage each round Aura of Mind - +4 Will Saves to all Allies within 30 ft
Prerequisite	Nurse level 3, BAB +8
Special	This ability can only be bought once

Name	<i>Burn Rubber</i> *
	Grant extra movement with vehicle or construct
Benefit	Push a vehicle or construct to do an additional Move

Name	Chain Power
	The player can take their power and form a chain attack with an attack.
Benefit	The Player is able to take a power and select up to a collection of targets equal to the players Spirit Bonus. The player selects each target in order blasting the first target chains the attack on the next and so on till the final player is reached. To do this the player uses up 5 uses per day for the power. (Given the power has to have 5 uses available for them to use in the first place to use this ability)

Name	Chain Spell
	The player can take their spell and form a chain attack with an attack.
Benefit	The Player is able to take a spell and select up to a collection of targets equal to the players Spirit Bonus. The player selects each target in order blasting the first target chains the attack on the next and so on till the final player is reached. To do this the player uses up x5 mana for the boost.

Name	Chain Technique
	The player can take their technique and form a chain attack with an attack.
Benefit	The Player is able to take a technique and select up to a collection of targets equal to the players Spirit Bonus. The player selects each target in order blasting the first target chains the attack on the next and so on till the final player is reached. To do this the player uses up x5 chi for the boost.

Name	<i>Chi Boost</i>
	This lets a player sacrifice HP for more chi to use.
Benefit	Player with this feat can trade 5 HP to heal 30 Chi points.

Name	<i>Cloak Dance</i>
	Dance about with cloth that lets one avoid damage easier
Benefit	Spend an action to gain concealment
Prerequisite	Hide 50 ranks

Name	Code
	The player follows a strict code of laws and is rewarded.
Benefit	+1 to all rolls made within the code (ex: Code Of Honor, Code of Justice)
Special	If a code is broken the player does not gain the bonus again until they make a proper apology or amend the violation to the law in some way

Name	<i>Combat Reflexes</i>
	You can make additional attacks of opportunity
Benefit	You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while under surprise.
Normal	A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while surprised
Special	The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Name	<i>Combined Power</i>
The player can use two power as one action without having to use build points to create a new attack.	
Benefit	The player can cast a combination of two powers into one without making a new power. Performing this action takes a full round preparation to use and uses up double the uses for both the powers.

Name	<i>Combined Spell</i>
The player can cast two spells as one action without having to use build points to create a new attack.	
Benefit	The player can cast a combination of two spells into one without making a new spell. Performing this action takes a full round preparation to cast and uses up double the mana for both the spells.

Name	<i>Combined Technique</i>
The player can cast two techniques as one action without having to use build points to create a new attack.	
Benefit	The player can cast a combination of two techniques into one without making a new technique. Performing this action takes a full round preparation to cast and uses up double the chi for both the techniques.

Name	<i>Dash *</i>
You are faster than most.	
Benefit	While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.
Special	You can take this feat multiple times. The effects stack.

Name	<i>Deadly Precision</i>
The Player is skilled in making the damage of stealth attacks count	
Benefit	Re-roll 1's on sneak attack dice
Prerequisite	DEX 15 and base attack +5

Name	<i>Dramatic Zeal</i>
The player has a strong force of will that actually lets them shrug off damage at times.	
Benefit	Allows player to make a will save or END check (whichever is higher) to avoid a negative effect of a roll for 3 rounds +1 round per every point above the DC of the negative effect, failing has the effect act as normal, this is a once per day ability

Name	<i>Element Penetration</i>
Your attacks break through elemental resistance more easily than most.	
Benefit	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a targets elemental resistance.

Name	<i>Empower Power</i>
You can increase the power of your powers, causing them to deal more damage.	
Benefit	All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up x2 the uses per day for the power.

Name	<i>Empower Spell</i>
You can increase the power of your spells, causing them to deal more damage.	
Benefit	All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up double the mana for the spell.

Name	<i>Empower Technique</i>
You can increase the power of your techniques, causing them to deal more damage.	
Benefit	All damage is increased by x2 from the attack. Saving throws and opposed rolls are not affected, nor are attacks without random variables. An empowered attack uses up double the chi for the technique.

Name	<i>Empowered Soul #</i>
Greater power letting the user perform a power use more frequently	
Benefit	Grants an additional 3 times per day use of one attack, effects do not stack each time taken it's for a new attack or power

Name	<i>Encore</i>
Force a target to make a second roll to avoid the defect of a performance attack if they passed the first	
Benefit	Bards musical attacks get a second chance to hit subject that passed the save
Prerequisite	Bards Only

Name	<i>Endurance</i>
Harsh conditions or long exertions do not easily tire you.	
Benefit	You gain a +4 bonus on the following checks and saves: Swim checks made to resist non-lethal damage from exhaustion; Endurance checks made to continue running; Endurance checks made to avoid non-lethal damage from a forced march; Endurance checks made to hold your breath; Endurance checks made to avoid non-lethal damage from starvation or thirst; Resistance saves made to avoid non-lethal damage from hot or cold environments; and Resistance saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.
Normal	A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Name	<i>Enlarge Power</i>
You can increase the range of your power attacks.	
Benefit	You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double the uses per day of the power.

Name	<i>Enlarge Spell</i>
You can increase the range of your spell attacks.	
Benefit	You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double mana.

Name	<i>Enlarge Technique</i>
You can increase the range of your technique attacks.	
Benefit	You can alter an attack with a range of close, medium, or long to increase its range by 100%. An enlarged attack with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range attacks have a range of 200 ft. +20 ft./level and long-range attacks have a range of 800 ft. +80 ft./level. An enlarged attack uses up double chi.

Name	<i>Eschew Materials</i>
You can cast many techniques without needing to utilize minor material components.	
Benefit	You can cast any technique/spell with a material component of common use or access. The casting of the technique still provokes attacks of opportunity as normal. If the technique requires a rare material component or weapon, you must have the material component on hand to cast the technique, as normal.

Name	<i>Extend Power</i>
You can make your power attacks last twice as long.	
Benefit	An extended attack lasts twice as long as normal. An attack with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the uses per day of a power.

Name	<i>Extend Spell</i>
You can make your spell attacks last twice as long.	
Benefit	An extended attack lasts twice as long as normal. An attack with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the mana.

Name	<i>Extend Technique</i>
You can make your technique attacks last twice as long.	
Benefit	An extended attack lasts twice as long as normal. An attack with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended attack uses up twice the chi.

Name	<i>Extend Rage</i>
You can use your rage ability more than normal.	
Benefit	You can rage for 6 additional rounds per day.
Prerequisite	Rage class feature.
Special	You can gain Extra Rage multiple times. Its effects stack.

Name	<i>Extra Music (*)</i>
You can use your bardic performance ability more often than normal.	
Benefit	You can use bardic performance for 6 additional rounds per day.
Prerequisite	Bardic performance class feature.
Special	You can gain Extra Performance multiple times. Its effects stack.

Name	<i>Extra Rage (*)</i>
Gain an extra amount of times to use Rage	
Benefit	Number of rages per day is increased by two
Prerequisite	rage ability

Name	<i>Faster Healing</i>
The Player heals at a rate greater than normal	
Benefit	Heal hit points and ability damage at double normal rate

Name	Fast Learner
Let's a player learn spells/ Techniques in shorter time.	
Benefit	Let's the player cut the study time for a new spells or technique by 1/2.
Normal	Without this feat the player has a long time to learn a spell or technique before practice

Name	Flick of the Wrist
The user slips in an attack quickly unnoticed catching them unaware	
Benefit	Cause opponent to be surprised for one attack
Prerequisite	DEX 17, 5 ranks Pick Pocket, and Quick Draw Feat

Name	Fork Power
The user can take any power and have it attack a second target	
Benefit	The player can each time when taking this feat attack one additional target with the attack at the cost of twice uses of the power.

Name	Fork Spell
The user can take any spell and have it attack a second target	
Benefit	The player can each time when taking this feat attack one additional target with the attack at the cost of twice mana.

Name	Fork Technique
The user can take any technique and have it attack a second target	
Benefit	The player can each time when taking this feat attack one additional target with the attack at the cost of twice chi.

Name	Gain Chi *
Grants character Chi like Martial Artist or Ninja class	
Benefit	Players taking this Feat gain 30 chi, this feat is stackable and grants an additional 30 chi each time gotten

Name	Get Your Gun #
Player gains an extra Gun Trick.	
Benefit	The player gains access to another gun trick choice to add to their list of class abilities.

Name	Greater Element Penetration
Your Attacks break through Elemental resistance much more easily than most.	
Benefit	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a target's elemental resistance. This bonus stacks with the one from Element Penetration.
Prerequisite	Element Penetration.

Name	Greater Power Focus #
Spells used of the have a greater difficulty.	
Benefit	Add +2 to the Difficulty Class for all saving throws against powers used. This bonus stacks with the bonus from Power Focus.
Prerequisite	Power Focus.

Name	<i>Greater Spell Focus #</i>
Spells used of the have a greater difficulty.	
Benefit	Add +2 to the Difficulty Class for all saving throws against spells used. This bonus stacks with the bonus from Spell Focus.
Prerequisite	Spell Focus.

Name	<i>Greater Technique Focus #</i>
Choose a technique type to which you have already applied the Technique Focus feat. Any techniques you cast of this group are very hard to resist.	
Benefit	Add +2 to the Difficulty Class for all saving throws against techniques from the group you select. This bonus stacks with the bonus from Technique Focus.
Prerequisite	Technique Focus.
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group to which you already have applied the Technique Focus feat.

Name	<i>Heighten Power</i>
You can cast powers as if they were a higher level.	
Benefit	A heightened power has a higher user level than normal (up to a maximum of the power). Unlike others Heighten power actually increases the effective level of the power that it modifies. All effects dependent on user's level are calculated according to the heightened level. The heightened power is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times its normal cost to use.

Name	<i>Heighten Spell</i>
You can cast spells as if they were a higher level.	
Benefit	A heightened spell has a higher user level than normal (up to a maximum of the spell). Unlike others Heighten spell actually increases the effective level of the spell that it modifies. All effects dependent on user's level are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times mana to use.

Name	<i>Heighten Technique</i>
You can cast techniques as if they were a higher level.	
Benefit	A heightened technique has a higher user level than normal (up to a maximum of the technique). Unlike others Heighten Technique actually increases the effective level of the technique that it modifies. All effects dependent on user's level are calculated according to the heightened level. The heightened technique is as difficult to prepare and cast as such it takes a full round to prepare and costs 3 times chi to use.

Name	<i>Homing Power</i>
Player can have an attack hit a target automatically without having to roll. [counts as a hit not a critical hit]	
Benefit	targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the uses of the power.

Name	Homing Spell
Player can have an attack hit a target automatically without having to roll. [counts as a hit not a critical hit]	
Benefit	targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the mana.

Name	Homing Technique
Player can have an attack hit a target automatically without having to roll. [counts as a hit not a critical hit]	
Benefit	targets the player locks in with this feat are hit with no roll needed but the cost is 4 times the chi.

Name	Heroic Surge *
The player has luck on their side and gets a second chance at things	
Benefit	Grants the Player the chance to re-roll one die result per day

Name	Improved Feint
You are skilled at fooling your opponents in combat.	
Benefit	You can make a Bluff check to feint in combat as a move action.
Prerequisite	INT 13, Combat Expertise.
Normal	Feinting in combat is a standard action.

Name	Improved Initiative *
Your quick reflexes allow you to react rapidly to danger.	
Benefit	You get a +4 bonus on initiative checks.

Name	Improved Overrun
You are skilled at running down your foes.	
Benefit	You do not provoke an attack of opportunity when performing an overrun. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.
Prerequisite	STR 13, Power Attack, base attack bonus +1.
Normal	You provoke an attack of opportunity when performing an overrun.

Name	Improved Toughness
Great amount of HP for the character	
Benefit	Gain HP equal to your current Hit Die total as the character gains a level their HP goes up by 1 more
Prerequisite	Toughness, Base Resistance +2

Name	Intimidating Prowess
Your physical might is intimidating to others.	
Benefit	Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Name	Iron Stomach
Allows a player eat dangerous or deadly poisons without effect	
Benefit	Grants the player the ability to eat bad or even poisoned food, Also grants a save to being poisoned in any other way. +5 vs. Poisons / Bad food

Name	Leadership
You attract followers to your cause and a companion to join you on your adventures.	
Benefit	Attract Followers and cohort, requires Level 6, The way to determine the level of the Cohort or number of followers is based off the Characters Reputation + CHA Mod + Level = Leadership Score. Players get a choice of taking Cohorts (lower level fully combative allies) in control of the leader character. Or Followers (Low level support that gather and take care of small mundane tasks). The Cohorts will always be at or below their leader's level but are fully created characters. [Note Cohorts cannot themselves take leadership]. The Followers are a number of skilled people that the player can have perform tasks like gather supplies, protect this town and so on. While generally not combative Follows are counted as level 0 to 5 in their abilities including acting as soldiers. Both choices will be self-sufficient unless the GM notes otherwise. When a players Cohort dies they will have to seek out a strong enough replacement. When a follower dies one steps up days later to take their place automatically. If a Players reputation or charisma bonus drops Decreases they lose followers but Cohorts will stick around.
Prerequisite	Character level 7th. (Nobles gain this feat for free)

Leadership				
Leadership score	# Cohorts	Cohorts Total Level	# of Followers	Level of Followers
01	0	0	1	0
02	1	1	2	0
03	1	2	3	0
04	1	3	4	0
05	1	3	5	1
06	1	4	6	1
07	1	5	7	1
08	1	5	8	1
09	1	6	9	1
10	1	7	10	2
11	2	7	12	2
12	2	8	14	2
13	2	9	16	2
14	2	10	18	2
15	2	10	20	3
16	2	11	22	3
17	2	12	24	3
18	2	12	26	3
19	2	13	28	3
20	3	14	30	4
21	3	15	35	4
22	3	15	40	4
23	3	16	45	4
24	3	17	50	4
25	3	17	55	5
26	3	18	60	5
27	3	19	65	5
28	3	19	70	5
29	3	20	75	5
30+	3	20	80	5

Name	<i>Light Sleeper</i>
Players with this feat are more aware of their surroundings even when asleep	
Benefit	Can't be caught prone while sleeping, any attacks made on a character with this skill, has no penalty to wake up.
Normal	A character needs to pass a DC 10 Will save to wake.

Name	<i>Magic Boost</i>
Gain more mana per level	
Benefit	The player gains +4 Mana per level

Name	<i>Martial Artist Technique #</i>
Gain an extra Martial Artist Technique	
Benefit	The Player gains a new Martial Artist Technique of their choice
Prerequisite	Chi Pool

Name	<i>Maximize Power</i>
Your attacks have the maximum possible effect.	
Benefit	All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in uses per day. An empowered, maximized power gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Name	<i>Maximize spell</i>
Your attacks have the maximum possible effect.	
Benefit	All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in mana. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Name	<i>Maximize Technique</i>
Your attacks have the maximum possible effect.	
Benefit	All variable, numeric effects of an attack modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are attacks without random variables. A maximized attack uses three times the cost in chi. An empowered, maximized technique gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Name	<i>Monster Hunter</i>
You're skilled at hunting down beasts of the wild	
Benefit	Gain a Bonus +2 to Animals, Monstrous, Possessed Soul

Name	<i>Mountain Training</i>
Character can expend double chi total cost to combine the effects of combining Powers, Spells and Techniques as one.	
Benefit	A Player can take two different techniques they know and combine Powers, Spells and Techniques them into one powerful attack, at the cost of double cost of casting both separately
Normal	A player without this feat cannot combine any of the three types together.

Name	Ninja Technique
Gain an extra Ninja Technique	
Benefit	The Player gains a new Ninja Technique of their choice
Prerequisite	Chi Pool

Name	One Handed Spell
Skill in using hand signs with one hand.	
Benefit	Can perform a spell that requires gestures without having to make them, Allows player to hold a weapon in hand without suffering penalties for the spell.
Normal	Without this feat spells that require hand symbols need both hands to form and use the spell.

Name	One Handed Technique
Skill in using hand signs with one hand.	
Benefit	Can perform a Technique that requires gestures without having to make them, Allows player to hold a weapon in hand without suffering penalties for the technique
Normal	Without this feat techniques that require hand symbols need both hands to form and use the technique.

Name	Power Focus #
A Power you cast is difficult to resist.	
Benefit	Add +1 to the Difficulty Class for all saving throws against your powers.
Special	You can take this feat multiple times the effects do not stack they instead count towards a new power.

Name	Quicken Power
You can cast attacks in a fraction of the normal time.	
Benefit	Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the uses of the power per day. Casting a quickened attack doesn't provoke an attack of opportunity.
Special	You can apply the effects of this feat to an attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Name	Quicken Spell
You can cast attacks in a fraction of the normal time	
Benefit	Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the mana. Casting a quickened attack doesn't provoke an attack of opportunity.
Special	You can apply the effects of this feat to an attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Name	<i>Quicken Technique</i>
You can cast attacks in a fraction of the normal time.	
Benefit	Casting a quickened attack is a swift action. You can perform another action, even casting another attack, in the same round as you cast a quickened attack. A attack whose casting time is more than 1 full-round action cannot be quickened. A quickened attack uses up three times the chi. Casting a quickened attack doesn't provoke an attack of opportunity.
Special	You can apply the effects of this feat to an attack cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the attack's casting time.

Name	<i>Rally Behind the Jolly Roger</i>
Pirates grant a Moral Bonus to their fellow crew	
Benefit	1/day +2 Moral Bonus and an extra hit die when defending their ship or flag. This effect lasts through 1 encounter.
Prerequisite	Pirate Only

Name	<i>Reckless Offense</i>
The player acts reckless in their actions but doing so shocks the defense of their target	
Benefit	Take a -4 to PS Score to gain +2 to attack,
Prerequisite	base attack +1

Name	<i>Requiem</i>
Music affects the non-living creatures	
Benefit	Bardic Music works on Undead, constructs, robots, drone and other non-living creatures
Normal	Without this feat music attacks and abilities don't affect Undead or constructs

Name	<i>Run</i>
You are swift of foot.	
Benefit	When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you gain a +4 bonus on your Acrobatics, and Jump checks. While running, you retain your Ability bonus to your PS score.
Normal	You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your ability bonus to PS score.

Name	<i>Sea Legs</i>
Skilled at moving in unstable land and on vehicles	
Benefit	ignore movement penalties when on board a ship in bad weather or moving through sand
Prerequisite	
Normal	Normal trying to move on a ship in a storm is considered half movement and similar on sandy terrain

Name	Signature Attack
Player can use selected amount of powers and can use it twice a standard cost.	
Benefit	A player gets to choose three powers on their list, they can use those powers twice for the cost of one use per day for the power.
Special	When boosting a power with another feat the player cannot reduce the cost with signature move. Thus one cannot boost a signature move, but can boost the power at normal cost.

Name	Signature Move
Player can use selected amount of techniques at a cheaper chi cost.	
Benefit	A player gets to choose three techniques on their list and lower their chi cost in half
Special	When boosting these techniques with other feats this feat only applies to the original cost not the extra cost. Thus if a technique cost 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the technique yet full for the boost)

Name	Signature Spell
Player can use selected amount of spells at a cheaper mana cost.	
Benefit	A player gets to choose three spells on their list and lower their mana cost in half
Special	When boosting these spells with other feats this feat only applies to the original cost not the extra cost. Thus if a spell costs 10 and it's boosted to 20 the total cost with this feat in play is 15 (half for the spell yet full for the boost)

Name	Sharper Sword #
Gain an extra Sword Technique	
Benefit	Player gains a new sword technique (not a stance)
Prerequisite	Samurai class only

Name	Shield Proficiency
You are trained in how to properly use a shield.	
Benefit	When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.
Normal	When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Name	Skilled Training
You get the concept of training a new technique easier.	
Benefit	Cuts the time it takes to train in a new technique by the next level. Meaning if one is training in a C ranked technique with this feat they need the time it takes to learn a D class one
Normal	Without this feat the training time matches the rank of the technique.

Name	Spell Focus #
Choose a type of Spell. Any spells you cast of that group are more difficult to resist.	
Benefit	Add +1 to the Difficulty Class for all saving throws against spells from the group you select.
Prerequisite	
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group.

Name	<i>Spring Attack</i>
You can deftly move up to a foe, strike, and withdraw before he can react.	
Benefit	You can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.
Prerequisite	Dex 13, Dodge, Mobility, base attack bonus +4.
Normal	You cannot move before and after an attack.

Name	<i>Steadfast</i>
The user is so strong of body they can physically force their will to be stronger	
Benefit	add END mod to will saves
Prerequisite	Endurance feat

Name	<i>Technique Focus #</i>
Choose a type of technique. Any techniques you cast of that group are more difficult to resist.	
Benefit	Add +1 to the Difficulty Class for all saving throws against techniques from the group you select.
Special	You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group.

Name	<i>Toughness</i>
You have enhanced physical stamina.	
Benefit	You gain +10 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).
Special	defect Alcoholism

Name	<i>Track</i>
You are a trained survivalist and can track the movements of others	
Benefit	Use survival skill to Track a target. The greater the result the greater info tracks can provide
Special	without this feat one cannot follow tracks properly

Name	<i>We Need Some Protection</i>
Normally without this skill wearing armor will cause the player Defense Bonus to be lost.	
Benefit	Allows player to wear armor without losing their Defense Bonus
Prerequisite	Base Attack Bonus +6

Name	<i>Weapon Proficiency</i>
You are trained in the use of basic weapons.	
Benefit	You make attack rolls with simple weapons without penalty.
Prerequisite	
Normal	When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Name	Widen Power
You can cast your attacks so that they occupy a larger space.	
Benefit	You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times uses per day. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Name	Widen Spell
You can cast your attacks so that they occupy a larger space.	
Benefit	You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times mana. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Name	Widen Technique
You can cast your attacks so that they occupy a larger space.	
Benefit	You can alter a burst, emanation, line, or spread-shaped attack to increase its area. Any numeric measurements of the attack's area increase by 100%. A widened attack uses up three times chi. Attacks that do not have an area of one of these four sorts are not affected by this feat.

Name	Unquenchable Flame of Life
You're more skilled at fighting beings that have no life or have since become undead	
Benefit	+2 bonus on attacks and saves versus Undead or Constructs
Prerequisite	
Special	

Save Based Feats

Name	<i>Cumbrous Dodge</i>
A player puts their all in avoiding an attack or trap.	
Benefit	Before the encounter player can choose to activate granting a +2 to PS score for the encounter
Prerequisite	Dodge feat and Acrobatics 4 ranks
Special	afterwards you suffer Fatigue

Name	<i>Cumbrous Reflexes</i>
The player is skill to move and escape attacks and other reflex based attacks.	
Benefit	Before rolling check player can choose to activate granting a +6 to check
Prerequisite	Lighting Reflexes feat
Special	afterward you are dazed

Name	<i>Cumbrous Resistance</i>
A player is strong of body to be able to force it to avoid Resistance based attacks	
Benefit	Before rolling check player can choose to activate granting a +6 to check
Prerequisite	Great Resistance feat
Special	afterward you suffer exhaustion effect

Name	<i>Cumbrous Will</i>
The player is skilled of mind to avoid the attacks of will on them.	
Benefit	Before rolling check player can choose to activate granting a +6 to check
Prerequisite	Iron Will feat
Special	afterwards you are shaken

Name	<i>Diehard</i>
The player is skilled at staying up after one is close to death.	
Benefit	Automatically stabilize and remain conscious below 0 hp
Prerequisite	Endurance

Name	<i>Dodge</i>
Benefit	+1 Dodge bonus to PS score against selected target
Prerequisite	13 DEX

Name	<i>Dodger</i>
Player and companion strike in one forceful action in Harmonic ways	
Benefit	Coordinated Strike +1 bonus on attacks when companion is also attacking same target
Prerequisite	Ranger and Trainer Only
Special	

<i>Expeditious Dodge</i>	
Benefit	+2 dodge bonus when you move at least 40 ft in a round
Prerequisite	DEX 13

Name	<i>Flame Stance</i>
Engulfs the Monks Body in fire	
Benefit	The players body creates a flame shield raising their PS Score by +4 1/per day for as many rounds equal to their monk level
Prerequisite	Fire Alignment, Monk Levels, Base Attack +8

Name	<i>Great Resistance</i>
Benefit	+4 bonus on Resistance saves
Special	defect eat x3 normal rate

Name	<i>Iron Will</i>
Benefit	+4 to Will saves
Special	defect player has one thing that causes them Fear without saves

Name	<i>Lighting Reflexes</i>
Benefit	+4 to Reflex Saves
Special	defect Clumsy -2 Penalty to Balance and Jump checks

Name	<i>Lightning Stance</i>
Monks Body unleashes bolts of electricity dancing about confusing the enemy	
Benefit	Gain a 50% miss chance 1/per day equal to your monks levels
Prerequisite	Lighting Alignment, Monk levels, Base Attack +8
Special	

Name	<i>Loyal</i>
Benefit	+2 to all saves
Special	must declare and maintain loyal to another character

Name	<i>Mobility</i>
Benefit	+4 dodge bonus to PS score against attacks of Opportunity
Prerequisite	Requires Dodge

Name	<i>Mountain Stance</i>
Monks body takes on the form of the ground they walk .	
Benefit	Gain +6 ADS for monk level in rounds
Prerequisite	Earth Alignment, Monk Levels, Base Attack +8

Name	<i>Wave Stance</i>
Monks body takes on the motion of water flowing about	
Benefit	Gain +6 Damage to attacks of the players Monk Levels in rounds
Prerequisite	Water Alignment, Monk Levels, Base Attack +8

Name	<i>Wind Stance</i>
Monks body moves about with the greatest of ease flowing with no stiffness at all	
Benefit	The player gains an extra attack and boost of +10 to their speed for as many rounds as equal to their Monk Levels
Prerequisite	Wind Alignment, Monk Levels, Base Attack +8
Special	

Skill Based Feats

Name	<i>Acrobatic</i>
You are skilled at leaping, Tumbling and jumping.	
Benefit	You get a +5 bonus on Acrobatics and Jumping.

Name	<i>Alertness</i>
You often notice things that others might miss.	
Benefit	You get a +5 bonus on Notice and Search skill checks.

Name	<i>Athletic</i>
You possess inherent physical prowess.	
Benefit	You get a +5 bonus on Climb and Swim skill checks.

Name	<i>Beautiful</i>
Your Beauty is the stuff of legends and aids you in getting what you want.	
Benefit	+3 to Bluff, Diplomacy, Gather Info, +2 to Reputation Score, -5 to Stealth

Name	<i>Call of the Sea</i>
Pirates are skilled sea travelers letting them be skilled in tasks they have to perform regularly on the ship.	
Benefit	gain a +2 Bonus to Navigate, Pilot, Repair, Climb and Use rope (Pirate Only)

Name	<i>Cosmopolitan #</i>
Make one cross class skill a class skill	
Benefit	Gain a skill your class doesn't grant you

Benefit:

Name	<i>Cute</i>
Your cuteness weakens the hearts of those you come across striking at their emotions, but cuteness will keep people from taking you serious.	
Benefit	+3 to Bluff, Diplomacy, Stealth, Taunt, -5 to intimidate and Reputation

Name	<i>Dominating Demeanor</i>
You carry a strong personality and your personality is so strong you very presence offers an aura of fear about you.	
Benefit	+10 to Intimidate checks
Prerequisite	Iron Will

Name	<i>Hunted Man</i>
This skill grants the player with a reputation of being sought by some outside sources.	
Benefit	Grants a bonus +2 to reputation for purchases when in town, also +3 to Search rolls.
Prerequisite	Ranger, Wander, Trainer, Monk, Lore Master, Psychic only

Name	<i>Known Killer</i>
This skill grants the player with a reputation of being a deadly force around gossip circles.	
Benefit	Grants a bonus +2 to reputation for purchases when in town, also +3 to Intimidate.
Prerequisite	Samurai, Martial Artist, Warrior, Bounty Hunter, Barbarian, Punk only

Name	<i>Lair</i>
Benefit	+5 bonus on Taunt and Bluff Checks

Name	<i>Medical Expert</i>
Benefit	+5 to Medical and Handle Animal
Name	<i>Navigator</i>
Benefit	+5 to Pilot and Navigation Rolls
Name	<i>Nimble Fingers</i>
Benefit	+10 Disable Device
Name	<i>Persuasive</i>
Benefit	+10 bonus on Diplomacy
Name	<i>Poison Expert</i>
Benefit	Your Poisons' save is 1 DC higher, requires 20 ranks Craft Alchemy
Name	<i>Poison Master</i>
Benefit	Your poison deals +1 damage die, requires 20 ranks Craft Alchemy
Name	<i>Resist Change</i>
Benefit	Grants a +10 bonus to Controlled Shape
Name	<i>Seductive</i>
Benefit	+10 Seduction
Name	<i>Self-Sufficient</i>
	You know how to get along in the wild and how to effectively treat wounds.
Benefit	+5 bonus on Medicine and Survival checks
Name	<i>Ship Shape</i>
Benefit	Grants a +10 Bonus to Repair checks
Name	<i>Skill Focus</i>
Benefit	+3 bonus on checks with 3 selected skills
Name	<i>Skill Specialty</i>
Benefit	+15 Skill points
Name	<i>Stealthy</i>
Benefit	+10 to Stealth
Name	<i>Technophile</i>
Benefit	+5 to Knowledge Technology and Use technology
Name	<i>Telepath</i>
Benefit	+5 bonus to Empathy and Atonement
Name	<i>Wanted Dead or Alive</i>
Benefit	Grants a bonus +2 to reputation for purchases when it town, also +2 diplomacy
Prerequisite	Pirate, Rouge, Noble, Bard, Gunslingers only

Quirks / Defects

Quirks and defects add a flavor to your character granting them a set personality some benefit while others harm. So why not just take advantages and not defects you ask. It's simple like other such games you have a limit of quirks you can take, and equally defects. A player can start the game with 2 Quirks and can take up to 6 defects. For every 2 defects a player takes they can take a new quirk. But since the limit is 6 total defects at the start of game (defects could be added later but they do not count to more quirks then the max at start) granting the players the chance to have 5 quirks if they take all 6 defects.

Quirks

The Mental

Easily Amused - You get Impressed Easily, Performances act better with you (+10 perform)

Eidetic Memory - Your memory is better than others, you can recall many things important, Character rolls a 1d6 on a 1 thru 3 they recall most the info, 4 or 5 recall pieces of the info, 6 normal memory

Great Wisdom - Character has live a life full of lessons and learned from them (-1 END, +2 WIS)

Mental Guardian - The character has such a strong sense of self-worth their inner voice can fight off invaders with magical other means of entrapping the character in illusions +4 to all saves involving illusions

Nerd - Characters a book worm that spent many days studying (-1 STR +2 INT)

Psychic Resistant - The character stand strong against the mental attacks from psychic attacks, +4 ADS verse Psychic Energy

Random Knowledge - Character knows random bits of knowledge, on all knowledge skills they roll a 1d6 on a 5-6 they gain that knowledge as a class skill if their class doesn't offer it

Emotional

Hard Worker - Character finds enjoyment in doing work, +2 on all attack/ save rolls involved in doing the job and +5 on all skill rolls

Play'a - Skilled master of seduction to the point it can land you in trouble at times (+10 Seduction)

Psychical

Black Hole Stomach - You can go on eating without getting full, eat x5 the amount of normal people

Cardio Workout - Player starts the game with an additional point in their DEX stat; they however are addicted to working out each day much the same way as a drug addict level 1

Double Jointed - Character's body can dislodge joints at will, +10 to Escape Artist

Eagle Eye - Character has a keen sense of sight, +5 to Notice and Search checks

Fast Healer - You heal wounds a little better than others, all hospital stay are ½ the time

Girl / Guy Magnet - You have the ability to gather crowds of one or both sexes to you because of your looks, -15 to Stealth (Hide), +5 Diplomacy

Good looker – Player starts the game with an additional point in their CHA stat. They however are obsessed with their looks and must make a will save or pause to check themselves in mirrors

Hit the Weights - Player starts the game with an additional point in their STR stat. They however are addicted to working out each day much the same way as a drug addict level 1

Personal Style - Character has a personal way of movement that can be odd, +5 to Perform

Pleasant Smell – Your body gives off a pleasant and pleasing scent attracting others to you +5 Seduction.

Powerful Immune System – Your character is resistant to weak Diseases, Player ignores DC 15 or below diseases

Strong Stomach – Your character is resistant to weak poisons, Player ignores DC 15 or below poisons

Super Hearing - Character has a keen sense of hearing, +10 to Notice Checks

Work Out Fanatic – Player starts the game with an additional point in their END stat; they however are addicted to working out each day much the same way as a drug addict level 1

The Weird

Big Brother/ Sister – The character has a strong bond with a powerfully skilled fighter in the world

Contacts - You tend to know people that know things, +10 Gather Info rolls

Family Heirloom - Character gains an item or money passed down through the ages, Character get a magic item or significant amount of money at the start of the game, losing the item is very bad issue with characters family

Good Family Name - You come from a well Known / liked Family, +5 to Social rolls

Kind to All Creatures – Player is well loved among all animals of the world +10 Animal empathy

Lucky - Character seems to be lucky person things always seem to go his way, Character can re-roll a non-combat roll 1/day

Past Adventure – The character starts the game with a higher good reputation for a past adventure

Plain Faced – Characters face is so plain it blends in with others well +10 Stealth in Urban environments

Significant Other - You have someone close to you that your willing to protect, gain Loyal Feat and give it to NPC (if you have Leadership NPC has levels if not they count as a commoner)

Defects

The Mental

Absent Minded - Characters have difficulty in remembering the specific details of things. Their mind tends to wander or they become hyper-focused on some projects to the exclusion of nearly everything else. Following verbal directions and remembering names is fairly difficult. (Will Save DC 20 to remember simple things like names or verbal directions)

A.D.D. – Your mind is hard to ever set in one place (DC 20 Will save vs. Distraction)

Annoying Optimist – Player is positive on all things to the point that they annoy someone 1/day (-10 all social rolls to that person)

Chronic Lair - You are known for lying all the time, (-10 to Diplomacy) people are less likely to trust your lies

Day mares - Character is prone to have nightmares while awake, Will Save DC 15 versus Fear at random times

Depressed - Character is prone to fits of depression; random roll (Will save DC 15 vs. Depression)

Easily Distracted - Your mind wanders easily, (DC 10 Will save vs. Distraction)

Exhibitionist – Player feels the urge to expose themselves to others at times random (Will DC 20 vs. Strip) when the GM calls for the roll to be made

Gender Identity Disorder - Character thinks they should be other gender, DC 20 Will vs. Depression at any point, can be cured with DC 30 Medical surgery, or getting Meds

Hard to Impress - You don't get impressed easily, difficulty of Performances to affect them is a DC 15

Honest Abe - Character always says the truth, (-10 to bluff) but if you succeed the lie is accepted by all as the truth

Homicidal - Character is prone to seek to kill others, random roll (Will save DC 15 vs. Urge to kill)

Illusion of Grandeur – You think much higher of yourself. You work hard explaining to others your strengths often over exaggerating the power of them. At a -4 to your reputation make a target make a Wisdom roll vs your reputation, if the target fails they fall for your stories about yourself, but if they pass then the player's reputation score suffers a -4 in the area.

Invulnerability Complex – The player is careless about their attacks leaving themselves open for attacks -2 PS & -2 ADS

Kleptomaniac (stage 1) - Character randomly steals stuff without knowing it, (+10 Pick Pocket), if caught bad reputation goes up for being labeled a thief stage 1 this happens rarely

Kleptomaniac (stage 2) - Character randomly steals stuff without knowing it, (+10 Pick Pocket), if caught bad reputation goes up for being labeled a thief stage 2 this happens often

Narcoleptic - character easily falls asleep at any time, (DC 10+ Resistance vs. sleep at random times)

Nightmares - Character is prone to have nightmares, Will Save DC 15 Every night failure causes Fatigue for the next day

No Sense of Direction (Stage 1) – character is bad at directions and maps (-10 Know Geography and Navigation)

No Sense of Direction (Stage 2) - character has no sense of direction often will go one way when there are clear signs the path is the other way, roll a 1d4 only on a result of 4 do they properly go the right direction on their own or trailing /leading the group

Nudist – Player resists the need for clothing and tries to go about nude at all times, -20 Social Rolls

Oblivious (Stage 1) – The Player chooses a type of thing that they by no means are able to take notice of easily. The Player suffers a DC penalty on notice checks of -30 notice when that issue is involved.

Oblivious (Stage 2) – The Player is not likely to focus on any subject suffering a constant to -20 Notice checks

Obsession – The player has a target of their desire that they must possess, they will go to any length to obtain this target and even turn on their team mates if such an item was offered the player must make a DC 15 Will save vs going for the direct path to gain the target of their obsession

OCD (Stage 1) - there is some task you must perform before doing some basic tasks, player choose what they do and Gm decides what tasks it effects Will Save DC 15+ (most the time it comes up)

OCD (Stage 2) – you character can't let a task chosen go undone or in their mind bad things will happen perhaps even the end of the world. Will Save DC 20+ (all the time it comes up)

Phobia (Stage 1)- Character has Fear of something, in stage 1 the fear cause a fear check vs. fleeing from the target of their fear. Will save DC 15+ (increased by rarity of fear)

Phobia (Stage 2)- Character has Fear of something, in stage 2 the fear cause a fear check vs. Enraging causing them to attack in a berserk fury till the target of their fear is removed from around them by 1d6 rounds Will save DC15+ (increased by rarity of fear)

Phobia (Stage 3)- Character has Fear of something, in stage 3 the fear cause a fear check vs. paralyzing of fear till the target of their fear is removed from around them by 1d6 rounds. DC 15+ (increased by rarity of fear)

Pyromaniac - The Player gains the urge randomly to start fires, (Will Save DC 20 vs. start Fires) when called for the roll by the GM

Psychic Weakness – The player is weak to Psychic Attacks, Psychic attacks have a +2 on their effect when the player is hit by them.

Simple Minded – The Player is weak to illusions created by magic/techniques/ powers or technology, they suffer a -6 to Will saves vs Illusions

Split Personality (Minor) - Character has more than one type of personality in their head sometimes even goes by different names when they activate, (random will save Dc 15 vs. switch)

Split Personality (Major) – The Characters alternate personalities lead different lives including a different set of skills and abilities. The play must divide their build points between two or more personalities the switch remains just like the minor form.

Suicidal - Character is prone to make attempts to kill themselves, random roll (Will save DC 15 vs. Suicide attempt)

Tourette's Syndrome (stage 1) - character does something completely uncontrolled makes a random movement of the body, (-5 to Social rolls)

Tourette's Syndrome (stage 2) - character does something completely uncontrolled such as shouting words, vulgarities or Noises or severe ticks of the body (-10 to Social rolls)

Volatile - Character is known for going overkill on things, Will save DC 20 vs. to add more or do more to things (aka kicking a man when he's down)

The Emotional

Ageist - You are unwilling to deal with people of a certain age, +2 to rolls vs. hated age

Body Envy - The player has to roll a Will save DC 10 vs enragement over the presence of certain body parts of other (examples, Breast size, height and such)

Bondage Freak - Character gets pleasure to be tied up and treated poorly, Will save Dc 15 vs. pleasure when tied up, Character may seek friends to tie them up for pleasure.

Class Envy - you are unwilling to deal with a certain class (rich, poor, regular, or classes of the game), +2 to roll vs. hated class

Cowardice - unwilling to face dangerous or potentially dangerous situations, Fear check DC 20 Will verses combat or hazardous situations

Easily Fall in Love - Character is Prone to fall in love easily with someone new, Will save DC 20 vs. Charm

Egoist - Character thinks they are more important than they are -5 to social rolls but player plays out as if they have a +10 in the skills

Greedy - character is known to take more than their share of loot, +5 to Appraise, -10 to bluff checks when treasure or loot is involved

Gullible - Character falls for most lies or help asked for, Will save DC 15 no matter their result on the sense motive they do what was asked or believe the lie

Gluttony - The character has something that they are possessed to have more of, be it food, drink, wealth, an action or things it doesn't matter. The player when they get a little bit of the object of their desire must make a Will Save DC 20 vs continuing to gain more.

Hot Head - Character is likely to jump at attacking person that insults them or attacks them, -5 vs. Taunt rolls, +2 to initiative

Masochist - Character gets pleasure when given pain, Will Save Dc 15 vs. pleasure when taking damage, Player may seek out friends to hurt them for pleasure

Molester - Character seeks to grope and grab people, random Will Save DC 20 vs. grope subject

Otaku - Character is obsessed with something or someone, Will save DC 20 vs. charm within the presence of the item or person

Pedophile - Character seeks to have relationships with children, Will save DC 20 vs. charm

Pervert - you are labeled a pervert and people hate you for it, - 5 to social checks

Power Hungry - Character seeks power, Character must make Will save DC 20 when given the chance at obtaining power on a fail of the roll they demand to obtain it no matter what even willing to fight their friends for it

Praise Hungry - you live to accept praise, Character stops and do not act after receiving praise to soak it in for one round

Racist - You are unwilling to deal with people of a certain race, +2 to rolls vs. hated race

Reckless - willing to ignore the problems and push onwards, -10 to Notice

Sadist - Character gets pleasure in giving people pain, Will save DC 15 vs. pleasure when causing damage on a target, will sometimes seek to hurt friends to gain pleasure, pleasure has no real game value other than the character like to do it

Simple - Character is not likely to understand most complex things, Will save DC 20 vs. confused (not confusion they simply just don't understand)

Shot Nerves - Character is jumpy in combat, Will save DC15 in combat when someone moves close, failure they attack that person it doesn't matter if their friend or foe

Snob - Stuck up and unwilling to help others, -5 to Gather Info and Diplomacy

Stage Hog - Character is under the delusion that they are the star of the show and are sure to let the world know it by thrusting their actions and importance into conversations (- 10 Diplomacy, +5 Bluff, -5 Seduction)

Super Pervert - you are a pervert and act the part publicly, - 10 to social checks

Tone Deaf - Character is under the delusion that they are great at singing or playing an instrument and will be more than willing to perform (-20 Performance)

The Physical

Hearing

Bad Hearing - Character Hears thing just misinterpret what they heard, character makes Notice (Audio) checks as normal but the Gm will randomly tell them what they thought they heard instead of what they heard

Deaf - Character can't hear things, Character can't make Notice (Audio) checks, -6 to reflex rolls, immune to audio attacks and Saves

Hard of Hearing - Character has a hearing problem, -20 to Notice (Audio) checks

Seeing

Blind - Character is blind, Character can't make Notice (Visual) checks and suffers -6 to hit and reflex saves, Immune to Illusions and Visual Will saves

Color Blind - Character can't see colors, The Gm describes things to them as grey giving them a -10 to identify the objects at times

Far Sighted - Character has trouble reading things up close, -5 to Forgery, Navigate and Decipher Script

Missing One Eye - Character is missing an eye, -10 to Notice (Visual) and search checks

Near Sighted - Character has trouble seeing things at a distance, -20 to Notice (visual) checks

Visions - Character is prone to see things that don't exist at times, random Will save DC 20 vs. seeing things

Speaking

Lisp - A Person with a lisp suffers little in the way of damage because of this flaw. This does however cause a -2 to social rolls.

Loud Boor - Similar to the Jerk Quirk the Loud Boor is very much in line with getting what he wants. This time though the Boor wishes for attention. Someone with this quirk will do what they can in order to get attention even if it means screaming or yelling being obnoxious or trying to one up anyone around. This trait lands a 5% penalty roll as well on social skills and a -1 penalty on first impressions.

Loud Talker - Character is very loud when they talk making it easy to hear them, +5 to Notice checks to hear character speak, -5 to Stealth (Quite)

Mute - Character can't speak, +20 to Stealth (Quite)

Odd way of speaking - Character adds a weird saying or word at the end of their speeches, No in game element other than the player should play this out

Quite Talker - Character is very quiet when they talk making it hard to hear them -5 to Notice Checks to hear character speak +5 to Stealth (Quite)

Slang Slinger - The way you speak is odd and difficult to understand at times (-5 Social rolls)

Stutter - Character stutters / slurs their speech, -5 to social rolls

Looks

Ageism - You are much older or much younger than your peers, -5 to Bluff Checks

Albino - People with this flaw have very light skin and white hair due to lack of pigmentation in their skin in hair. This also results in pink or blue eyes. Albinos burn easily in the sun as well as have difficulty seeing in bright lights. This gives them a -1 to rolls if they are not shaded during the day.

Big man - Character's body is larger than normal, Character is one size category larger than their race

Disgusting - Character is visually ugly, -10 to social rolls, more severe cases face can cause Fear checks DC 15+

Freak Body - Character has a weird appendage or look to them (I.e. scaly skin, a tail or such), -5 to social checks, -5 to disguise checks

Frail Body - The player's body is physically weak and isn't very good at taking damage, The player's ADS score suffers a -2

Funny Hair do - Character has a weird or odd hairdo, -5 to social rolls

Going Bald - Your character is going bald. Because of this there is a 2 point penalty to social rolls

Hairy - The character has an unusual amount of body hair. Males with this flaw have a very hairy back and have the ability to grow a beard regardless of race. Females have a noticeable moustache -2 to social rolls if not treated.

Marked - You have a mark that makes you easily spotted, -5 to disguise rolls

Petite Body - Character's body is smaller than normal, Character is one size category smaller than their race

Prematurely Gray- Character has gone gray early in life -1 to social rolls.

Scared Face - Character has a badly scared face, -5 to social rolls, -5 to disguise rolls

Ugly - Character is visually ugly, -5 to social rolls, More severe cases face can cause Fear checks DC 10

Wanted Poster - You have the misfortune of having the same face as a person that is a known criminal, +2 To Reputation (Bad) -5 to Stealth checks

Movement

Awkward - your clumsy and have a hard time doing things, -2 to Reflex Saves and random reflex saves DC 15 vs. Trip

Limp - Character walks with a limp, -10 ft in Movement

Missing Leg / foot - Character is missing a leg or foot, -10 ft in Movement

Trick Knee - The character has a bad knee and can have it go out at any time leaving them with a DC 18 Reflex save to stay on their feet as well as the loss of a combat round if this is to happen in battle. The GM determines when the knee gives way so be weary.

Arms

Butter Fingers - Character is clumsy when handling things, randomly character must make reflex save DC 20 vs. dropping items in hands

Missing Thumb - Character is missing one of their thumbs, -2 to hit with weapon attacks

One Arm - Character has lost their arm or hand at some point, can't take the two weapon fighting feats

Medical

Addiction (Stage 1) - Character is addicted to a Drug, Character must make a Will save DC 15 + (increases each time the drug is used) to use it if they need it or not

Addiction (Stage 2) – Character is addicted to a drug so severely that they will suffer pain of withdrawal the longer they go without it they must make a Resistance save DC 15+ (amount used) vs. Temp END damage of 2

Addiction (Stage 3) – Character is so addicted to a drug its long term effects have started to damage the body with long term effects (see drugs chart)

Alcoholic (Stage 1) – Character is hooked on Alcohol they must make a Will save vs. taking a new drink this urge is above all other tasks if failed when in the presence of Alcohol.

Alcoholic (Stage 2) – Character is so hooked on Alcohol they have harmed their END Score, -2 END

Allergies (Stage 1) - suffer sneezing fits DC 20 Resistance which cause character to lose one action a round

Allergies (Stage 2) - You are weak to a certain thing, it cause ether a poison effect 1d6 damage a round till treated on a Medical Check Dc 20

Anemia - Character is prone to fainting and bleeds easily, Character randomly has to make a Resistance roll DC 15 vs. fainting also when hit for bleed damage character bleeds out at double the rate

Anosmia - People with anosmia have no sense of taste or smell this is mistakenly believed to be an advantage by some as it permits them to enter areas with extremely strong odors that would repel others. The main problem is that the individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. -40 Craft Cooking, - 40 Survival, +5 Resistance vs. Sickness

Asthma - Character has difficulty doing stressful things at a prolonged time, can't take Endurance feat, +5 Resistance DC when doing stressful things for long times

Body Odor – Your body gives off a horrible stench repulsing others from around you – 2 to all social rolls, people around you need to make a Resistance save DC 15 vs. sickness

Chronic Nose Bleeds - Anyone with chronic nosebleeds gets them often and should keep items handy just in case. A Simple Healing check is all that is needed to stop them due to the problems people suffer 1hp lost every other round for an active nose bleed. Nose Bleeds occur at random times according to the GM.

Cursed Body - You have been given some power at a great price, Gm creates a unique advantage you gain along with the cost you pay for it

Diseased – The player's body houses a disease that requires constant medical attention on a regular matter, The longer the player goes without seeking medical treatment the player suffers -1 END per day, taking 1 day of medical rest to recover lost Endurance from the damage of the disease. Medicine for the character can stave off the effect of the disease but cannot cure it and treatment outside a hospital / clinic can only delay the effect for ½ the time.

Hyperactive – Character is quick to jump into action and charge into battle but is easily bored and often in dull times will sleep if interesting things can't be found. +2 To Initiative Will DC 15 vs. Boredom

Irritable Bowel Syndrome - Character must make regular long trips to the bathroom, -5 to social rolls

Jumpy – Character is Jumpy at things and is easy to scare (DC 15 Will save vs. Fear)

Migraines - An individual with this quirk has Migraines at the rate of around one per week. The Character is unable to function well during these periods and must rest a day to relieve the Symptoms or they will continue until this happens. If trying to function with a Migraine a character takes a -20 penalty on skill checks as well as a -1 on all d20 rolls.

Paranoia - Character fears actions of others or events they will take measures to avoid contact of people and events

Sterile - While this might be considered a boon to lecherous types fearful of long term consequences of their debauchery they will never be able to produce heirs without magical aid.

Weak Constitution - Character is prone to easily get sick, +10 to the DC rolls vs. Poisons or disease

Weak Stomach - You have a hard time eating without getting sick, Resistance save DC 15 vs. Vomit -10 to social rolls at eating in a group

The Weird

Accident Prone – Character has to make random Reflex Rolls DC 15 vs. causing Chaos events, these events can bring harm or damage to the player or others around them.

Animal Antipathy - Certain animals do not like the character and will attack any character with this on sight. The animal type is determined by the GM.

Announce Your Attack – The Player shouts out their actions or moves granting their target a +2 to their Protection Score verses the player.

Bad Family Name - You come from a well-known / hated family, -5 to social rolls

Bad Luck - Character seems to have bad luck happen to them often, When a GM must choose who gets attacked or such they must consider the characters bad luck and giving them double the chance than the others at it affecting them

Bad Name - character's parents weren't thinking when they gave them that name, -5 Diplomacy checks

Bad Sense of Humor - Character tells really bad jokes that no one likes, jokes require a DC 15 Will vs. enrage to those that hear it

Close Talker - This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation he tries to be within one or two feet of his audience. This gives a 2 point penalty to interaction rolls.

Cold Heart – Characters with this defect are unaffected by Bardic Music (unless the bards can effect Constructs)

Conscientious Objector – The player is unwilling to fight without it being an absolute last resort. The player will try to find other means to resolve a fight till they or someone else is attacked by someone. The player will only fight for defensive means and never go on the offensive.

Dark Past - Character has had issues in the past that shaped them to act the way they do now, It's up to the GM what the issues where and how they shaped the character it could be a mental issue, physical issue or even a development of theirs

Debt - Character owes a large amount of money, GM chooses how this effects them when buying stuff or dealing with merchants

Dependent Family - Family is dependent on you to give them aid ether money or actual help, GM chooses if they have family follow or just keep mailing them for help

Elemental Chaos - Your character is unstable when it comes to elemental attacks / environmental conditions (I.E. its hot or cold) and takes a -2 to all attack rolls and -20 to all skill rolls.

Elemental Weakness - Your character is particularly weak to an element taking 2x normal damage normally taken.

Enemy - Character has made a powerful enemy that is seeking revenge, GM creates a character that is out to defeat and/or kill the character

Gay - Character is fond of people of the same gender as themselves, No in game effect

Haunted - Character sees ghosts and/ or is constantly bothered by them, No in game effect other than the GM can pester the player with something only they

Hunted - You are being hunted by someone for some reason, Gm creates random bounty Hunters and sends them after you

Involuntary change - characters body changes randomly for some odd reason, GM choice on what causes that action and what reverses it

Miserly - A miser finds it nigh impossible to justify spending even a mere copper piece on anything that isn't absolutely essential. This goes far beyond the ridiculous notion of spending money for someone else's benefit. The miser doesn't spend money on personal items unless they contribute directly to his obtaining more wealth.

No Sense of Humor - jokes don't affect you at all, no in game effect other then they are just a kill joy of jokes

Obsessed Family – The player's family is overprotective of them and obsessed with their well-being and care and what not. The player must make stealth rolls vs their own family to escape their grasp or to have events they do escape the ever watchful eye of their family. Should they fall into danger while the family is observing the family will punish the team and baby the player by trying to prevent them from taking on greater risks, Sometimes the family will come to the players aid but they in turn take any EXP the player will gain from the events for themselves in place of the player.

Owned - Character was a former / current slave, GM chooses how this effects them, Social rolls in high social areas is -5

Skeleton in the closet - Character has a deep dark secret that they want to keep that way, Character must do things to protect this secret from coming out the GM has to decided what kind of penalty is made if they fail to do so

Stalker – The player has a character that follows them around and watches them almost all the time, the character is obsessed in some way to the player be at as a rival or love interest.

Superstitious - Characters who are superstitious feel they can control what happens to them by avoiding certain action or performing certain rituals. These people put a lot of faith in luck.

Taken – The player has a history of having been kidnapped or abducted in the past by mysterious forces during their sleep. When the player sleeps there is a 1 out of 10 chance they will be taken. The player will be gone for 1d30 hours, when they return they will be normal but will be under the effects of shaken and down 10 HP.

Rival - Character has a person from their past that seeks to be better than them at what they do, GM creates a NPC that will randomly challenge them to battles or contests

Red Tape - Character has a massive amount of paperwork involved in doing basic things, GM chooses what happens if they don't do the paperwork involved with the basic tasks they have to do

Wears Drag - Character goes around in cloths of the opposite gender, -5 to social rolls

The Tier System

The tier system was designed to let players as they grow in power become more skilled in their area of expertise, as they progress they unlock new abilities in their skills and gain bonuses to skills, boosts to items, abilities or even gain new abilities that are previously unavailable.

Tier System

Tier 1 (The first tier, each tier cost 3 points)

Tier 2 (You can't get one tier till you have the tier before it)

Tier 3a (either one or both of these can be taken but only one is needed to go to the next tier)

Tier 3b

Tier 4 (Higher tiers have level limits)

Level Limits of tiers, Tier 1 = no limit, Tier 2 = no limit, Tier 3 = level 3, Tier 4 = level 6, Tier 5 = level 9, Tier 6 = level 12

Skill Boosts do not stack, a +5 is replaced by a +10 when the next level is bought.

Healing Tier however the healing numbers do stack thus a player that has tier 1 and two can do 1d8 once and 2d8

Unless otherwise stated all of these tiers can gain additional uses through buying addition uses through build points.

Master and Pupil

A player that takes on a master to train in skills may in time showing skill in the tasks and training be rewarded a Tier choice in their training without the cost of build points. Taking a master is a great idea early in the game or even later when one wants to accomplish a difficult task beyond their skill. A staple of the anime world to have a skilled master teach a pupil lessons in some skills much the way an student learns from their master in martial arts. The GM will however have complete control over said Master and can at any time have them enter or leave the group. They are treated as a powerful NPC that will have set tasks of focus on their skill and won't get involved in decisions of the players unless they feel they have to.

This builds the chance to have great story elements of the game develop form the Masters life and interaction with their pupil. (Don't be afraid to have a cut scene death with the master to have greater player character growth)

Bandit

Followers of the shadows use this tiers boosts to aid them in their acts of committing crimes.

Name	Effect
Tier 1	
Light Footed	+5 Stealth
Create a Distraction	+5 Pick Pocket
Strike Hard	+2 added damage to any sneak attack
Info Broker	Player can hire people to gather common items and info
Click Click	+5 Demolitions
Tier 2 (Requires 1 choice form all Tiers above)	
Quick Fingered	+5 Disable Device
Lock Smith	+5 Open Locks
Get 'em	Additional +2 to attacks done on the same target as an ally
Quick Trap	Player can set a trap as a Move action
Knock off	+5 Forgery
Bank Job	Treasure finds (not monsters but found treasure) value increases 10%
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Silent Step	+10 Stealth
Quick Reaction	+2 Reflex and +1 Initiative
5 Finger Discount	+10 Pick Pocket
Strike Fast	+4 added to sneak attack damage
Thieves Den	Player can hire people to gather uncommon items and info
Boom!!!	+10 Demolitions
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Nimble Finger	+10 Disable Device
Skeleton Key	+10 Open Lock
Gang up	Additional +4 to attacks done on the same target as ally
Hidden trap	Player can increase DC of trap by adding their level to craft roll
Counterfeit	+10 Forgery
Heist	Treasure finds (not monsters but found treasure) value increases 20%
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Double Shot	Player can split single ranged attack hits two targets, ½ damage to each
Sudden reaction	+4 Reflex and +2 Initiative
Strike twice	+6 added to sneak attack damage
Panty Thief	Successful Pick Pocket can steal 1 worn item or weapon in hand
Mob Hit	Player can hire a common locals to be raided to cause distraction in area
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Strike Force	Player can unleash 2 sneak attacks in a round
Crime Network	Player gains +10 Knowledge Area, Search and Street Wise
Thief Guild	Player can hire people to gain rare items and info some times
Mafia War	Player can hire people to kill certain targets (doesn't always work)

Chemistry

Potions and poisons created with this the DC is based off the tier the type the character makes determines the save

Name	Effect
Tier 1	
Medicine Cabinet	Potions or salves created heal +1d6 or grant +1
Bad Food	Poisons or Chemical Weapons do +1d8 more damage
This Made Help	+5 Search
Grind Stone	+5 Craft Alchemy
Potency	Positive Effects of Drugs last longer by +1 hour
Tier 2 (Requires 1 choice form all Tiers above)	
First Aid Kit	Potions or salves created heal +1d12 or grant +2
Rat Poison	DC of poisons and chemical weapons increase by 5
Look what I found	+10 Search
I made this	+10 Craft Alchemy
Power Boost	Player can craft a single use potion/pill to grant extra use of ability/power
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Medicine Bag	Potions or salves created heal +3d8 or grant +3
Bitter Poison	Poisons or Chemical Weapons do +2d8 more damage
Dash of This	Add second effect to potion/ chemical weapon/ poison
Addictive	Increase the DC of a drugs addictive nature
Added Benefit	1 unit of supply produces two units of product (normally its 1 for 1)
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Doctors Script	Potions or salves created heal +4d8 or grant +4
Poison Apple	DC of Chemical Weapons or Poison are increased by +10
Chemical Warfare	Chemical Weapons do double damage
Empower Boost	Player can create a pill that grants effect of Empower feats for 4 rounds
Quick Boost	Player can create a pill that grants effect of Quickened feats for 4 rounds
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Pharmacy	Potions or salves created heal +5d8 or grant +5
Death Touch	Poisons or Chemical weapons do an additional +3d8
Biological Warfare	+5 to saves vs chemical weapons or poisons
Blood Rush	Player can create a pill that increase HP by 3d10 for 1d6+1 rounds
Drug Deal	1 unit of supply produces three units of product
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Anthrax	DC of Poisons and Chemical Weapons are increased by 15
Fresh Batch	Potions effect is maxed
Shape Charge	Chemical weapon does max damage
Foul Batch	Poison does max damage
Resilient	+10 to saves vs chemical weapons or poisons

Cooking

Grants greater skill on food and the bonuses they provide

Name	Effect
Tier 1	
Seasoning	+5 Cooking
Filling	Food has peaceful effect, removes daze, exhaustion & fatigue
Fresh	1 unit of Food restores +10 Chi
Drool	1 unit of Food restores +10 Mana
Tier 2 (Requires 1 choice form all Tiers above)	
Flavoring	+10 Cooking
Preparation	Food heals +1d8 per unit eaten
Tasty	Purify Food and Drink
Ginger Ale	Food removes Poisons up to DC 15 and lower
Lick Lips	Food heals/ removes effects of diseases DC 15 and lower
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Sauce	Food heals +2d8 per unit eaten
Cook	Food grants +1 Bonus to all saves that day
Home Cooking	Food grants Peaceful rest effect, Healing form rest is doubled
Clean	1 unit of Food Restores +20 Chi
Mouth Watering	1 unit of Food Restores +20 Mana
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Soups On	+5 Gather Info and Diplomacy
Secret Season	Food heals +3d8 per unit eaten
Yum	Food heals / removes effects of diseases DC 20 and lower
Chef	Food grants +2 Bonus on all saves that day
Chicken Soup	Food removes Poisons up to DC 20 and lower
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Desert	+10 Gather Info and Diplomacy
Flambé	Food grants +1 to all rolls that day
Yummy	Food heals / removes effects of diseases DC 25 and lower
Neat	1 neat of Food restores +30 Chi
Health Drink	Food removes Poisons up to DC 25 and lower
Magical Meal	1 unit of Food restores +30 Mana
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Fish and Loafs	1 Unit of food counts a three meals
Master Chef	Food Grants +3 on all saves that day
Stamina Meal	Food heals / removes effects of diseases DC 35 and lower
Antidote	Food removes Poisons up to DC 35 and lower
Mothers Recipe	Food temporary boosts one stat for the day by +4, based on food type, Spicy = DEX, Sweet = CHA, Strong = STR, Tough = END, Saucy = INT, Smooth = WIS, Creamy = COM, Bitter = SPI

Craftsman

Skill in building and crafting armor, items, jewelry and tools, the skill offers greater ways to improve the bonuses or uses in each.

Name	Effect
Tier 1	
Hot Glue	Player can add (1 weak spell or technique)[1 dial from One Piece]
Yarn	Player can make Masterwork Armor
Swiss Knife	Item can perform two kinds of uses
Magic Trigger	+5 Use Magic Device / Use Technology
Magic Cloth	Add Lacrima to Armor to grant an elemental resistance type of +5
Snip Snip	Players success rate of a master piece is lowered to result of 19 or 20
Tier 2 (Requires 1 choice form all Tiers above)	
Wood Glue	Player can create +1 Armor or Item
Sand Paper	+5 Craft Item / Jewelry
Leather Punch	+5 Craft Armor / Clothing
Features	Player can add (1 normal spell or technique)[2 dials from One Piece]
Hem	Add Armor Ability level 1 to crafted armor
String	Add Item Ability level 1 to crafted item
Magic Words	+10 Use Magic Device / Use Technology
Taped Patch	Player can add curses to crafted items and armor
Caulk It	Repair check can be made as a free action
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Crazy Glue	Player can create +2 Armor or Item
I Fixed it	+10 Craft Item / Jewelry
Thread & Needle	+10 Craft Armor / Clothing
Junk Yard	Crafting requires ½ materials needed (normally crafting uses 4+ units)
Magic Trick	Increase Amount of mana / chi wands, rods and other items hold by 25
Embroidery	Players success rate of a master piece is lowered to result of 18 to 20
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Home Repair	+5 Repair, all successes restore +1d8 Hp to damaged object
Extra Features	Player can add (1 strong spell or technique)[3 dials from One Piece]
Hammer & Nail	Player can create a +3 Armor or Item
Stitch	Player can add a level 2 ability to armor
Shape	Player can add a level 2 ability to an item
Rabbit in Hat	Player can activate 2 magic items in one round
Bedazzled	Player can add both ability and curse in a armor or item
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
TV / VCR Repair	+10 Repair, all successes restore +2d8 Hp to damaged object
Fuel Economy	Devices that require power source grants 2 uses per 1 fuel source
Screw It	Player can make +4 Armor or Item
Ronco Design	Items can perform three tasks of items in 1
Saw in Half	Spell or techniques cast through Rod, Wand or other objects cost half
Paisley Pattern	Player decreases the success range of masterpieces by 17 to 20
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Tight Fit	Player can craft +5 Armor or Item
Dye	Player can add level 3 ability to armor
Paint	Player can add level 3 ability to item
Magic Show	Increase Amount of mana / chi wands, rods and other items hold by 50
Synthetic Fibers	Player can made Stealth roll to hide abilities and/or curses

Gambler

The final tier and one that affects the players luck in ways that benefit them in the end. Tier abilities under this marked with * cannot have extra uses added to.

Name	Effect
Tier 1	
Lucky 7	Rolling the result of 7 in damage grants it x4 damage
Misfortune	Player can cause random object (throw anything feat) to hit target 1/day
Blow on Dice*	Player can reroll 1 failed roll (must be declared before result is revealed)
Gambling Problem	+5 Gambling
Tier 2 (Requires 1 choice form all Tiers above)	
Full House	Rolling a critical auto confirms 1/day
Marked Deck*	player rolls 1d6 on a 1 they get an extra use of an ability of their choice that day (not on "The Lady")
X-ray Glasses	ask GM to know one of the target's Hp, Attacks, PS, ADS, Saves or even a weakness 1/day
Card Player	GM pulls a random card from a deck player places a dice bet of d4, d6 or d8 and then chooses the target to be friend or foe, The GM flips the card and uses the card number as the number of dice rolled. Jack = 11 Queen = 12 King = 13 Ace = 1 Joker = 15. Red cards heal, black do damage to the target chosen. 1/per day
Gambling Addict	+10 Gambling
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Fixed Dice*	A roll of a 1 counts as a roll of 20 1/day (not on "The Lady" roll)
Black Cat	Acts like Misfortune but objects are only medium and up sizes
Balls in your Court	Player is granted a +5 to hit and damage in their hometown or property
7 is a magic number	Rolling a 7 on to hit counts as a roll of 20 (not on "The Lady")
The Lady*	Player can roll 1d20 on the result of 20 one stat rolled (1d4) boosted by 1 1/month effect is permanent
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Hidden Ace*	Player gets to act again at the end of the round 1/day
Jackpot*	Player does auto max damage for their level in rounds 1/day
Rules Lawyer*	Player can block an chosen action by target for 1d6 rounds 1/day
Glint of Green Eyes*	On any failed roll the player can, instead will it a 20 1/day
Card Master	Same as Card Player but the player can pull a second card look at it and choose to instead go with that card. 1/per day
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Stack the Deck*	Player rolls a 1d10 on a 10, he can have him and his allies go a second time in actions on that round [at the end of the round] 1/per day
Take Back*	1/per day a player can have the GM re-roll an attack roll
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Old Man Fate	cheat death by giving up their level in total HP, Loss is permanent
Card Shark	Same as card master but the player can hold onto the unused card and use it later. 1/per day

Healing

Healing tier boosts the effect of the skill Medical and grants the player the ability to heal characters HP loss, from damage from Poison or Disease, Decrease time on Injuries, even remove ill effects

Name	Effect
Tier 1	
First Aid	1d8 heal (Outside of battle) 1/day
Don't You Die	+10 to Medical skill checks to stop Bleeding
Prescription	Potions / medicine grant two uses
MD	+5 Medical Skill
Appointment	Medical Skill Check can be treated as a partial action instead of full
Tier 2 (Requires 1 choice form all Tiers above)	
Basic Medicine	2d8 heal (Outside of battle) 1/day
Digestive Aid	Medical check success to cure poison up to DC 20
Smelling Salt	Touch: Removes effects of Sickness, Fatigue, Exhaustion and Daze
PHD	+10 Medical Skill
Rehab	Medical Check to remove 1 weeks effect of addiction
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Moderate Medicine	3d8 healing (Outside of battle) 1/day
Aspirin	Medical Check success to remove effects of injury for 1 day
Snap out of it	Touch: Removes Charm/ Berserk, or Sleep Effect
Emergency Care	1d8 healing in Battle per person per day
Lotion	Removes effect of paralysis 1/day
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Field Medic	2d8 healing in Battle 1/day
Pill	Medical check success to remove curable diseases up DC 20
Critical Medicine	4d8 healing (Outside of battle) 1/day
Medication	Remove effects of non-curable disease for 1 day 1/day
Ointment	Removes effect of Petrification 1/day
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Field Surgeon	3d8 healing in battle 1/day
Syrup	Medical Check success to Cure all Poisons
Surgery	5d8 healing (outside of battle) 1/day
Treatment	Medical Check success to remove curable diseases up to DC 30
Cast	Medical Check success to lessen injury effect by 1 stage
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Band Aid	Medical Check success to Cure Level drain by 1d4+1 levels
Sling	Medical Check success results and removing injury effect
Injection	Medical Check success to remove any curable disease
Critical Surgery	6d8 healing (outside of battle) 1/day
IV	Medical Check success to heal up to 5 Stat drain
Surgeon General	4d8 healing in battle 1/day

Mechanic

Used to craft and improve machines, engines, robots, and vehicles

Name	Effect
Tier 1	
Kick the Tires	Grants +10 to Vehicles Speed and +1 Maneuver
Monkey Wrench	+5 Craft Machines
Comfort Handling	+25 to HP of Vehicle or Machine crafted
Better Walls	+5 To crafted Vehicle or Buildings ADS
Home Décor	+25 to HP of crafted building
Power Lock	Player can add up to 5 dials to the build (One Piece Only)
Tier 2 (Requires 1 choice form all Tiers above)	
Salvage	Lows the Martials needed by 10%
That Will Hold	+5 Craft Vehicle
Grease Monkey	+10 Craft Machines
Robo-toy	Player can craft small robot, or tiny drone
Batteries Included	Power source needed for vehicles grants double effect for use of fuel
Tin Snip	+1d10 Heal Robot / Mechanical creations / Vehicle 1/day
Weapon Rack	+1 to Attacks from Building or Vehicle
Power Windows	Player can add up to 10 dials to the build (One Piece Only)
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Let's Ride	+10 Craft Vehicles
Comfort Seating	+50 HP of Vehicle or Machine crafted
Robo-Dog	Player can craft medium robot, or small drone
Sleek Design	+5 ADS for crafted Robots / Drones / Machines
Wire Cutters	+2d10 Heal Robot / Mechanical creations / Vehicle 1/day
Strong Walls	+10 To crafted Vehicle or Building ADS
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Robot Butler	Player can craft Large robot, Medium Mech suit, or Medium drone
3rd Shift	Build time is cut in half
Well Balanced	Grants +20 to Vehicles Speed and +2 Maneuver
My Finest Work	+10 To identify damage / problems to Vehicles or Machines
Bolt Cutters	+3d10 Heal Robot / Mechanical creations / Vehicle 1/day
Weapon Mount	+2 to Attacks from Building or Vehicle
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Nuts and Bolts	Player can add up to 20 dials to the build (One Piece Only)
Robo-car	Player can craft Huge Robot, Large Mech suit, or Large drone
Knock on Wood	+15 to Crafted Vehicle or Builds ADS
Wielders torch	+4d10 Heal Robot / Mechanical creations / Vehicle 1/day
Strong Design	+10 ADS for Crafted Robots / Drones / Machines
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Duct tape	+5d10 Heal Robot / Mechanical creations / Vehicle 1/day
Spare Tire	Player can increase the Repair limit of Build by double
Robot Defender	Player can craft Colossal Robot, Huge Mech Suit, Huge Drone
Weapon Turret	+3 to Attacks from Building or Vehicle
Double Time	Player can 1/day do a simple build (no higher than DC 50) in 1 minute

Merchant

Skilled tier of traders and merchants of the world. People out for good deals and best purchases use this tier to boost their skills.

Name	Effect
Tier 1	
Stepping In	Allows 1 re-roll of a failed Diplomacy roll per day made by any character
Money Maker	Adds 10% to value of items they sell
Savings Account	+5 Appraise
Delivery	Player can hire NPC's to gather certain materials for their needs
Paycheck	Player can offer target money to leave battle 20% chance of success
Tier 2 (Requires 1 choice form all Tiers above)	
Special Deal	grants a discount of 10% on any item 1/day
Life Savings	+10 Appraise
Bribe the Guard	+5 Diplomacy
Money Down	Player can improve the attitude of people through money
Help Wanted	Player gains one follower 0 level with skill in profession Shopkeeper
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Treasure Hunter	+5 Search
Hardware Store	cost of building materials is cut by 10%)
Cash Register	adds 25% to value of items they sell
Regular Customer	Player is offered deals on 1d6 items in a store 1/day with stores they have good relations
Stipend	Player can offer target money to leave battle 40% chance of success
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Archeologist	+10 to search checks
I've got a Coupon	grants a discount of 25% on any item 1/day
Campaign Contributor	+10 Diplomacy
Investment	Player can invest in shops and receive a small amount of money monthly
Now Hiring	Player gains one follower level 2 with skill in profession shopkeeper
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Building and Supply	cost of building materials is cut down by 25%)
Deal Maker	adds 50% value to items they sell
Payroll	Player can offer target money to leave battle 60% chance of success
Charities Reward	Player is granted 3 extra hit dice that day when they give to needy
Hired Help	1/day player can summon an expert in one Profession Skill to help
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
CEO	Player can invest in a shop/ shipping company and effect the sales and development of the company and gain a monthly income, free shipping and delivery, and free low cost items
#1 Customer	Player is offered a secret deal with stores they have good relations with
Classified Ad	Player gains 1+1d4 followers all level 3 with open skills
Hired Thug	1/day player can summon a 10 Hit Die character to help in fighting
Money Tree	Player can Insure party members, self, buildings or vehicles, once damaged / Lost / destroyed /injured the GM gives player money equal to level x1,000

Navigation

Improves a characters skill at directions, weather prediction, and foresight on the journey

Name	Effect
Tier 1	
Map Reader	+5 To Navigation
Crude Map	Maps grant +5 Knowledge Area
Resources	+5 to search rolls for materials
Plotting a Course	Increase Group movement (out of battle on land by 10)
Good Land	Double resources of production Profession skills
Tier 2 (Requires 1 choice form all Tiers above)	
Map Maker	+10 to Navigation
Map Prediction	+5 Knowledge Geography
Short Cut	Grants vehicle/mount a non-combat move rate of 50
Useful Stuff	+10 to search for materials
Town Map	+10 Knowledge Area
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Chart	+5 to search rolls for food and Water
Weatherman	Predict weather conditions for next day
Plan for Ambush	+2 maneuverability for vehicles/ mounts
World Travel	+10 Knowledge Geography
Local Legends	+5 Search for unique sites and knowledge of stories of things in Area
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Dowsing	+10 Search for food and Water
Enemy Plans	Predict possible areas of enemy attacks in days travel
Ambush	Grants vehicle a Surprise round when in range
Local guide	+10 Search for unique sites and knowledge of stories of things in Area
Survey the Land	+5 Search rolls for treasure
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Doppler	Predicts Weather Conditions of the next week
Always Prepared	+5 To Survival, treat environment as normal home for healing effects
Hit 'em where it hurts	+4 to rolls in vehicle / mount battles
Treasure Map	+10 Search rolls for treasure
Animal tracks	+5 to ALL Professions Skills that produce food
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
World Atlas	Vehicle gains Danger Sense, reroll Notice check take the highest result
Boy Scout	+10 Survival, treat environment as normal home for healing effects
Fish Finder	+10 to ALL Profession Skills that produce food
Metal Detector	+20 Search rolls for Treasure
Avoid Danger	+10 PS score for Vehicle/ Mount

Performer

Skilled in the task of raising and influencing moral, the performer is a task that lends support to any team. This tier boosts the abilities and skills of performances

^ - record performances only work when used in a public performance not a private one

Name	Effect
Tier 1	
Hum a Tune	+5 Performance
Crystal Radio	Range of Performance doubled
Silver Record[^]	All allies gain +2 to social rolls after players performance
Static	Player performance causes cost enemies to spend double mana or chi
Song of Pet	1/day Summon a monster or animal to aid Strength of 2 Hit Die
Tier 2 (Requires 1 choice form all Tiers above)	
Tap your Feet	+10 Performance
Love-a-bye	1/day player can make a target make a Will save DC 10+level vs Sleep
C-B Radio	Performance can be done through radios granting bonus to set group
Scratch	1/day player can force a target make a Will save DC 10+level vs no action that round
Song of Acquaintance	1/day Summon a monster or animal to aid Strength of 4 Hit Die
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Sea Shanty	1/day Player can force a target vehicle or building, and all in inside to make a Will save DC 10+level vs Fear
FM Radio	Damage based performances can score a critical hit on the skill check result of 18-20/x2
Gold Record[^]	All allies gain +4 to social rolls after players performance
Song of Protection	1/day Player can boost their PS score by 4 while performing
Song of Friend	1/day Summon a monster or animal to aid Strength of 6 Hit Die
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Amusement	Giving a public Performance Inflates the players reputation by 5
Muse	Grants +5 to all Crafting / Studying / Profession skill from performance
AM Radio	Performances effects last 5 rounds after its used
Song of Winds	1/day Player can reduce ranged attacks on allies by performance divided by 10
Song of Ally	1/day Summon a monster or animal to aid Strength of 8 Hit Die
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Gather Crowd	Giving a public Performance Inflates the players reputation by 10
Influence	Improve the attitude of a select target by 1 ranking
Distraction	Performance creates an illusion in targets granting the player a 50% miss chance
Platinum Record[^]	All allies gain +6 to social rolls after players performance
Song of Comrade	1/day Summon a monster or animal to aid Strength of 10 Hit Die
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Screech	1/day, DC 10 +level Will save vs Knock back and 10d6 sonic
He Did It	1/day DC 10 +level Will save vs Enrage effect on enemies
Look At That	Performance creates an illusion in targets granting the player a 75% miss chance
Song of Guardian	Like song of protection but to all allies within 30ft
Song of Family	1/day Summon a monster or animal to aid Strength of 12 Hit Die

Pilot

The skill one has in driving vehicles/ Ships/ Mounts not only for safe travel but to improve the overall work onboard in and out of combat

Name	Effect
Tier 1	
Sunday Driver	+5 Drive
Steady as She Goes	+5 Pilot
Smooth Sailing	allow normal movement on ship in normal water conditions, usually half move
Mush	+5 Ride
Tier 2 (Requires 1 choice form all Tiers above)	
Backseat Driver	+10 Drive
Full Speed Ahead	+10 Pilot
90 Degree Turn	Lessen the rounds of Maneuverability of vehicle by 1
All Engines Reverse	Pilot can make vehicles make dodge rolls (like feat) based on their save
Getty Up	+10 Ride
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Defensive Driver	+5 PS to Vehicle or Mount
Offensive Driver	+5 Attack to Vehicle or Mount
Keep Calm	allow normal movement on ship in Choppy conditions
Booster Engines	Allow a sudden burst of movement for 1d6 rounds of x4 movement 1/day
Seat Belts	Pilot/ Driver/ Rider can lessen the damage of a crash by ½ to those in the transport
Fast Runner	Mount moves at +30 Speed
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Test Driver	+10 PS of Vehicle /Ship
Demolition Derby	attacks with Vehicle/Ship +2d10 damage
Racer	+20 Speed for Vehicle/ Ship
U Turn	Lessen the rounds of Maneuverability of vehicle by 2
Crumple Zone	Pilot/ Driver/ Rider can lessen the damage to the transportation in a crash by ½
Trick Horse	Mount knows a unique trick such as counting or being able to untie ropes
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Speed Racer	+40 Speed for Vehicle/Ship
Racer X	Can make [non flying] Vehicle/ship Jump 1/day
Smooth Ride	allow normal movement on ship in Big Waves conditions
Combat Mount	Mount's attack damage is raised by x2
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Double Back	vehicle makes a dodge roll on players reflex vs. area and cone attacks to avoid all damage
Shock Absorbers	Normal move on Rough Waves conditions
Soft Landing	lessens damage by ½ from the aircraft or ship landing on ground or crashing
Air Bags	Pilot/ Driver/ Rider can lessen the damage of a crash by ¾ to those in the transport
Trusty Horse	Mount is animal companion, levels with player and treated as its own character in the case for points and skills, counts as a second one if player has one

Study

Boosts to knowledge skills, and new ways and abilities unlocked with the power of strong knowledge.

Name	Effect
Tier 1	
Star Chart	+5 Knowledge Astrology
History Novel	+5 Knowledge History
Medical Novel	+5 Knowledge Biology
Action Novel	+5 Knowledge Military Science
Scripture	+5 Knowledge Religion
Horror Novel	+5 Knowledge Occult
Kung-fu Magazine	+5 Martial Arts
Manga Magazine	+5 Knowledge Ninjustu
Brochure	+5 Knowledge Foreign Culture
Legal Novel	+5 Knowledge Law
Bird Guide	+5 Knowledge Nature
Building Plans	+5 Knowledge Machines
Computer Magazine	+5 Knowledge Programing
Town Map	+5 Knowledge Area
Globe	+5 Knowledge Geography
Tier 2 (Requires 1 choice form all Tiers above)	
Crystal Ball	+10 Knowledge Astrology
Historic Record	+10 Knowledge History
Medical Journal	+10 Knowledge Biology
Military Record	+10 Knowledge Military Science
Holy Book	+10 Knowledge Religion
Necronomicon	+10 Knowledge Occult
Ninja Scroll	+10 Knowledge Ninjutsu
Combat Manual	+10 Martial Arts
Tour Guide	+10 Knowledge Foreign Culture
Law Book	+10 Knowledge Law
Plant Guide	+10 Knowledge Nature
Parts Catalog	+10 Knowledge Machines
Programing Guide	+10 Knowledge Programing
Town Charter	+10 Knowledge Area
Atlas	+10 Knowledge Geography
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Advance Study	Gain extra language (Normally players know INT Mod # languages)
Family History	Lose a round to study for targets weaknesses
Lost Knowledge	1/day player can take 20 in a knowledge check
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Mimicry	25% chance to Copy another person's attack, player loses turn
Weak Spot	Player can score critical on Vehicles / Building / Items /Weapons
Back Beast	Player can resist Drain attacks by 5
Identify	Player can identify abilities, curses, value and other properties of items
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Copy Machine	50% chance to Copy another person's attack, player loses turn
Saw it Coming	+5 PS bonus to avoid attacks
Read it Somewhere	+5 to all social skills
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Xerox	Player can Learn and add Mimic move from a target at double cost
Historian	+10 to all social rolls
Research	Player can identify triggers for artifacts and magical objects

Traveler

Wandering the world forever seeking to learn from life's experiences, this tier boosts skills of travels

Name	Effect
Tier 1	
Eye of Rat	+5 Notice
Lick Wounds	Player can heal self their Endurance Score + level 1/per day
Cat Claw	Player can do addition 1d 3 damage with unarmed attacks
Skilled Hunter	+5 Survival
Tier 2 (Requires 1 choice form all Tiers above)	
Eye of Hawk	+10 Notice
Fangs of Viper	Unarmed attacks do an extra 1d6 damage acid
Dog Sense of Smell	+5 Search
Exoskeleton	+2 ADS
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Strength of Bear	X2 Strength Checks
Stoutness of Boar	+2 Resistance and +1 HP per level
Eagle Claw	Player can do Additional 1d6 damage with unarmed attacks
Sympathy Touch	+5 Handle Animal, +1 Unit of production from animals
Hunter	+10 Survival
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Fangs of Cobra	Unarmed attacks do an extra 1d12 damage acid
Skin of Chameleon	25% miss chance 1/day
Pig Sense of Smell	+10 Search
Rhino Hide	+4 ADS
Small Game Hunter	+5 to hit animals / monsters one or more size categories lower
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Strength of Elephant	X4 to Strength Checks
Health of Tiger	Endurance Bonus x2
Caregiver Touch	+10 Handel Animal, +2 Unit of production from animal
Big Game Hunter	+5 to hit animals / monsters 1 or more size categories larger
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Lion Roar	Player grants all allies within 30ft a moral bonus with a shout granting +4 to attack rolls and 10 hp for complete battle 1/day
Panther Claw	player can do additional 2d6 damage with unarmed attacks
Tortoise Armor	+6 ADS

Weapon Making

Weapon Making lets a player add Lacrima and spells, bonuses, abilities, and lower the cost of materials

Name	Effect
Tier 1	
Look What I Made	Successful crafting make weapon master work (+1 to hit)
Carving Stick	+5 To Craft Weapon
Magic Stick	Player can add Lacrima to weapon (magic supported games only)
Sharpen	Masterwork weapons crafted have a 19-20 critical range
Grove	Players can infuse/store chi or mana into a weapon
Homemade Special	Crafted Ammo does 1 and ½ damage
Tier 2 (Requires 1 choice form all Tiers above)	
Tinkering	Successful crafting makes a +1 weapon
Blacksmith	+10 to Craft Weapon
Special Attack	Player can add a level 1 Weapon ability to a weapon they craft
Duct Tape Handle	Player can add 1 Curse to Weapon if they choose
Dial In	(One Piece Only) Player can add one dial type into weapon
Basic Channel	Weak magic or techniques can channel an attack through weapon
Tier 3 (Requires 1 choice form all Tiers above, Player Level 3)	
Basic Alteration	Successful crafting makes a +2 weapon
Light Weight	Decrease Weapons weight by ½
Bonus Attack	Player can add a level 2 ability to a weapon they craft
Engraving	Players crafted weapons critical range lowers to 18-20
Sunday Special	Crafted Ammo use has a 75% chance at being reusable
Tier 4 (Requires 1 choice form all Tiers above, Player Level 6)	
Moderate Alteration	Successful crafting makes a +3 weapon
Easy to Use	Successful crafted Exotic Weapon counts as a martial weapon
Hidden Attack	Player can add a level 3 ability to a weapon they craft
Shoe Polish	Player can add a curse and an ability to a weapon
Dial Up	(One Piece Only) Player can add a second Dial to Weapon
Expanded Channel	Moderate Magic or techniques can channel an attack through weapon
Tier 5 (Requires 1 choice form all Tiers above, Player Level 9)	
Critical Alteration	Successful crafting makes a +4 weapon
Bigger is Better	Successful crafting makes weapon count as one size category larger
Secret Attack	Player can add a level 4 ability to a weapon
Etching	Players crafted weapons critical range lowers to 17-20
House Special	Crafted Ammo does double damage
Tier 6 (Requires 1 choice form all Tiers above, Player Level 12)	
Scrap Build	Successful crafting makes a +5 Weapon
Point and Click	Successful crafted Exotic Weapon counts as a Simple Weapon
Ultimate Attack	Player can add a level 5 ability to a weapon they craft
Dial Out	(One Piece Only) Player can add a third dial choice to a weapon
Hallow Core	Player make stealth roll, creates hidden abilities and curses of weapon
Premium Channel	All Magic and techniques can be channeled through weapon

Abilities

Abilities are trained skills that help the players work well at certain tasks, Unlike class or racial abilities these are unique talents the player either trains into learning or is born with upon creation. The abilities are purchased through the use of the characters build points or be learned through a in game training session of the character, the GM can determine to reward these abilities after the play completes tasks or training instead of or with experience depending in the difficulty of the task and grant them a unique effect in the game. All Abilities are a onetime purchase or gain unless otherwise stated. They all cost 3 Build points to purchase or can be a trained skill offered by the GM.

Accuracy

Players with this ability are greater focused on their ranged attacks, they are able to add ½ their level in damage with ranged attacks.

Adapt Climber

An adapt climber is someone who has greater skill or even just built physically to climb, granting them a bonus to movement when climbing of +10ft (normal climbing movement is half the players standard)

Adapt Diver

An Adapt Diver is someone skilled in diving to greater depths then a normal person, they can hold their breath for x2 as long as a normal player (normally diving underwater a player has rounds equal to ½ their END score underwater without air)

Adapt Runner

An adapt runner is someone who has great skill in keeping up a run for a longer time, The player can move at double rate x2 longer then a normal character, Normally a player can keep double movement up for rounds equal to players Endurance Score.

Adapt Swimmer

An adapt swimmer is someone who has great skill in swimming and can gain an additional movement of +30 ft in swimming on top of the standard basic swim movement.

Animal Kinship

The player is adapt to calming and having a good relationship with a animal. They can halt a hostile animal to halt its action, 1/per day, Calm animal, Will vs. players level + 10.

Art of Distraction

The player is keen on creating a distraction, So much so that they can fool targets to become distracted while fighting them. 1/ per day, Distraction, Will save DC player level + 10, vs. becoming prone.

Battle Mind

A skilled strategist that can sneak in a second action in that round, this attack occurs at the end of the round. 1/ per day, the player can take a second standard action at the end of that round, Normally a player only gets one. [Special: Gaining extra uses of this skill does not allow this ability to be used more than once per round]

Battle Ready

A player with this ability is always prepared for an attack at any time or anyplace, granting them the ability to not be caught surprised in combat when it happens. Players without this ability are able to be caught off guard and have the chance of being attacked surprised. [While this ability prevents being surprised it does not prevent the effect in other instances, such as being tripped, grappled, or bound]

Bear Hug

A player with this ability is able to damage a person when in a grapple, The player can choose to take this action weather they dominate the grapple or not. The damage of this is 1d6+ (STR MOD x2) The player must still make a roll to hit but the defenders PS against this ability is their touch PS. Without this ability the player must dominate a grapple to perform an attack

Blade Mastery

A player using this ability is able to treat any object as if it was a dagger or sword of equal size, Samurai can even use their sword techniques with these objects. Without this ability then using objects as weapons count more often as bashing or piercing based on the object type and still then on when the player has the Improvised Weapon feat.

Blessed Touch

The player has a blessing in a healing touch that heals a target in HP equal to their Charisma score. 1/per day, Healing Hands, heals a target the user Charisma score in HP.

Blind sight

A player with this ability is able to 1/per day activates an sonar, letting them get a lock on locations of hidden /invisible targets. This ability only lasts one round but lets them know exactly where things are. This ability also helps counter concealment bonuses.

Calculation Mind

A player with this ability is able to run intense numbers through their head to figure out how things most likely would turn out with chaotic actions. Letting them offer a situational awareness defense to the granting the player and his teammates a +2 PS Bonus.

Cheap Shot

A player with this ability is able to use the ability to perform a bluff roll if the target fails it makes them prone to an attack. This is similar to rouge performing a feint to perform a sneak attack but can be used by any class. Once the target is hit subject takes x2 damage from the next attack.

Cheap Skate

A player with this ability is able to find discounts on purchases at times; they gain a bonus to bargaining for a better price (+20 Diplomacy) or they tend to be the ones more often to find low cost on many items when a gm decides to roll on the cost the roll favors stronger for the player.

Chi Break

A player with this ability is able decrease another targets chi by how much the player puts into this attack (limit 5 chi per level) This also means if a target is building chi for a big attack and this is used, if the target building the attack doesn't have enough chi to pull of the attack after chi break then the attack fails.

Chi Pump

A player with this ability is able to sacrifice their own chi (limit 5 per level) into a selected target. Granting them more chi to perform techniques.

Chi Push

A player with the Chi Push ability is able to launch a force push of chi at a target, pushing them back 5ft +1/2 level in ft, the target can make a will save to resist this DC 10+1/2 the users level.

Danger Sense

The player has a sixth sense about pending danger, A player with this ability has the ability to make a Notice check before a threat of setting off a trap or a impending attack occurs, A player without this skill has to declare actively being on the lookout for such events in order to make the Notice roll.

Dark Sight

A player with this ability has Dark vision 120 ft, This acts like activating a pair of night vision goggles in real life. Colors are vacant from the view things are just grey mono tone and any light source is emboldened, Being hit with bright light with this active has the chance of granting a temporary Blindness on the user.

Daze Attack

A player with this ability is able 1/per day hypnotizes a target into being effected in a daze making them prone to all other attacks. Range is 30 ft range touch, Will save is 10 + 1/2 the player level.

Defensive Weapon

The Player is attune to using a item in hand for defensive purposes as well as offensive, A player can activate this ability granting them a +4 to their PS Score for the next 1d4 + 1 rounds, this ability is 1/per day.

Divination

The player has an inherent skill to seek out an object they are looking for. The player needs to have a strong idea on what they are seeking. 1 / per day, Object location, the player is able to detect a generalized location at a great distance within a mile, or in closer range within 20ft.

Drunken Dodge

Players with this ability can boost their PS by 2 for every -1 in END they take in drinking Alcohol. This remains in effect until the alcohol effects wear off (normal time is 1 hour for every -2 END, see Alcoholic Rules in the craft items section for END drop per drink type)

Edict Memory

With this ability the player can recall information that they have had come up before. Without this skill unless the player personally recalls the player has to make a Wisdom roll (DC is determined by the days to since the info was given) to see what they think they recall, failing the DC the GM gives them false information that may make sense. [This is a very handy skill for players that can't focus on things]

Enchanting Personality

The player has a strong charming personality that they find it easy to convince people to help them in things, 1/per day, Charm, DC equal to players Charisma Score.

Feat of Strength

The player has a way to tap into a greater amount of strength to perform a single act with it, 1/per day, Strength Boost, for the next round Strength Score is the number to add to use not Strength MOD.

Flashy Fighter

A player with this ability is able to roll a performance roll with their attacks, this roll can one of four things, 1 – entertain a crowd, this builds the players a temporary good reputation with any onlookers, 2 – Performance Ability, this lets a bard or any other class with the perform abilities in their class to use them with this performance, 3 – Alter attitude of enemies, this can be used to confuse enemies and cause them to hold back on their actions while the player is performing, 4 – Promotion, this allows the player to team up with another player with this ability to gain profits when performing in public, similar to the way any other street performance does. Without this ability the player can not gain benefits of a performance with fighting unless they have a different ability that states otherwise.

Focus Damage

Trained in making their attacks hurt, the player that takes this ability is able to add additional damage equal to their level on their target, 1/ per day.

Frenzy Fighter

A player with this ability is able to make their attacks strike two adjacent squares within 5ft with one attack. Normally a player can only strike one square, unless they have a reach weapon which they can strike the square behind another. (this ability can only be taken a second time to let the player attack 3 5ft squares next to each other.

Gang Fighter

A player with this ability is able to make sweeping attacks that strike a square at diagonals. (if the player strikes a target in front they also can hit the target at their side with the same attack. (This ability can be bought to gain a 180 degree attack from just three of the four squares around them, but no further)

Grace

A skill person of balance and strength in stability of their movements granting them a +2 Reflex Bonus

Great Knowledge

The player has a strong knowledge of something (not one of the Knowledge skills) to the point of being able to recall many things about the thing they hold great knowledge, granting them bonuses to them or allies when the knowledge comes into play. +10 to skills being used involving the subject of knowledge. While this ability can be bought again it goes to a new subject of which the player has intimate knowledge of.

Hidden Weapon

The player with this ability can store a weapon from prying eyes, When a player is searched or asked to disarm they can hide a weapon from the views of enemies with a DC 75 Notice to find the hidden weapon. The weapon still counts in the players carrying weight.

Ignore Pain

The player is able to ignore the disadvantages of an injury, this however will not cause the player to have less time healing or even stop bleeding, and all this does is the player can ignore penalties they would normally suffer from. Without this ability performing some tasks will prove harder if not impossible to perform these tasks.

Incredible luck

The player is granted with a remarkable ability of Luck being on their side, 1/ per day the player can choose to use this to re-roll a result before its made public knowledge of the GM by stating they are using it. This can be used on attacks, skill rolls or damage rolls. The result of the second roll must be taken. [Extra uses of this skill can only be used as 1 per a round / use of a skill]

Jury Rig

The player has great skill in mechanics to build or make things work by using other materials that normally would not apply. Without this skill the player would have to seek and find replacement materials or parts and could not get a machine working.

Laugh in the Face of Danger

The player can use their Spirit mod to boost themselves and allies within 30ft when they are near death (at 10% health) this boost lasts the players level in rounds and effects their attacks, saves and defenses.

Long Jumper

A skilled jumper in distance of length, the player can gain a greater distance on their leaps by +10ft, Normal distance of length jump is 10ft + ½ speed.

Mana Share

Lets the player expend their chi and give it to another pumping their targets mana up (even beyond that of their set max)

Mechanical Mind

Just looking at a mechanical object lets the player have an idea on potential problems or ways to cause problems with the machine. Without this ability the player has to spend time studying the object and searching it to find issues.

Mental Connection

A player with this ability is able to focus stronger in a technique and hold it, This ability grants them their INT + WIS or CHA Modifier (Which ever is highest) to their concentration rolls.

Money Sense

A player with this ability is able to 1/per day get the idea for the set price of an item. Normally a player would make an appraise roll to determine this and they would learn the estimated price. But with this ability they get the straight answer.

Read Movements

A player with this ability is able to see the movements and estimate the path the enemy is taking to hit at them, because of this the player gains an PS bonus of +2 Defense Bonus.

Protective

A player with this ability is able to grant their allies a defense bonus of +4 to PS score while standing next to them. They take actions to help their allies by blocking blows that adding to their defense.

Psychic Premonitions

A player with this ability is able to read actions and events in the near future. 1 / per day a player can gain a vision of upcoming events as the GM sees fit to describe. This allows the player to prepare and be on a look out for the events. This power is not controlled by the player but the GM as to when, where and what the vision entails.

Psychic Reading

A player with this ability is able to pick up on information from the past by touching a trigger object. 1/per day a player can use this ability to see into past events and get a glimpse of what happened in them. This ability while controlled in its time of use by the player, has the activation and what the player sees and finds out strictly in the hands of the GM.

Quick Wits

A player with this ability can look at a puzzle or mystery and get a better sense of the facts / ways to solve it. Without this ability the player has to figure things out on their own completely by figuring out clues or through trial and error. [This does not mean the GM will solve the puzzle or mystery, but does mean that he can give them advice on what to look for]

Second Look

A player with this ability is granted a natural sense to detect secret entrances, doors, hideaways, and even some invisible objects. They don't physically see it but they can sense the round about area something is hidden at $\frac{1}{2}$ the DC it takes to notice it.

See Opening

A player with this ability can 1/per day (before calling the results of the attack) can choose to make the attack instead of hitting the targets PS or hit the targets ADS with a bonus to the target of +4.

Shape Damage

The player is adapt at controlling the damage of area based attacks and can make sure that they have less chance of harming allies or innocents with those attacks. 1/per day the player can choose to have the area damage change its shape by a single 5ft square. This ability can be bought again for an additional 5ft square.

Shovel Ready

With this ability the player gains a $\frac{1}{4}$ movement through dirt, allowing them to dig tunnels and burrow secretly. Without this ability a player digging a tunnel takes game hours if not days.

Single Handed Spell

A player with this ability is able to cast two spells one in each hand in a single round or cast spells and attack with a weapon in the other. This however increased the Concentration DC needed for the spell and makes spells cost double mana.

Skill Shot

The player with this ability 1/ per day can hit two targets with one shot of a ranged weapon (Arrows, bolts, dart, needles, shuriken and slings hit any set two targets, Guns this ability can only be used on targets within 5ft of the first target with the exception of directly behind.) Normally one attack equals one hit.

Skilled Focus

The player is adapt at detecting an active illusion, With this ability the player has a bonus to avoiding being caught or getting out of a illusion of +4.

Skilled Taste

A Player with this skill can grant greater benefits from food sources, Food cooked by the player with this skill, grants x4 the benefit. Normally food grants a small amount of HP and Mana/ Chi restoration.

Strong Leadership

A player with this ability is able to grant a leadership bonus to their allies. This boosts the teams attack rate and saves by 2 as long as the user is in view of their allies (60 ft)

Strong Stomach

A player with this ability is able to resist the effects of Resistance based attacks stronger. This ability grants the player a +2 to their Resistance Save.

Strong Will

A person with a strong sense of self-preservation letting them shrug off will based attacks granting the player a +2 Will Bonus

Sutra User

A player with this ability can take a round to focus their life force into a sutra tag and place it on a possessed soul, undead, or Demonic power depending on how much life force they place into the tag depends on the DC of the Will save the target has to make to resist Stun. A player can place 10x their level in hp into a sutra a round. The DC is figured as follows for every 5 hp placed into a sutra its DC is raised by one, with DC 10 set as the start of sutra. Thus if a player places 25 HP into a sutra then the DC for that sutra is 15. Once in place the target can not act other then vocally until it can pass the DC or till it is physically removed from their forehead. Placing the tag is a simple Melee touch attack. Players gain this ability 1/per day.

Tough Skin

A player with this ability is able to shrug off physical damage easier then normal, This ability grants them a DR 1/elemental and Chi. Meaning the only damage that gets through this Damage Reduction is Elemental damage like fire, electricity, so on and raw chi damage. This ability can be taken up to five more times adding an additional 1 to the DR.

Vertical Leap

A Skilled jumper that can Jump at a greater distance up by +10ft, normal distance of a jump up is 5ft +Str Mod in ft.

Wild Child

Player with this ability has to make a will save in battle or fly in a rage. This acts just like the Barbarian Rage ability but does not use up a use of it if the player has both. The Rage is less controlled and the player continues till all have fallen or they have been in the rage for rounds equal to their END Mod.

Wire Mastery

A player has become such a skilled master with ninja thread in manipulating items that they now can use the wire itself as a weapon. The player using this ability treats wire as the follow, 1d6, x2 critical, 5+ Ft reach based on the length of the wire, Weapon can grapple / trip targets, weapon does slashing damage. Without this skill wire only does strength mod based sub-dual damage and is mainly used on setting traps. In all cases wire requires a Notice check based on its thickness, thin wire is often DC 50 notice

Wuv

The player can use their Comeliness Score to attack a target within 60ft, the target must make a Will save DC Roll result + Players Comeliness Bonus. If the target fails they become unwilling to fight until they are personally attacked or make a Will save that beats the DC to break the effect of the attack. The ability can only be used once per day and once a target has been affected or resisted the effects of the attack they cannot be affected again by the attack, for that day.

Wuv Sick

The player can use their Comeliness Score to attack a target within 60ft, the target must make a Will save DC Roll result + Players Comeliness Bonus. If the target fails they are sickened for 1d6 rounds. The ability can only be used once per day and once a target has been affected or resisted the effects of the attack they cannot be affected again by the attack, for that day.

Fruit User

Devil Fruit (悪魔の実, *Akuma no Mi*), called **Cursed Fruit** (pronounced with two syllables) in the 4Kids English dub, is a mystical fruit that can give the eater many kinds of strange and interesting abilities depending on the fruit and its type. There are some seen only in the anime or only in the manga.

I once heard that all the Devil's Fruits are the Sea Devil's incarnations. If you eat one you'll gain a special ability, but you won't be able to swim.

— Shanks speaks to Buggy on Devil Fruits.

About



The Devil Fruits as described by Morgan

Devil Fruit are said to be the fruit of the Sea Devil and that the secret to their power is hidden in the Grand Line. Because encounters with them are rare (especially outside the Grand Line) a number of rumors about them have risen making it difficult to tell whether some things are fact or fiction. The average person knows nothing or very little about what they are. Because of their power, if sold they can expect to reach well over #100,000,000 and Devil Fruit users themselves are sold at market prices as slaves. There are more than 100 types of Devil Fruit.

One running theme with Devil Fruits, however, is the fact that they taste unimaginably horrible, to the point of making it seem like the eater had taken poison. The Devil Fruit, when consumed, gives the consumer a power or special trait though they won't immediately become aware of. They come in different shapes, colors, and all Devil Fruits have swirl marks on them of some kind. There can be only one of each type of fruit at a time. Only one bite is needed for the user to gain the power of a Devil Fruit, after which the Devil Fruit becomes a simple, useless, disgusting fruit. Swallowing the fruit whole, as Buggy did, has the same effect, peeling off the skin and eating it piece by piece also works.

Devil Fruits are the origins of the powers of some of the strongest people in the world, such as Marine Admirals, Shichibukai or Yonkou.

Identification

We can figure out the name of a fruit by the power it gives, but the kind of power we get is completely up to chance.

— Kaku on his and Kalifa's unidentified Devil Fruits.



There is a book in the Grand Line with Devil Fruits listed (although sometimes a Devil Fruit is said to had been unidentified). The most notable example is Blackbeard in his search for the Yami Yami no Mi. Catalogs and a book were also mentioned by Spandam and Sanji. Shanks and his crew already knew Luffy's Devil Fruit was the Gomu Gomu no Mi (Gum Gum Fruit in English versions) before he consumed it.

While it hadn't been yet explained how to acquire that knowledge, according to Oda in a SBS, the same power of a Devil Fruit can exist more than one time (but not at the same time). Spandam mentions briefly that Devil Fruits have an aura around them which can often help identify them and that the two Devil Fruits he supplied to Kaku and Kalifa contained an unknown aura.

Side Effects of Devil Fruits

With this new power comes a weakness: the sea rejects the new Devil Fruit user and they become helpless while submerged in water (or "becomes a hammer," in Japanese parlance). Oda stated in SBS that Devil Fruit users are susceptible to all types of water, not just seawater. He elaborated on this, saying that "moving" water, like rain or waves, does not weaken Devil Fruit users, while standing water does.

If a user is not completely submerged, they can still use their powers from the parts of their body that are above the water. This was demonstrated by Kalifa, who was still able to produce bubbles from the parts of her body that were not under her bath water (although, as stated by Nami, this had effectively cut her strength in half while in the water). However, if the user's body has been permanently altered by the fruit, then the user's ability can be manipulated by outside sources; i.e., when Luffy was knocked into the pool at Arlong Park, Genzo and Nojiko dove underwater and stretched his neck so his head would be above water. Being weak against the sea proves

deadly to many Devil Fruit users who are pirates and Marines sailing the Grand Line.

Sea stone, a special substance that emits the same energies of the sea, can also cancel out Devil Fruit powers through physical contact with the user. Depending on how much physical contact the users has with the Sea stone, their movement may also be weakened.



One rumor, as recounted by Cipher Pol's Jyabura, is that Devil Fruits house actual devils that will fight when placed in proximity of one another. The resulting battle would destroy the users' bodies. Nevertheless, Blueno contradicted this claim, stating that Grand Line scientists have noted that the phenomenon of one's body destroying itself only occurs when one consumes two Devil Fruits.

Consequences of Consumption

Regardless of the type of power, it all depends on how you use it. The chances of you weakening from it are very low. Besides, being a hammer isn't much of an inconvenience.

— Rob Lucci on Devil Fruit power.

The main attraction to eating a Devil Fruit is the powers bestowed upon the user with many spending their entire lives seeking out just one type of fruit. More often than not the power is far more useful than never being able to swim again. However, due to lack of information known by most, and with Devil Fruits still unknown, the average consumer plays Russian Roulette consuming one and there is no way of changing what power you get once consumed. With no way of removing the curse all Devil Fruits users are labeled as "freaks", "Devils", and "monsters" for the remainder of their lives. All Devil Fruit users have to be trained to a certain degree from simple activation control to full battle techniques.

You could sell 'em for hundreds of millions. But one bite might leave you with a lifetime of problems you know!?

— Jyabura's warning to Kalifa and Kaku.

Another problem with the Devil Fruits is that a few of them offer "weird" or "useless" powers. While many citizens can be fascinated by their powers, others may leave a consumer leading a miserable life full of discrimination from those around them. Certain societies who are blind to the existence of Devil Fruits usually are told lies regarding the reason behind their strange abilities, keeping secrets but commonly causing misconceptions on how this power was achieved.

Research

Doctor Vegapunk, a Marine Scientist, is responsible for the research into the effects of Devil Fruit and Sea stone heavily. His research has also led him to devise the method that lets an inanimate object (such as a gun or a sword) gain the effect of a Devil Fruit (it has not yet been shown how this is done).

Tony Tony Chopper created, during his five-year apprenticeship under Dr. Kureha, a drug called "Rumble Ball" that enhances the effects of the Devil Fruit. Thus far he is the only one so far shown to have consumed it. According to him the Rumble Ball disrupts the wavelengths of Devil Fruit forms. It is implied that the "Rumble Ball" will activate when consumed by any Zoan type Devil Fruit user, albeit with different but slightly similar effect.

Types of Devil Fruit

Paramecia: The most common of the three classes, users of Paramecia Devil Fruits gains super-human physical abilities. Other users can alter features of their bodies or their environment. Finally, there are some users than can manipulate and generate some kind of substances.

Zoan: The users of Zoan class Devil Fruits gains the ability to transform into an animal (and acquire every ability affiliated with the said animal). The user can also transform into a human-beast hybrid form. There are Zoan Devil Fruits not only for common animals, but for prehistorical animals and mythological creatures as well.

Logia: The rarest of the three classes, users of Logia Devil Fruits gains the abilities to manipulate and transform themselves into an element. They also gain every ability related to that element and gains the skill to regenerate every part of their bodies (even their whole bodies) from that element.

For More Info on Fruit user powers see the Power creation section and the Fruit List

Smile

Smile is a completely artificial version of Devil Fruit crafted in labs with a chemical called Sad, this allows multiple versions of the same devil fruit to be created, and however the effects of the crafted fruits are still a mystery at this time. These are a recent creation in the world.

While eating Smile will grant a player devil fruit abilities it is believed that they are limited or may cause harm over time to those that eat them. It's up to the GM at this time as to how t proceed with Smile.

Starting powers

Once a player eats a devil fruit they gain one power with 3 uses a day for free (equal to 15 build points). In addition the player also gains a quote always active power of their fruit. This can be like a higher ADS, or weak ability that they can use at will freely at any time such is the case for Logia and Paramecia this is their choice. Yet for Zoan they get two powers to use freely, one to shift from their normal form, to their beast form, and a half way point between them. This requires a control shape skill check to shift to forms outside of the regular form they are in, and the other power Zoan's get is fast healing equal to $\frac{1}{4}$ their level.

How Devil Fruits work in this game

A player with a devil fruit has access to a unique system of powers, when any player builds powers they use build points to new power creations within some reasoning such as a weapon's style or arsenal of ammunition, player's skills or abilities and such. With devil fruit they can reach beyond this and have magic like abilities based on the fruit that they ate, additionally a player will gain one ability / power for free when eating a fruit but suffer from the following issues.

Player cannot longer swim PERIOD; it doesn't matter if the player could breathe underwater before, they will drown after eating a devil fruit. When in water the player becomes effectively paralyzed all over for a period of 1d4 rounds out of water.

Salt Water causes the target to be fatigued. A player in salt water, (up to their stomach) becomes severally exhausted and unable to due major actions, they need 1d10 rounds out of the salt water to be restored to normal.

Sea Stone, Sea stone has the same effect as Salt Water and will cause the player to be severely exhausted, till the stone is removed for 1d10 rounds. These stones are mostly mined, controlled and in the hands of the world government.

Fruit List

Devil fruits in game can come from one of three results. Logia, Paramecia, and Zoan. The three types are rolled by the GM by making a chart of 6 different fruits that are then asked by the player to roll a d6 and that is the result. If the fruit is acquired in game it's up to the GM on the fruits look. The fruits while looking like actual fruit display a pattern and/or odd color scheme then a normal fruit of its form. Below is a listing of types based under the 3 divisions of types? While some in the series have powerful fruits it is to be noted that there seem to be a lot of similar fruits like fire types are quite common in the anime and manga. Once a character dies the fruit returns to the list as available but it's a difficult one thus if it comes up its up to the GM to accept it or to re-roll it.

The Following are the steps to roll up a fruit.

Step 1: The GM rolls 6 fruits on the list below using a 1d10 (1 -2 - Logia, 3 -6 Paramecia, 7-10 Zoan)

Step 2: Following the type of fruit roll on their section to get the category of fruit

Step 3: Now we know the listing and type, now we roll to determine the actual fruit

Step 4: have each choice placed on a note or hidden from the players view and have them roll 1d6 to see which of the 6 choices they get. It is not advised to give them the fruit they want. The concept is to leave it as a power gamble.

Logia Fruits

With these fruits, the user will become a natural element completely. The users are neither human nor element when they are in their normal state. Logia fruits have major and minor based fruits based off the same elemental control roll 1d12. This is just a small listing more fruits can be created as long as they have a unique or strangle use.

01. Fire (roll 1d8)

Minor Fruits

- 01 Spark - Create sparks from nothing
- 02 Flame - create flame from nothing
- 03 Burn - Touch burns at high temps
- 04 Steam - Creates steam from nothing
- 05 Ignition - can cause things to ignite
- 06 Lava - Creates molten rock from earth
- 07 Fire - creates fire from nothing
- 08 Inferno - can cause things to become a large fire

Examples in series:

- Flare Fruit [Portagrace D. Ace] ~ Dead / [Sabo] - can turn body into living and controlled flame.
- Volcano Fruit [Admiral Akainu] - Can turn body into living and controlled lava
- Heat Fruit [Don Archino] - can increase the temp around himself

02. Water (roll 1d8) note no seawater power exists due to effect fruit users

- 01 Bubble - can create bubbles from nothing
- 02 Squirt - Body can shoot out blast of water
- 03 Rain - can call forth storms of rain fall
- 04 Wave - can control water to form waves
- 05 Water Spout - Can call forth cones of water from nowhere
- 06 Tsunami - Can create massive waves of water
- 07 Liquid - Can turn body to a liquid form
- 08 Flood - Can bring forth massive storms and control the waters movement

Examples in series:

- Liquid Fruit: Form Slime [Queen Honey] - can change body into a slimy liquid

03. Air (roll 1d8)

- 01 Wind - Can cause the wind to blow in directions
- 02 Dust - Body can take a dust form
- 03 Cloud - Body can take on a form of cloud
- 04 Mist - Can create and move through mist
- 05 Vacuum - Can create a vacuum drawing things towards you
- 06 Gust - Can create blasts of wind
- 07 Twister - Body can become a massive swirling wind
- 08 Tornado - Can create and control tornado's

Examples in series:

- Plume Fruit [Smoker] - Can take the form of smoke and control its movement
- Typhoon Fruit [Monkey D. Dragon] - Can call forth Hurricanes and ride their winds

04. Earth (roll 1d8)

- 01 Stone (multiple versions based off of stone types) - control over stone
- 02 Ground – control over the ground, they can shift or alter it as they wish
- 03 Gollum - Create and control creatures of earth and stone
- 04 Poop - body form and Control over Poop
- 05 Slurry - body form and Control over slurry
- 06 Soil - control over non rock type earth
- 07 Earth - Control over all kinds of earth
- 08 Mountain - Create Mountains out of nothing

Examples in series:

- Mud Fruit [“Wet Haired” Caribou] - Body can take form of Mud
- Quake Fruit [White beard] ~ Dead (Marshal D. Teach) -Create Earthquakes
- Sand Fruit [Crocodile] - Body form and control over sand

05. Wood (roll 1d8)

- 01 Wood - control over wood
- 02 Flower - control over flowers
- 03 Pollen - Body can become pollen
- 04 Paper - Body can become and control over paper
- 05 Plant Body - Body takes on plant based form
- 06 Seed - Control and creation of seedling plants
- 07 Plant control - Control over plant life
- 08 Forrest - Control and Body form of Trees and all plant life in a area

06. Lightning (roll 1d8)

- 01 Battery - The ability to absorb and slowly release electricity
- 02 Shock - The ability to shoot shocks of electricity
- 03 Lighting Bolt - The ability to call forth lightning bolts
- 04 Lighting Ball - The ability to create bursts of electricity
- 05 Wire - The ability to traverse through electrical devices
- 06 Charge - Body form of electricity
- 07 Storm - The ability to create and control thunder storms
- 08 Thunder - the ability to call forth sonic blasts of Thunder

Examples in series:

- Rumble Fruit [Enel (Eneru)] - Body form and control over Electricity
- Magnet Fruit [Eustass Kidd] - Control over all things metallic
- Combo Fruit [Brindo - Red] [Kanpahino-Blue] - the ability to be magnetically connected to each other

07. Ice (roll 1d8)

- 01 Chilly - control a drop in temps
- 02 Frost - create ice from nowhere
- 03 Freeze - Body form of ice
- 04 Dry Ice - Create cold so strong it burns flesh
- 05 Snow - create snow from nothing-
- 06 Winter - Body form of ice and drop temps
- 07 Glacier - Create huge blocks of ice from nothing
- 08 Blizzard - Body form of Ice and create snow storms from nothing

Examples in series:

Ice Fruit [Aokiji] - Body form and creation of ice

08. Shadow (roll 1d8)

- 01 Shadow control - able to control shadows and their users
- 02 Shadow Stealing - able to possess a shadow and thus their body
- 03 Shadow walk - able to travel through shadows
- 04 Shadow Body - Body form of living shadow
- 05 Shadow Form - Body form of a living ghost
- 06 Gravity - Control over gravity
- 07 Dimension - Creation of void spaces from nothing
- 08 Black Hole - Body form of a black hole

Examples in series:

Shadow Fruit [Gekko Moriah] ~ Dead - Body form, capturing and control of shadows

Darkness Fruit [Marshal D. Teach] - Body form and creation of black holes

Ghost Fruit [Perona] - The creation and control over ghosts

09. Light (roll 1d6)

- 01 Illusion - creates and controls illusions
- 02 Flash - Creates bursts of light
- 03 Explosion - Body can cause explosive bursts
- 04 Fire Works - creates explosions of light in bursts
- 05 Neon - Control over light in an area
- 06 Sun - Body form and control over light in an area

Examples in series:

Shiny Fruit [Admiral Kizaru] - Body form of light particles

10. Metal (different forms based on the metal type) (roll 1d6)

- 01 Blade - Can create blades from nothing
- 02 Call Metal - can detect and pull out metal from the ground
- 03 Shaper - can shape metal into objects
- 04 Alter Type - can alter metals form and shape
- 05 Metal Form - Summon forth metal
- 06 Metal Control - Creation and control over metal

11. Poison (roll 1d6)

- 01 Decay - Causes things to decay and rot
- 02 Acid - creates and controls acid
- 03 Syrup - body form of syrup
- 04 Disease - Body form and creation of diseases
- 05 Rot - Destroy and decays any substance as if 1000's of years past
- 06 Reaper - Body form of dangerous chemicals

Examples in series:

- Poison Fruit [Chief Warden Magellan] - Body form of Purple ring Octopus poison
- Spore Fruit [Musshuru] - Body form of poisonous spores
- Rust Fruit [Captain Shuu] - causes metal to rust and crumble

12. Spirit (1d4)

- 01 Blood – can release and manipulate blood to form and attack
- 02 Willpower – One can manipulate their will power into abilities and attack
- 03 Spirit Energy – One can manipulate gather and use the energy of the world around them
- 04 Life force – One can use their life force to attack and even take or restore others

Paramecia Fruits

Paramecia Fruits are the most common of the Devil Fruits types. They can change the user's body in some way. (roll 1d20) often there are multiple versions of the same fruit type.

01. Health (roll 1d4)

- 01 Drain - gain the ability to drain stats, Chi, or HP
- 02 Healing - Gain the ability to heal wounds ether on self or others
- 03 Aging - body can grow old or young at will
- 04 Immortality - grants immortality to person

Examples in series:

- Aging Fruit [“Big Eater” Jewelry Bonney] - cause targets to age
- Undead Fruit [Just Me Bones Brooke] - can return to body upon death
- Surgery Fruit [Trafalgar Law] - Can divide people and objects (people remain alive once divided)

02. Body Part Control (roll 1d8)

- 01 Elongate - Body can become long or short
- 02 Separation - body can separate and act on its own
- 03 Enlarge - Body can grow to great heights
- 04 Shrink - Body can shrink to great sizes
- 05 Kinetic - Body can absorb and redirect kinetic energy
- 06 Weight control - Can manipulate the weight of objects
- 07 Extra Limbs/Attacks - Can form extra limbs and body parts
- 08 Skin/Muscle - enhance ones skin and/ or muscle

Examples in Series:

- Chop Fruit [Buggy the Clown] - body can be broken in slices
- Berry Fruit [Captain Very Good] - body can be broken in small balls
- Slip Fruit [Alvida] - creates slick mucus on her body and makes her slim
- Muscle Fruit [Urouge] - Increases his own muscle mass
- Flower Fruit [Nico Robin] - she can mimic any of her body parts in a certain range
- Kilo Fruit [Ms. Valentine's Day] - can manipulate owns weight
- Mini Fruit [Bruce the Gaint] - Can shrink body down to human sizes

03. Intangible (roll 1d4)

- 01 Phasing - Move through objects
- 02 Ghost form - Body can move through objects and cannot be harmed by normal means
- 03 Displacement - Body holds a miss chance against all attacks
- 04 Flow – Body moves around and object or person

Examples in Series:

- Cage Fruit [Marine Officer Hina] - Body can move through things and create a binding around

04. Pheromone (roll 1d6)

- 01 Terror - Creates fear in others at will
- 02 Heart - creates love in others at will
- 03 Calm - creates a calming nature in others at will
- 04 Anger - enrages others at will
- 05 Depression – causes target to become lethargic and unwilling to continue
- 06 Inspire – causes targets to be under the influence of suggestions

Examples in Series:

- Lust Fruit [Boa Hancock] - Can turn bodies that show attraction to her to stone

05. Shape change (roll 1d6)

- 01 Love - Body can copy person's desires and take that form
- 02 Fear - Body can copy person's fear and take that form
- 03 Shift - Body can change form of any race at will
- 04 Mimic - Body can change form of any object at will
- 05 Shape - Can change the form of others into another
- 06 Clay - Can change objects form

Examples in Series:

- Clone Fruit [Bon Clay, Mr. 2] - He can copy and take on any persons form
- Wash Fruit [Vice Admiral Tsuru] - She can take others and make their bodies flat and lifeless like laundry in the wind.

06. Telekinetic (roll 1d4)

- 01 Pyro-kinetic - Mental control over fire
- 02 Electro-kinetic - mental control over electricity
- 03 Aqua-kinetic - mental control over water
- 04 Telekinesis - mental control over objects
- 05 Mecha-kinesis – mental control over machines
- 06 Terra-kinesis – mental control over the earth

07. Absorbing (roll 1d4)

- 01 Absorb – can take in items and attacks
- 02 Mimic Material – Touching / absorbing objects lets you mimic them
- 03 Merge – can combine two or more items into one
- 04 Synch – Can link items / people to one another to work as one

Examples in Series:

Munch Fruit [King Wappo] - ability to eat objects and use or combined their properties

08. Body Weapon (roll 1d8)

- 01 Slashing Melee Weapon
- 02 Bashing Melee Weapon
- 03 Piercing Melee Weapon
- 04 Slashing Ranged Weapon
- 05 Bashing Ranged Weapon
- 06 Piercing Ranged Weapon
- 07 Item based form
- 08 Subdual Weapon

Examples in Series:

Sickle Fruit [Erik The Whirlwind] ~ Dead - Ability to create blades of sharp wind
 Spike Fruit [Ms. Double Finger/New Year's] - ability to turn any body part into a spike
 Dice Fruit [Mr.1] - ability to change any body part into a blade
 Bomb Fruit [Mr.5] - ability to cause any body part to explode
 Wheel Fruit [Captain Sheringu] - ability to create wheels from body parts
 Fortress Fruit [Capone Bege] - Ability to house a army within himself
 Scissors Fruit [Inazuma] - Ability to cut anything as if it where paper
 Net Fruit [Largo] - the ability to create nets from the body

09. Skill Based (roll 1d12)

- 01 Potter – user can mold and form things with their hands
- 02 Calculating – can alter the path, weight or directions of objects, attacks and people
- 03 Art – user can paint/draw objects into being
- 04 Cooking – user can turn anything they want into food
- 05 Building – user can use anything as a building material
- 06 Dancing – user can compel objects or others to dance
- 07 Singing – user can affect status of objects or others through song
- 08 Sewing – can sew things together no matter what
- 09 Writing – can write about things and they become true
- 10 Acting – can compel others to into their acting scene
- 11 Hiding – can bend the world around them to hide
- 12 Stealing – can compel objects to go to their pockets

Examples in Series:

Pervert Fruit [Absalom] - Body and objects held can become invisible

10. Super Vision (roll 1d4)

- 01 Heat - Eyes can see heat signatures
- 02 X-ray - eyes can see bones and organs
- 03 Scope - eyes can lock in on objects at distances
- 04 Dark - eye can see in total darkness

11. Petrification (roll 1d6)

- 01 Stone - Touch can turn objects and people to stone
- 02 Metal - touch can turn objects and people to metal
- 03 Wood - touch can turn objects and people to wood
- 04 Flesh - touch can turn objects to living flesh
- 05 Tag - touch can cause person to stop moving
- 06 Picture - can trap person or object in picture

12. Teleportation (roll 1d6)

- 01 Self - can teleport over a distance
- 02 Others - can teleport others over time
- 03 Parts - can teleport bits and pieces of people or objects
- 04 Dimensional Pocket - Create a small room dominion
- 05 Dimensional Storage - create a small storage dominion
- 06 Creation – player can bring item into creation

Examples in Series:

Door Fruit [Blueno] - can create doors to move between distances

Pocket Fruit (as in pants pocket) [Blamenco] - the ability to pull things from within his own body

13. Multiplication (roll 1d3)

- 01 Double - can create copies of one self
- 02 Duplicate - can copy objects
- 03 Mirror - can control and bring forth copies from a mirror

14. Environment (roll 1d4)

- 01 Shape Change land
- 02 Move Land
- 03 Alter Form Type (ie, liquid, gas, solid)
- 04 Alter materials Type

15. Status Effecting (roll 1d10)

- 01 Mood - alter the moods of others
- 02 Body - cause stat altercations of the self or others
- 03 Mind - cause changes in mind
- 04 Sleep - cause targets to get sleepy
- 05 Gero (Gero - translated as disgusting) - causes other to be disgusted at them
- 06 Curse - cause problems on others
- 07 Hunger/Thirst – cause target to have a compelled desire to eat/drink stuff
- 08 Clumsy – causes a target to drop things or trip about
- 09 Speed – can alter a targets speed
- 10 Illness – can give strange or creative illnesses

Examples in Series:

Slow Fruit [Foxy] - causes targets to be slowed down for a amount of time

Voodoo Fruit [Basil Hawkins] - causes others to take damage he takes

16. Flight (roll 1d6)

- 01 Winged - Creates wings which allow the user to fly
- 02 Jet - User can create blasts and move in that direction
- 03 Propeller - user has a propeller that they can use to fly with
- 04 Rocket - user can launch themselves in the sky
- 05 Balloon- the user can float themselves and slowly move about in the air
- 06 Glide – user can leap and move their body to stay in air

Examples in Series:

Levitate Fruit [Shiki The Golden Lion] - can cause himself and non-living objects to float in the air.

17. Land Based movement (roll 1d8)

- 01 Bouncing - Body can bounce off objects
- 02 Hop - body can hop at great speeds in similar fashion to rabbits
- 03 Leap - body can leap great distances
- 04 Dig – user can dig through any substance
- 05 Run – user can run on walls and ceilings
- 06 Slide – user can slide about any surface
- 07 Skate – user can skate about on any surface
- 08 Drive– user can treat objects like vehicles

Examples in Series:

Swimming [Senior Pink]
Spring Fruit [Bellamy]

18. Sonic (roll 1d6)

- 01 Boom - ability to create massive explosions of sound
- 02 Burst - ability to shoot off bursts of sound in sonic cones
- 03 Punch - ability to do sonic damage with attacks
- 04 Scream -
- 05 Shout -
- 06 GM creation - GM creates a way to use this ability

Examples in Series:

Voice Fruit [El Drago] - The ability to shoot sonic rays from the body
Paw Fruit [Bartholomew Kuma] - the ability to create sonic bubbles to absorb and attack with
Band Fruit [Scratchman Apoo] - the ability to turn his body into different instruments

19. Telepathy (roll 1d6)

- 01 With others - the ability to talk to others through one's own mind
- 02 With Animals - the ability to talk to animals through one's own mind
- 03 With plants - the ability to talk to plants through one's own mind
- 04 With Elements - the ability to talk to elemental things through one's own mind
- 05 With Spirits - the ability to talk to the dead through one's own mind
- 06 With Machines - the ability to talk to Machines through one's own mind

Examples in Series:

Whisper Fruit [Apis] - the ability to hear the thoughts of other creatures

20. Body Material (roll 1d20) Body does not take the element but effects of

- 01 Glass - Body takes on form of glass
- 02 Cloth - Body takes on form of cloth
- 03 Tar - Body takes on form of tar
- 04 Oil - Body takes on form of oil
- 05 Cream - Body takes on form of cream
- 06 Salt - Body takes on form of salt
- 07 Pebbles - Body takes on form of pebbles or grit
- 08 Feathers - Body takes on form of Feathers
- 09 Glue - Body takes on form of glue
- 10 Gelatin – Body takes on form of gelatin
- 11 String – body takes on form of string
- 12 Magnet – body takes on properties of magnets
- 13 Tape – body takes on properties of tape
- 14 Swarm – body takes on properties of a swarm of insects
- 15 Paper – body takes on properties of paper
- 16 Wire – body takes on properties of wire
- 17 Sponge – body takes on properties of sponge
- 18 Hair – body takes on properties of hair
- 19 Mineral – body takes on properties of a mineral on the periodic table
- 20 GM Creation

Examples in Series:

- Wax Fruit [Mr. 3] - Body takes on and creates and controls wax
- Gum Gum Fruit [Monkey D. Luffy] - body takes on form of rubber
- Heatstone Fruit [Bear King] - Body takes on form of lava stone
- Bubble Fruit [Kalifa] - Body takes on form of soap and can shape others
- Diamond Fruit [Jozu] - body takes on form of Diamond

Zoan-Types Fruits

A Zoan Devil Fruits is the kind of Devil Fruit that will transform you into an animal if you eat one. (roll 1d20) as a bonus all Zoan type users gain Fast Healing $\frac{1}{4}$ their level. Unlike the first two no description is given as each is taking on the animal or creatures qualities and traits of that creature

01. Cats (Roll 1d6)

- 01 Cat Breeds
- 02 Lion
- 03 Tiger
- 04 Jaguar
- 05 Liger
- 06 Bobcat

Examples in Series:

- Cat Fruit, Model Cheetah) [Chiqicheetah - Foxy Pirates]
- Cat Fruit, Model Leopard) [Rob Lucci]

02. Dogs (Roll 1d6)

- 01 Dog Breeds
- 02 Coyote
- 03 Hyena
- 04 Fox
- 05 Dingo
- 06 Cerberus

Examples in Series:

- Dog Fruit, Model Dachshund [Mr. 4's dog]
- Dog Fruit, Model Dalmatian [Vice Admiral Dalmatian]
- Dog Fruit, Model Jackal [Chaka]
- Dog Fruit, Model Wolf [Jyabura]

03. Rodents (Roll 1d12)

- 01 Rat
- 02 Mouse
- 03 Kangaroo
- 04 Squirrel
- 05 Chipmunk
- 06 Armadillo
- 07 Gerbil
- 08 Hamster
- 09 Beaver
- 10 Weasel
- 11 Ferret
- 12 Capybara

04. Lizards (Roll 1d12)

- 01 Frill
- 02 Dinosaur
- 03 Iguana
- 04 Monitor
- 05 Chameleon
- 06 Crocodile
- 07 Alligator
- 08 Monitor
- 09 Kimono Dragon
- 10 Skink
- 11 Gecko
- 12 Velociraptor

Examples in Series:

- Lizard Fruit Model T-Rex [X Drake]

05. Snake (roll 1d6)

- 01 Viper
- 02 Asp
- 03 Constrictor
- 04 Cobra
- 05 Quetzalcoatl
- 06 Basilisk

Examples in Series:

- Snake Fruit Model King Cobra [Boa Marigold]
- Snake Fruit Model Anaconda [Boa Sandersonia]

06. Spider (roll 1d8)

- 01 Spider Types
- 02 Scorpion
- 03 Crab
- 04 Centipede
- 05 Millipede
- 06 Lobster
- 07 Arachne (Legendary Spider woman)
- 08 Tick/Flea

Examples in Series:

- Caterpillar fruit [Epodia]
- Spider Fruit, Model ???? [Onigumo]

07. Frog (roll 1d6)

- 01 Frog
- 02 Toad
- 03 Turtle
- 04 Salamander
- 05 Kappa
- 06 Kane Toad

08. Birds (roll 1d8)

- 01 Bird types
- 02 Raptor
- 03 Penguin
- 04 Bat
- 05 Carrion
- 06 Griffon
- 07 Duck
- 08 Swan

Examples in Series:

- Bird Fruit, Model Falcon [Pell]

09. Cow (roll 1d6)

- 01 Cow
- 02 Hippo
- 03 Sheep
- 04 Buffalo
- 05 Ox
- 06 Water Buffalo
- 07 Ram
- 08 Goat

Examples in Series:

- Cow Fruit, Model Bison [Dalton]
- Cow Fruit, Model Cow [Minotaurus]
- Cow Fruit, Model Giraffe [Kaku]
- Rhino Fruit [MinoRhinoceros]

10. Horse (roll 1d8)

- 01 Horse Breeds
- 02 Camel
- 03 Mule
- 04 Deer
- 05 Elk
- 06 Moose
- 07 Reindeer
- 08 Antelope

Examples in Series:

- Horse Fruit [Pierre-Gods horse]
- Zebra Fruit [Minozebra]

11. Insect (roll 1d10)

- 01 Fire Fly
- 02 Bee/ Wasp
- 03 Fly
- 04 Ant
- 05 Moth
- 06 Butterfly
- 07 Killer Bee
- 08 Fire Ant
- 09 Antlion
- 10 Cockroach

12. Beetle (roll 1d6)

- 01 Dung
- 02 Hercules
- 03 Scarab
- 04 Lady Bug
- 05 Stink bug
- 06 Golden beetle

13. Worm (roll 1d4)

- 01 Worm
- 02 Slugs
- 03 Snails
- 04 Death Worm

14. Monkey (roll 1d6)

- 01 Monkey
- 02 Ape
- 03 Yeti
- 04 Lemur
- 05 Orangutan
- 06 Chimp

15. Bear (roll 1d6)

- 01 Grizzly
- 02 Panda
- 03 Raccoon
- 04 Polar
- 05 Black
- 06 Sloth

Examples in Series:

Koala Fruit [Minokoala]

16. Man (roll 1d6)

- 01 Toddler
- 02 Geriatric
- 03 Neanderthal
- 04 Male
- 05 Female
- 06 Race based (Not skin color Races from the guide)

Examples in Series:

Human Fruit [Tony Tony Chopper]

17. Other Animal types (1d20)

- 01 Hedgehog
- 02 Rabbit
- 03 Skunk
- 04 Platypus
- 05 Porcupine
- 06 Badger
- 07 Honey Badger
- 08 Wombat
- 09 Tapir
- 10 Boar
- 11 Pig
- 12 Walrus
- 13 Seal
- 14 Otter
- 15 Porcupine
- 16 Tasmanian Devil
- 17 Alpaca
- 18 Tarsier
- 19 Aye-Aye
- 20 Jackalope

Examples in Series:

Elephant Fruit [Funk Freed - Spandam's Sword]

Mole Fruit [Ms. Groundhogs day/ Merry Christmas]

18. Prehistoric

- 01 Saber tooth - Character takes on the form of a saber tooth tiger
- 02 Mammoth - character takes on the form of a Mammoth
- 03 Megaloth - character takes on form of a massive Sloth about 9 ft tall
- 04 Meiolania – Takes on the form of a giant spiny barbed tail turtle
- 05 Dodo – a large flightless bird
- 06 Roc – a giant bird

19. Legend

- 01 Chimera - character gains abilities of the legendary creature
- 02 Dragon - character gains abilities of a dragon
- 03 Vampire - Character becomes a vampire (cannot sire others)
- 04 Angel Hail - gain the ability to gather others and flight perfect
- 05 Angel Mystic - gain the ability to use magic and flight good
- 06 Angel Arch - Gain the ability to use magic in fighting cannot fly
- 07 Angel Guardian - Gain the ability to protect others with magic, flight good
- 08 Demon Succubus - Can seduce others and fly good
- 09 Demon Balor - Gain the ability to use magic in its attacks
- 10 Demon Hezrou - Gain the ability to use Magic and fly perfect
- 11 Devil Balthazar - can manipulate the earth
- 12 Devil Hades - can manipulate fire
- 13 Devil Auron - can manipulate water
- 14 Unicorn – can shift into the legendary horned horse
- 15 Sleipnir – can shift into a horse with eight legs
- 16 Fairy – can change into a small flying human like creature with magic
- 17 Dryad – can shift into a living plant person
- 18 Nymph – can shift into a creature of blinding beauty
- 19 Fenrir – can shift into a massive wolf creature
- 20 Hag – user can shift to the form of a witch and cast magic

20. Myth

- 01 Satire - character takes on likeness of mythical creature
- 02 Medusa - character takes on likeness of mythical creature
- 03 Muse - character can inspire others in skills and battle
- 04 Kali - Character takes on the ability of six arms and three heads
- 05 Gigas - character takes on likeness of mythical creature
- 06 Goddess - character can perform magic
- 07 Valkyrie - Character becomes a savage female warrior with flight perfect
- 08 Alpha - character gains the ability to create life from nothing
- 09 Omega - Character gains the ability to end life through destructive magic
- 10 Djinn – Character gains the ability to have the powers and form of a, djinn

Examples in Series:

- Phoenix Fruit [Marco] - Takes on the form of the legendary bird right down to it healing properties
- Buda Fruit [Sengoku] - Takes on the form of a living Giant golden Buda statue

Haki User

(覇気 Haki?, literally meaning "Ambition") is a mysterious power that is found in every living being in the world. It is not that different from the normal senses. However, most people do not notice it or fail to awaken it. Broadly, there are two types of Haki common to everyone, given the proper training; however, there is a third type that only a certain group of "chosen ones" are said to possess. In simple terms, Haki is an ability to sense spiritual energy and overpower enemies.

"Haki" is a power that lies dormant in all the world's creatures... "Presence", "fighting spirit" and "intimidation"... It is not different from the things that humans can naturally sense such as these... 'The act of not doubting'. That is strength!

— Silvers Rayleigh explaining Haki to Luffy at the start of his training.

Haki, unnamed at the time, was first seen when Shanks used it against the Lord of the Coast to save Luffy when he was a child from the wrath of the Sea King. The term "Haki" was first coined and used much later when Blackbeard was commenting on Luffy's bounty in Jaya, and was hinted at during Shanks' visit with Whitebeard. The underlying concepts of Haki were introduced during the Sabaody Archipelago and Amazon Lily Arcs. The concept was clearly explained by Rayleigh to Luffy at the start of the latter's training on Rusukaina Island.

Haki is dormant in every living person, but it's rare for most people to ever awaken that ability. Intense training can awaken it, as can extreme shock, such as with Coby during the battle of Marineford. Two known people (Aisa and Otohime) were born with the ability.

Haki is separated into three categories, or "colors": Kenbunshoku Haki, which grants users a sixth sense of the world around them and limited precognitive abilities; Busoshoku Haki, which allows the user to use their spirit as armor to defend against attacks or to make their own attacks more potent; and Haoshoku Haki, a rare type of Haki only one in a million can use which grants the user the ability to overpower the will of others. Most people who can use Haki tend to have a type they're better at and as a result focus on that type. However, a person can improve their abilities with all the types of Haki, it just requires more work.

Becoming a Haki User:

Unless a race states which they get, all players start the game or start a new character must roll a 1d100 and be within 10 of an opposed roll the GM makes.

The closer they are to the number the greater amount of Haki they can use.

Result within 10 to 7, player's choice of either Observation or Armament.

Result within 6 to 4, Both Observation and Armament (If they already have one through a race they do not gain the third but gain a second roll on a designated Haki's type).

Result within 3, Conqueror.

Result within 1-2, two choices of the three.

Match the number all three types on the roll the GM made to see if they get Haki.

(Do not have a guess or roll to 1 or 99 as it's meant to be so rare it has to be determined by sheer luck) Or very intense training from a skilled user in game for the first two choices as Conqueror can not be given in training.

Players with Haki, gain these powers at no cost, and they can freely be linked with other abilities and attacks at no cost in Build Points. They however can be expanded in some ways buy using build points. Once a player has access to one of the three styles of Haki they can later be trained (ether spending weeks / years training in the wilderness, through endless battles, or with a skill trainer of Haki themselves to properly use the ability)

Observation Haki:

Kenbunshoku Haki (Observation Haki), also known as Mantra on Skypiea, is a form of Haki that allows the user to sense the presence of others, even if they are concealed from view or too far to see naturally. With enough skill, one can use this Haki to predict an opponent's moves shortly before they make them, thereby making the attack that much easier to evade. This prediction appears to the user as an image or brief "premonition" of what the opponent will do in the user's mind's eye, and the damage the user will take if the attack actually "hits". It appears that the more killing intent the enemy has, the easier they are to predict. Although, more skilled users can predict future moves whether there are ambient murderous intents or not.

It was first introduced under the name Mantra when Satori used it to fight Sanji, Luffy, and Usopp as they went through the Ordeal of Balls. Aisa is the only known Shandian who has this ability. It served as a plot point when she helped Luffy locate Enel. It varied in strength between users, with Enel's seemingly being the strongest. With his Devil Fruit, the Goro Goro no Mi, Enel could pick up electromagnetic waves, allowing him to overhear conversations and everything around him; this extended the range of his Mantra to cover roughly all of Skypiea. By comparison, most of the other priests could only keep track of people nearby.

The first time it was seen being used and referred to as Haki was during Luffy's battle on Amazon Lily with the Boa Sisters. Later, Rayleigh explained Haki to Luffy and confirmed that "Mantra" is the Skypiean name for the ability.

Though the power allows the user to predict most attacks, it can be circumvented by various means. It cannot predict inherently random attacks; for example, Luffy managed to bypass Enel's Mantra by bouncing his fists off a nearby wall, to prevent himself and

thus Enel from knowing where they would land. Tying in with the inability to detect random attacks, Kenbunshoku Haki seems to be linked to the target's own awareness of themselves and their surroundings. Enel failed to discern the presence of Luffy inside the giant snake Nola, only detecting him after he escaped. It also doesn't make the user any faster than normal, so the user's ability to dodge is dependent on their speed; Enel was unable to avoid Luffy's finishing move because it was moving too fast. Likewise, Luffy's Gear Second was able to outpace Boa Sandersonia, despite her ability to read his moves. It also seems to falter if the user loses their concentration. Satori lost the control of his Mantra when Luffy unexpectedly brought the string of exploding balls right to him, enabling Luffy to grab him from behind when the smoke cleared, and Gedatsu lost to Chopper because he lost his concentration and his Mantra faltered.

This type of Haki can also allow to user to sense the emotions and nature of others. For example, Otohime used this Haki to sense sense the sufferings and emotions in the heart of a fishman thief and Aisa was able to sense Wiper's aggressive nature with this Haki.

It appears it's also possible for the user of this Haki to sense the strength of others as well. This was shown when Rayleigh used this Haki to sense that there were 500 creatures on Rusukaina who were stronger than Luffy at that the time.

How Observation Haki is used in game:

This Haki comes in 6 forms the form that is determined for the player needs to be rolled on a d 12

Result	Type	Trained	Untrained
01 - 04	Avoidance	PS Bonus + ½ lvl	+2 PS bonus
Effect			
The player gains the ability to avoid attacks by predicting where they are likely to strike.			
Result of spending build points			
The player can detect locations of threats granting them a +1 to PS score per point spent.			

Result	Type	Trained	Untrained
05 - 07	Detection	Full Effect	Randomly
Effect			
Gains ability to locate objects, focusing can detect location of objects or locations within 2 miles			
Result of spending build points			
The player can detect locations of threats granting them a +1 to PS score per point spent.			

Result	Type	Trained	Untrained
08 - 09	Empathy	Full effect	Randomly
Effect			
Gains ability to read targets emotion, granting them bonus of +50 on social skill checks			
Result of spending build points			
The player can detect locations of threats granting them a +1 to PS score per point spent.			

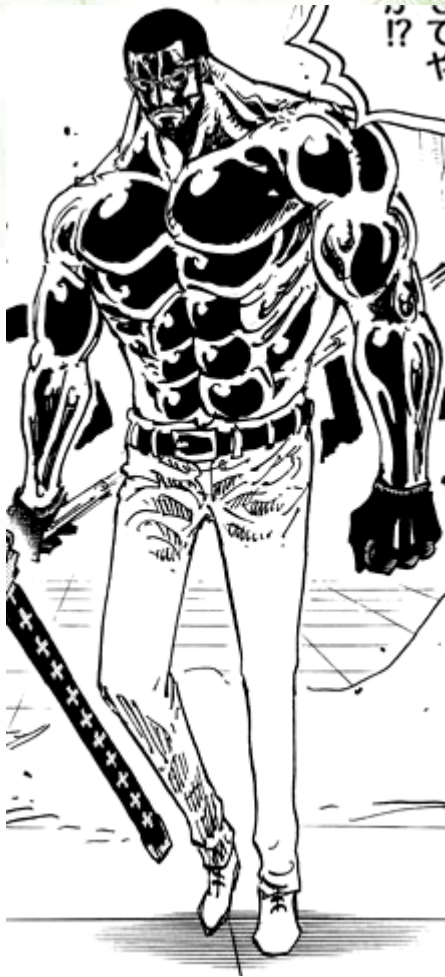
Result	Type	Trained	Untrained
10	Read Minds	Full effect	Randomly
Effect			
Gains ability to hear thoughts of a target within 100 ft			
Result of spending build points			
The player can detect locations of threats granting them a +1 to PS score per point spent.			

Result	Type	Trained	Untrained
11	Nature Empathy	Full effect	Only when focused
Effect			
Gains ability to hear voices of nature (speak with animals and plants)			
Result of spending build points			
The player can detect locations of threats granting them a +1 to PS score per point spent.			

Result	Type	Trained	Untrained
12	Sense Power	Full effect	Only when focused
Effect			
Gains ability to sense targets skills and level, within 100 ft			
Result of spending build points			
The player can detect locations of threats granting them a +1 to PS score per point spent.			

The powers are not limited per day, yet require training to properly use. Until then the powers will evoke only in sever events and can cause harm to a character, in the cases of detecting, hearing thoughts or sensing targets the subject will be attacked by sever headaches and be unable to take action until being knocked unconscious. While even after training users of Avoidance will find after activating this ability at the end of battle they suffer from exhaustion, and will require rest for 24 hours or x3 food amount for 24 hours (chosen by player which defect to have for their character)





Armament Haki :

Busoshoku Haki (Armament Haki) allows the user to create a force similar to an invisible armor around themselves. Similar to Tekkai, this allows the user to defend against attacks that would otherwise cause them harm.

Only significant physical force can overcome this defense; for example, Luffy striking Boa Marigold hard enough with Gear Second techniques to send her reeling.

Naturally this "invisible armor" can be used as a weapon to strike others with. It can be used to augment the user's own attacks, projected ahead of the user as pure brute force, or imbued in weapons to increase their effectiveness. Any attack enhanced by Busoshoku Haki hits immensely harder than it would normally be without it. The Kuja's Haki-imbued arrows, for example, are capable of penetrating solid stone.

This type of Haki also has the ability to bypass the powers of a Devil Fruit user, touching the "substantial body" beneath whatever protection the fruit provides, such as the case of body-altering Devil Fruits such as Logia users. Busoshoku Haki works

independently of the user's Devil Fruit, as shown when Luffy uses it to enhance his Gear Third attack underwater. This type of Haki may not be equipped to attacks that are not from one's body except for weapons (like Kizaru's laser beams, Marco's flames or any other Logia attack). So, those who do attack with parts of their body can combine their Haki and Devil Fruit powers. Moreover, the accumulation of this type of Haki seems to increase the heat in the zone where it is used. However, this aspect of Busoshoku Haki only seems to work when it's used in great quantities as seen when Luffy does it to vulcanize his rubber body or to generate fire instead of steam in his Gear Second mode.

How Armament Haki works in game:

There are four kinds of Armament Haki Users the types are determined by rolling a d8 to determine the 4 types. All Armament Haki Users can through training learn to attack Logia Forms that normally would avoid an attack by altering their body form this means intangible effects from devil fruits are rendered ineffective to Armament Haki that is active.

Result	Type	Trained	Untrained
01 - 03	Invisible Armor	Grants ½ level DR	1/dr
Effect			
The player ignores damage by greater amounts with in their level in rounds			
Result of spending build points			
The player's body does damage to melee attacks of 1 per point spent.			

Result	Type	Trained	Untrained
04 -05	Weapon	+½ level in damage	+2 attack
Effect			
Players hits do greater damage for their level in rounds +1			
Result of spending build points			
the player can ignore ADS score equal to the points spent in an attack.			

Result	Type	Trained	Untrained
06 - 07	Element	elemental bonus damage of +2d6	elemental resistance of +1
Effect			
the type of element chosen by roll of d8 1-fire, 2-cold, 3-electricity, 4-wind, 5-acid, 6-shadow, 7-light, 8-earth.			
Result of spending build points			
grants the elements resistance and damage increase by 1 for each build point use			

Result	Type	Trained	Untrained
08	Healing	Fast Heal END+ lvl	fast healing 1
Effect			
The players body is so use to damage that they actually shake off damage at a higher rate by willing their body to heal wounds quickly. This Haki's uses is limited per day but the limit is based on ¼ of the characters level.			
Result of spending build points			
player gains a use 1/per day to heal their level +points spent in damage.			



Conqueror's Haki:

Haoshoku Haki (Conqueror's Haki) is a rare form of Haki that cannot be attained through training and only one in a million people carry it. It was first demonstrated by Shanks, when he used it to scare off a Sea King. Later on, during a meeting with Whitebeard, he used it to knock out most of the crew, which the few still standing attributed to his superior Haki. Luffy first displayed the effects of this type of Haki against Duval's bull, Motobaro, much to everyone's confusion. He displayed it again on Amazon Lily while battling the Boa sisters, knocking out a large portion of the audience observing the match, despite all of them being accustomed to regular Haki usage. This is also the first time it is referred to by name. Luffy's exhibition of it during the Marineford War was enough for the Marine admirals to be wary of him that they prioritized his elimination after that.

After the time skip, Luffy is proficient enough to tame monsters, as well as knock out a selected group of individuals without affecting any of the bystanders using Haoshoku Haki, displaying his new-found proficiency in the skill.

This type of Haki grants the user the ability to dominate the wills of others. The most common usage in the series so far is knocking those with weak wills unconscious. Whilst inexperienced users are restricted to merely overpowering the will of one individual or blindly knocking out weak-willed people around them, those with more expertise can pick out weak-willed individuals in a large group and knock them out without affecting those around them. However, those with stronger wills can resist or even ignore the effects of Haoshoku Haki. According to Rayleigh, while this type of Haki cannot be attained through training, it can be improved through training, as it grows as the users spirit grows. It seems that upon recovery, victims of Haoshoku Haki experience the sensation of chills running through their body. However, it presumably wears off after a short period.

How Conqueror's Haki is used in Game:

Players with the rare ability of Conqueror's Haki start with one of the three forms thru the roll of it through the roll of a d6 and it acts uncontrolled in the GM's hand until the player can obtain training in it.



Result	Type	Trained	Untrained
01 - 03	Influence	Full effect	Active in high stress
Effect			
Grants Moral Bonus of ½ user's level, this stacks with other moral bonuses and lasts for 1d10 minutes.			
Result of spending build points			
The user can increase the time of the bonus by 1 minute			

Result	Type	Trained	Untrained
04 - 05	Tame	Full effect	Active in high stress
Effect			
A single target makes will save DC (user's level + Will Mod +10) vs. Domination (works only on INT scores lower then 10)			
Result of spending build points			
At a cost of 1 per the INT score it affects is increased			

Result	Type	Trained	Untrained
06	Overpower	Full effect	Active in high stress
Effect			
an area attack of Will DC (user's level + SPI Mod +10) vs. Overpower, if a target gets under 10 from the DC they can't not take action, if they get less then that they are knocked unconscious. This effect is an area centered on the user 30ft.			
Result of spending build points			
At a cost of 1 the player can increase the range of the effect by 10 ft.			

Unlike the other two Haki's granting only one type, those blessed with Conqueror's can train to gain all three types through training their conquerors powers.

Power Building

When crafting a power the player uses build points based on the Power Level they use to craft an attack. The player must chose a Power Type based on their weapons/skills/unique ability/or special abilities granted in ether by race, by class (mainly Hero class), or by other means that the GM grants the player the power. Some races such as robots, Cyborgs, vampires and a few others also grant a power for a character as well. So keeping that in mind the basis of the power comes from those abilities.

Power Level and figuring out their cost:

Frist thing to note is that all powers bought have a single use that can be bought up separately through build points. The cost of the power in build points is equal to the power level (or level listed in the charts added together in the listing above. (Only ranged target powers is allowed to take two listings from one chart)

Example in creating a new power

Fireball

Attack Type (Ranged target 30') 3 +(Range 60') 1 + Save Type (10+every level) 6 + Dice Type (1d6+every level) 4

Breaks down to follows

Fireball 1d6per level DC 10+1 per level 60' Range 30' Area

Thus the cost of Fireball which power level is 14 in build points it costs 14. While a weaker one could be made the player wants a stronger version that grows stronger as they level doing greater damage thus a 5th level character would be doing 5d6 damage and the DC would be 15 reflex to avoid. Some powers are limited to be stronger by the characters level. Such choices as doing 1d12 damage.

Attack Type:

Altering/Adapting Powers:

Sometime a player may learn a power or want to alter a power that they already have learned they can adapt and alter a already learned ability or attack but they have to treat it as a new one in build point cost.

Attack Type	Level	Effect	Limiter
Self	0	Targets yourself	
Trigger	+1	Magical Trigger trap	Requires Save/ Reaction Type
Range 60'	+1	Ranged attack 60'	
Range 90'	+2	Ranged attack 90'	
Range 120'	+3	Ranged attack 90'	
Melee	+1	Melee Attack	
Ray 30'	+2	Ranged touch line of sight needed 30'	Requires Save
Ray 60'	+3	Ranged touch line of sight needed 60'	Requires Save
Cone 30'	+1	V Shaped Spray 30'	Requires Save
Cone 60'	+2	V Shaped Spray 60'	Requires Save
Range Touch 60'	+2	Range attack to PS Minus Stats	Requires Save
Range Touch 90'	+3	Range attack to PS Minus Stats	Requires Save
Range Touch 120'	+4	Range attack to PS Minus Stats	Requires Save
Touch	+2	Melee attack to PS Minus Stats	
Arc 10'	+2	L shaped spray 10'	Requires Save
Arc 30'	+3	L shaped spray 30'	Requires Save
Wave 30'	+3	180 degree shaped spray 30'	Requires Save
Wave 60'	+4	180 degree shaped spray 60'	Requires Save
Ring 10'	+1	Unleash attack from self 10'	Requires Save
Ring 30'	+2	Unleash attack from self 30'	Requires Save
Ring 60'	+3	Unleash attack from self 60'	Requires Save
Colum	+3	Hits 3 targets in-front in one hit	
Targeted 10'	+2	Melee hit area 10'	Requires Save
Targeted 30'	+3	Melee hit area 30'	Requires Save
Targeted 60'	+4	Melee hit area 60'	Requires Save
Range Target 10'	+2	Ranged area attack 10'	Requires Save/ Range Distance
Range Target 30'	+3	Ranged area attack 30'	Requires Save/ Range Distance
Range Target 60'	+4	Ranged area attack 60'	Requires Save/ Range Distance
Line 30'	+1	Shoots a line striking all targets in 30'	Requires Save
Line 60'	+2	Shoots a line striking all targets in 60'	Requires Save
Line 90'	+3	Shoots a line striking all targets in 90'	Requires Save
Chain	+3	Range touch one target then hit again	PS increases each target
Auto hit	+2	Attack automatically hits	D3 or d4 dice only
Field 60'	+2	Effects all in an area 60'	D3, d4 or d6 dice only
Field 90'	+3	Effects all in an area 90'	D3, d4 or d6 dice only
Field 120'	+4	Effects all in an area 120'	D3, d4 or d6 dice only
Environment 90'	+3	Effects environment of area 90'	D3, d4 or d6 dice only/Save
Environment 120'	+4	Effects environment of area 120'	D3, d4 or d6 dice only/Save

Dice Type:

This Type determines the dice used in the casting the spells damage or effect. (Some Types have a dice minimum listed in their effect part on the charts.) The dice type effect most spells with the exception healing, draining, nonlethal spells, boosting, most effect spells (except Status effect which only effects or time damage or healing of spells, such as poison cloud or regeneration)

Dice Type	Level	Increase per Level	Limiter
d3	+0	Every three levels	
	+1	Ever two levels	
	+2	Every level	
d4	+1	Every three levels	
	+2	Ever two levels	
	+3	Every level	
d6	+2	Every three levels	
	+3	Ever two levels	
	+4	Every level	
d8	+3	Every three levels	Character level 4+
	+4	Ever two levels	Character level 4+
	+5	Every level	Character level 4+
d10	+4	Every three levels	Character level 8+
	+5	Ever two levels	Character level 8+
	+6	Every level	Character level 8+
D12	+5	Every three levels	Character level 12+
	+6	Ever two levels	Character level 12+
	+7	Every level	Character level 12+

Save Type:

This Type is how high a DC save increases by per level. There are many spells listed to have a save type added to them the higher the DC the harder to resist the spell but the higher the mana cost of the spell is to cast.

Save Type	Level	Increase per level	Limiter
10+ ¼ level	+1	Increase +1 every four levels	
10+ 1/3 level	+2	Increase +1 every three levels	
10+ ½ level	+4	Increase +1 every two levels	
10+ level	+6	Increase +1 every level	Character level 4+
13+level	+8		Character level 8+
16+level	+10		Character level 12+
20+level	+12		Character level 16+

Boost Type:

This type determines how long a boost/ decrease increases and by how much the spell increases. This does not include Armor bonuses

Boost Type	Level	Time Rate per Level	Limiter
+1	+0	1d4 rounds +level	
	+1	1d6 rounds +level	
	+2	1d8 rounds + level	
	+3	1d10 rounds + level	
+2	+1	1d4 rounds +level	
	+2	1d6 rounds +level	
	+3	1d8 rounds + level	
	+4	1d10 rounds + level	
+3	+2	1d4 rounds +level	Character level 4+
	+3	1d6 rounds +level	Character level 4+
	+4	1d8 rounds + level	Character level 4+
	+5	1d10 rounds + level	Character level 4+
+4	+3	1d4 rounds +level	Character level 8+
	+4	1d6 rounds +level	Character level 8+
	+5	1d8 rounds + level	Character level 8+
	+6	1d10 rounds + level	Character level 8+
+5	+4	1d4 rounds + level	Character level 12+
	+5	1d6 rounds + level	Character level 12+
	+6	1d8 rounds + level	Character level 12+
	+7	1d10 rounds + level	Character level 12+

Summon Type:

This type is the amount of HP or level equivalent of a summon one does

Summon Type	Level	Effect	Limiter
Beast 1d6/lvl 2	+1	Summon creature is level 2 or 1 Hit dice	Time Based
Beast 2d6/lvl 4	+2	Summon creature is level 4 or 2 Hit dice	Time Based
Beast 3d6/lvl 6	+4	Summon creature is level 6 or 3 Hit dice	Time Based
Beast 4d6/lvl 8	+6	Summon creature is level 8 or 4 Hit dice	Time Based
Beast 5d6/lvl 10	+8	Summon creature is level 10 or 5 Hit dice	Time Based
Beast 6d6/lvl 12	+10	Summon creature is level 12 or 6 Hit dice	Time Based
Beast 7d6/lvl 14	+12	Summon creature is level 14 or 7 Hit dice	Time Based
Beast 8d6/lvl 16	+14	Summon creature is level 16 or 8 Hit dice	Time Based
Beast 9d6/lvl 18	+16	Summon creature is level 18 or 9 Hit dice	Time Based
Beast 10d6/lvl 20	+18	Summon creature is level 20 or 10 Hit dice	Time Based

Effect Type:

This Type establishes an effect the spell upon casting will create on a character

Effect Type	Level	Effect	Per Level
Levitate	+3	Float in the air	Time Based
Walk on Water	+1	Walk across water as if land	Time Based
Walk on Air	+3	Walk on air as if land	Time Based
Swimming	+1	Gain ability of swimming	Time Based
Diving	+1	Gain ability to dive in solid ground	Time Based
Climbing	+1	Gain ability to climb walls	Time Based
Flying	+3	Gain ability to fly	Time Based
Incorporeal	+4	Gain ability to be ghost like in form	Time Based
Avoidance	+2	Avoids a number of attacks that hit	Reaction Based
Change Shape Part	+1	Change part of body	Time Based
Change Shape Whole	+3	Change full body	Time Based
Change Shape Other	+5	Change part or all of other creature	DC based
Float Other	+2	Levitate another creature	Time Based
Status Effect Self	+1	Place/ remove status effect on self	Time based
Status Effect Other	+2	Place/ remove status effect on other	DC based
Phasing	+4	Move through walls	Time Based
Water Breathing	+1	Breath water like air	Time Based
Leaping	+1	Ability to Jump	Time Based
Displacement	+3	Craft illusion granting 75% miss chance	Time Based
Teleport Self Short	+2	travel distance instantly	Full move +10ft per lvl
Teleport Self Medium	+4	Travel distance instantly	1000+100ft per level
Teleport Self Long	+6	Travel distance instantly	1 mile+1 mile per level
Teleport Other Short	+2	Same as self only on other	DC based
Teleport Other Medium	+4	Same as self only on other	DC based
Teleport Other Long	+6	Same as self only on other	DC based
Anchor	+3	Prevent target from teleporting	DC based
Alter Attack Type	+1	Add effect to attack type	Time Based
Movement increase	+2	Boost movement speed	Time Based
Invisibility move	+4	Player is invisible until they attack	Time based
Invisibility attack	+8	Player is invisible even when attacking	Time Based
Skill Boost +10	+1	Player boosts a certain skill by +10	Time Based / Target
Skill Boost +25	+3	Player boosts a certain skill by +25	Time Based / Target
Haste	+7	+1 Standard action, +2 PS, +30 speed	Time Based/ Target
Charm	+2	Target treats player as an ally	Save / Time/ Target
Dominate	+4	Target fully follow orders of player	Save / Time/ Target
Suggest	+2	Target follows an order of the player	Save / Time / Target
Slow	+7	Target is reduced to one action	Time Based / Target
Regeneration	+5	Target heals by ½ level	Time Based / Target
Entangle	+2	Create area where movement is slowed	Time / Target / Save
Constrict	+4	Grapple targets	Time/ Target / Save

Time Type:

This type determines how long a spells active till it needs to be recast.

Time Type	Level	Effect	Limiter
1+3/Level	+1	Lasts for 1 round + every 3 levels of the caster	
1+2/Level	+2	Lasts for 1 round + every 2 levels of the caster	
1+level	+3	Lasts for 1 round + every level of the caster	
1d3+3/level	+2	Lasts for 1d3 rounds + every 3 levels of the caster	
1d3+2/level	+3	Lasts for 1d3 rounds + every 2 levels of the caster	
1d3+level	+4	Lasts for 1d3 rounds + every level of the caster	
1d4+3/level	+3	Lasts for 1d4 rounds + every 3 levels of the caster	Character level 4+
1d4+2/level	+4	Lasts for 1d4 rounds + every 2 levels of the caster	Character level 4+
1d4+level	+5	Lasts for 1d4 rounds + every level of the caster	Character level 4+
1d6+3/level	+4	Lasts for 1d6 rounds + every 3 levels of the caster	Character level 8+
1d6+2/level	+5	Lasts for 1d6 rounds + every 2 levels of the caster	Character level 8+
1d6+level	+6	Lasts for 1d6 rounds + every level of the caster	Character level 8+
1d10+3/level	+5	Lasts for 1d10 rounds + every 3 levels of the caster	Character level 12+
1d10+2/level	+6	Lasts for 1d10 rounds + every 2 levels of the caster	Character level 12+
1d10+level	+7	Lasts for 1d10 rounds + every level of the caster	Character level 12+

Reaction Type:

This type has a spell become active during a set action.

Reaction Type	Level	Effect	Limiter
Damage taken	+ 2	Spell triggers when a set amount of damage is taken	Craft Trap 30
Movement Near	+ 1	Spell triggers when someone move by it	Craft Trap 10
Certain action made	+ 2	Spell triggers when a set action is made	Craft Trap 20
Race Triggered	+ 3	Spell triggers when a set race touches it	Craft Trap 40
Class Triggered	+ 3	Spell triggers when a set class touches it	Craft Trap 40
Time Triggered	+ 1	Spell triggers when a set time goes by	Craft Trap 20
Environment Triggered	+ 3	Spell triggers when environment around it changes	Craft Trap 40
Trigger Button	+ 1	Spell triggers when a set switch or button is pushed	Craft Trap 10
Kill Switch	+ 5	Spell triggers at casters demise	Craft Trap 40

HP Type:

This type is for those that want to do a drain or healing spell.

HP Type	Level	Effect	Limiter
Heal/Drain Mod	+1	Heal or drain based on a stat mod	Requires attack/Save
Heal/Drain 1d6	+2	Heal or drain 1d6	Requires attack/Save
Heal/Drain 2d6	+4	Heal or drain 2d6	Requires attack/Save
Heal/ Drain 3d6	+6	Heal or drain 3d6	Requires attack/Save
Heal/Drain 4d6	+8	Heal or drain 4d6	Requires attack/Save
Heal/Drain 5d6	+10	Heal or drain 5d6	Requires attack/Save
Stat D/H Mod	+2	Heal or Drain a stat based on a stat mod	Requires attack/Save
Stat D/H 1d3	+4	Heal or Drain a stat by 1d3	Requires attack/Save
Stat D/H 1d4	+6	Heal or Drain a stat by 1d4	Requires attack/Save

Defense Type:

This determines what kind of defensive increase a character can place on a spell. All powers in this type need a time based type applied.

Defense Type	Level	Effect	Limiter
Natural Armor /4 levels	+1	+1 Armor bonus every 4 levels (Max +10)	Self or touch ally
Natural Armor /3 levels	+2	+1 Armor bonus every 3 levels (Max +10)	Self or touch ally
Natural Armor /2 levels	+3	+1 Armor bonus every 2 levels (Max +10)	Self or touch ally
Natural Armor /level	+4	+1 Armor bonus every level (Max +10)	Self or touch ally
DR / 4 levels	+2	+1 DR bonus every 4 levels (Max +10)	Self or touch ally
DR / 3 levels	+3	+1 DR bonus every 3 levels (Max +10)	Self or touch ally
DR / 2 levels	+5	+1 DR bonus every 2 levels (Max +10)	Self or touch ally
DR / Level	+8	+1 DR bonus every level (Max +10)	Self or touch ally
Shield Single / 4 levels	+1	+1 Shield bonus every 4 levels (Max +10)	Self or touch ally
Shield Single / 3 levels	+2	+1 Shield bonus every 3 levels (Max +10)	Self or touch ally
Shield Single / 2 levels	+3	+1 Shield bonus every 2 levels (Max +10)	Self or touch ally
Shield Single / level	+5	+1 Shield bonus every level (Max +10)	Self or touch ally
Shield Other/ 4 levels	+1	+1 Shield bonus every 4 levels (Max +10)	Allies within 30'
Shield Other/ 3 levels	+2	+1 Shield bonus every 3 levels (Max +10)	Allies within 30'
Shield Other/ 2 levels	+3	+1 Shield bonus every 2 levels (Max +10)	Allies within 30'
Shield Other/ level	+5	+1 Shield bonus every level (Max +10)	Allies within 30'
Wall	+2	Creates cover ½ level in hit die 1d8 wall	Line based attack type
Wall Strong	+4	Creates cover = level in hit die 1d8 wall	Line based attack type
Reflect	+4	Bounces back ¼ hit die per level damage	Self or touch ally
Reflect Strong	+8	Bounces back ½ hit die per level damage	Self or touch ally
Shelter	+4	Creates cover ½ level in hit die 1d8 building	Target area attack type
Shelter Strong	+8	Creates cover level in hit die 1d8 building	Target area attack type
Element Resistance	+2	Boosts Resistance to set element	Target / Boost
Spell Resistance	+4	Boosts Resistance to Spell Resistance	Target / Boost

Item Type:

Item Type	Level	Effect	Limiter
Weapon Melee Simple	+1	makes a Simple melee weapon instantly	Time/Dice
Weapon Melee Martial	+2	makes a Martial melee weapon instantly	Time/Dice
Weapon Melee Exotic	+3	makes a Exotic melee weapon instantly	Time/Dice
Weapon Ammo Simple	+1	makes 10 simple Ammo instantly	Time/Dice
Weapon Ammo Exotic	+2	makes 10 Exotic Ammo instantly	Time/Dice
Weapon Range Simple	+1	makes a Simple Ranged weapon instantly	Time/Dice
Weapon Range Martial	+2	makes a Martial Ranged weapon instantly	Time/Dice
Weapon Range Exotic	+3	makes a Exotic Ranged weapon instantly	Time/Dice
Firearm Ancient	+1	makes a Ancient Firearm weapon instantly	Time/Dice
Firearm Revolution	+2	makes a Revolutionary Firearm weapon instantly	Time/Dice
Firearm Modern	+3	makes a Modern Firearm weapon instantly	Time/Dice
Firearm Future	+4	makes a Future Firearm weapon instantly	Time/Dice
Armor Light	+1	Makes a light armor instantly	Time
Armor Medium	+2	Makes a medium armor instantly	Time
Armor Heavy	+3	Makes a heavy armor instantly	Time
Shield Small	+1	Makes a small shield instantly	Time
Shield Large	+2	Makes a large shield instantly	Time
Clothing Item	+1	Makes a clothing item instantly	Time
Vehicle Simple	+3	makes a simple vehicle (see below list) >DC 30	Time
Vehicle Complex	+6	Makes a complex vehicle (see below list) >DC 60	Time
Vehicle Exotic	+12	Makes a Exotic vehicle (see below list) >DC 90	Time
Tool Simple	+1	make a simple Tool instantly (see below) >DC 30	Time
Tool Complex	+2	make a Complex Tool instantly (see below) >DC 90	Time
Item Copy	+4	Player makes a copy of a item	Time
Machine Simple	+3	Make a simple machine (see below) >DC 30	Time/Summon
Machine Complex	+6	Make a complex machine (see below) >DC 60	Time/Summon
Machine Advance	+12	Make a advanced machine (see below) >DC 90	Time/Summon

Vehicle/ Tool/ machine Categories are based on the complexity of the craft based on the crafting skill rules of said items (see skill, items, building sections).

Multiplier Type:

Multiplier	Level	Effect	Limiter
X2	+4	Increase powers by 2 times	Time/ Character level 4+
X3	+6	Increase powers by 3 times	Time/ Character level 6+
X4	+8	Increase powers by 4 times	Time/ Character level 8+
X6	+10	Increase powers by 6 times	Time/ Character level 10+
X8	+12	Increase powers by 8 times	Time/ Character level 12+
X10	+15	Increase powers by 10 times	Time/ Character level 15+
X12	+20	Increase powers by 12 times	Time/ Character level 20+

Multiplier Category increases the effect of a power or powers boosting it by an amount for a set amount of time. Powers taken here once activated create a greater advantage to other attacks or powers granting the boost to a set choice of the following.

Combat – This boosts to hit and Damage done

Defense – Boosts the PS and ADS core

Power – Boost the effect of all powers by the multiplier (costs double build points)

Combo – Boosts all (this has a triple build points cost to it)

Learning / creating a new Power Ability

When a player creates their new power they gain that power at a use of three times a day. Once points are purchased to create a power the player has learned how to use it. However the GM may require in some cases for the player to train or craft items to grant them this power which takes time based on what the GM requests of the player.

Technique Building

When crafting a technique the player uses type based on the chi cost they use in an attack. The player must chose a technique type based on their weapons/skills/unique ability/or special abilities granted in the classes of Martial Artists or Ninja, it can also be learned individually or rewarded by the GM.

Technique Rank and figuring out their cost:

When one builds a technique each type added to the technique will add an amount of chi to the attack to figure the cost of the technique when the player casts using it.

Example in creating a new Technique

Fireball

Attack Type (Ranged target 30') 5 +(Range 60') 3 + Save Type (10+every level) 6 + Dice Type (1d6+every level) 4

Breaks down to follows

Fireball	1d6per level	DC 10+1 per level	60' Range	30' Area	18 chi to cast
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Thus the cost of Fireball which power level is 14 in build points it costs 14. While a weaker one could be made the player wants a stronger version that grows stronger as they level doing greater damage thus a 5th level character would be doing 5d6 damage and the DC would be 15 reflexes to avoid. Some powers are limited to be stronger by the characters level. Such choices as doing 1d12 damage. A technique of this power ranks at a C Class Technique.

Technique Ranks and how to figure out their rank.

- E – two types used chi cost no higher than 10
- D – two to three types used chi cost no higher than 20
- C – two to five types used chi cost no higher than 40
- B – three to six types used chi cost no higher than 60
- A – four to eight types used chi cost no lower than 50
- S – At least five types used chi cost no lower than 50

Attack Type:

Altering/Adapting Techniques:

Sometime a player may learn a technique or want to alter a technique that they already have learned they can adapt and alter an already learned ability or attack but they have to treat it as a new one in chi cost.

Attack Type	Chi	Effect	Limiter
Self	+1	Targets yourself	
Trigger	+2	Magical Trigger trap	Requires Save/ Reaction Type
Range 60'	+3	Ranged attack 60'	
Range 90'	+4	Ranged attack 90'	
Range 120'	+5	Ranged attack 90'	
Melee	+1	Melee Attack	
Ray 30'	+2	Ranged touch line of sight needed 30'	Requires Save
Ray 60'	+3	Ranged touch line of sight needed 60'	Requires Save
Cone 30'	+3	V Shaped Spray 30'	Requires Save
Cone 60'	+4	V Shaped Spray 60'	Requires Save
Range Touch 60'	+2	Range attack to PS Minus Stats	Requires Save
Range Touch 90'	+3	Range attack to PS Minus Stats	Requires Save
Range Touch 120'	+4	Range attack to PS Minus Stats	Requires Save
Touch	+2	Melee attack to PS Minus Stats	
Arc 10'	+3	L shaped spray 10'	Requires Save
Arc 30'	+4	L shaped spray 30'	Requires Save
Wave30'	+4	180 degree shaped spray 30'	Requires Save
Wave 60'	+5	180 degree shaped spray 60'	Requires Save
Ring 10'	+5	Unleash attack from self 10'	Requires Save
Ring 30'	+10	Unleash attack from self 30'	Requires Save
Ring 60'	+20	Unleash attack from self 60'	Requires Save
Colum	+5	Hits 3 targets in-front in one hit	
Targeted 10'	+3	Melee hit area 10'	Requires Save
Targeted 30'	+9	Melee hit area 30'	Requires Save
Targeted 60'	+18	Melee hit area 60'	Requires Save
Range Target 10'	+5	Ranged area attack 10'	Requires Save/ Range Distance
Range Target 30'	+10	Ranged area attack 30'	Requires Save/ Range Distance
Range Target 60'	+15	Ranged area attack 60'	Requires Save/ Range Distance
Line30'	+5	Shoots a line striking all targets in 30'	Requires Save
Line60'	+10	Shoots a line striking all targets in 60'	Requires Save
Line90'	+15	Shoots a line striking all targets in 90'	Requires Save
Chain	+15	Range touch one target then hit again	Mana increases each target
Auto hit	+10	Attack automatically hits	D3 or d4 dice only
Field 60'	+10	Effects all in an area 60'	D3, d4 or d6 dice only
Field 90'	+20	Effects all in an area 90'	D3, d4 or d6 dice only
Field 120'	+30	Effects all in an area 120'	D3, d4 or d6 dice only
Environment 90'	+20	Effects environment of area 90'	D3, d4 or d6 dice only/Save
Environment 120'	+40	Effects environment of area 120'	D3, d4 or d6 dice only/Save

Dice Type:

This Type determines the dice used in the casting the spells damage or effect. (Some Types have a dice minimum listed in their effect part on the charts.) The dice type effect most spells with the exception healing, draining, nonlethal spells, boosting, most effect spells (except Status effect which only effects or time damage or healing of spells, such as poison cloud or regeneration)

Dice Type	Chi	Increase per Level	Limiter
d3	+1	Every three levels	
	+2	Ever two levels	
	+3	Every level	
d4	+2	Every three levels	
	+3	Ever two levels	
	+4	Every level	
d6	+3	Every three levels	
	+4	Ever two levels	
	+5	Every level	
d8	+4	Every three levels	Character level 4+
	+5	Ever two levels	Character level 4+
	+6	Every level	Character level 4+
d10	+5	Every three levels	Character level 8+
	+6	Ever two levels	Character level 8+
	+7	Every level	Character level 8+
D12	+6	Every three levels	Character level 12+
	+7	Ever two levels	Character level 12+
	+8	Every level	Character level 12+

Save Type:

This Type is how high a DC save increases by per level. There are many spells listed to have a save type added to them the higher the DC the harder to resist the spell but the higher the mana cost of the spell is to cast.

Save Type	Level	Increase per level	Limiter
10+ ¼ level	+2	Increase +1 every four levels	
10+ 1/3 level	+4	Increase +1 every three levels	
10+ ½ level	+6	Increase +1 every two levels	
10+ level	+8	Increase +1 every level	Character level 4+
13+level	+10		Character level 8+
16+level	+15		Character level 12+
20+level	+20		Character level 16+

Boost Type:

This type determines how long a boost/ decrease increases and by how much the spell increases. This does not include Armor bonuses

Boost Type	Level	Time Rate per Level	Limiter
+1	+1	1d4 rounds +level	
	+2	1d6 rounds +level	
	+3	1d8 rounds + level	
	+4	1d10 rounds + level	
+2	+2	1d4 rounds +level	
	+3	1d6 rounds +level	
	+4	1d8 rounds + level	
	+5	1d10 rounds + level	
+3	+3	1d4 rounds +level	Character level 4+
	+4	1d6 rounds +level	Character level 4+
	+5	1d8 rounds + level	Character level 4+
	+6	1d10 rounds + level	Character level 4+
+4	+4	1d4 rounds +level	Character level 8+
	+5	1d6 rounds +level	Character level 8+
	+6	1d8 rounds + level	Character level 8+
	+7	1d10 rounds + level	Character level 8+
+5	+5	1d4 rounds + level	Character level 12+
	+6	1d6 rounds + level	Character level 12+
	+7	1d8 rounds + level	Character level 12+
	+8	1d10 rounds + level	Character level 12+

Summon Type:

This type is the amount of HP or level equivalent of a summon one does

Summon Type	Level	Effect	Limiter
Beast 1d6/lvl 2	+2	Summon creature is level 2 or 1 Hit dice	Time Based
Beast 2d6/lvl 4	+4	Summon creature is level 4 or 2 Hit dice	Time Based
Beast 3d6/lvl 6	+6	Summon creature is level 6 or 3 Hit dice	Time Based
Beast 4d6/lvl 8	+8	Summon creature is level 8 or 4 Hit dice	Time Based
Beast 5d6/lvl 10	+10	Summon creature is level 10 or 5 Hit dice	Time Based
Beast 6d6/lvl 12	+20	Summon creature is level 12 or 6 Hit dice	Time Based
Beast 7d6/lvl 14	+40	Summon creature is level 14 or 7 Hit dice	Time Based
Beast 8d6/lvl 16	+60	Summon creature is level 16 or 8 Hit dice	Time Based
Beast 9d6/lvl 18	+80	Summon creature is level 18 or 9 Hit dice	Time Based
Beast 10d6/lvl 20	+100	Summon creature is level 20 or 10 Hit dice	Time Based

Effect Type:

This Type establishes an effect the spell upon casting will create on a character

Effect Type	Level	Effect	Per Level
Levitate	+20	Float in the air	Time Based
Walk on Water	+10	Walk across water as if land	Time Based
Walk on Air	+30	Walk on air as if land	Time Based
Swimming	+5	Gain ability of swimming	Time Based
Diving	+10	Gain ability to dive in solid ground	Time Based
Climbing	+5	Gain ability to climb walls	Time Based
Flying	+30	Gain ability to fly	Time Based
Incorporeal	+40	Gain ability to be ghost like in form	Time Based
Avoidance	+20	Avoids a number of attacks that hit	Reaction Based
Change Shape Part	+10	Change part of body	Time Based
Change Shape Whole	+30	Change full body	Time Based
Change Shape Other	+50	Change part or all of other creature	DC based
Float Other	+20	Levitate another creature	Time Based
Status Effect Self	+10	Place/ remove status effect on self	Time based
Status Effect Other	+20	Place/ remove status effect on other	DC based
Phasing	+40	Move through walls	Time Based
Water Breathing	+10	Breath water like air	Time Based
Leaping	+5	Ability to Jump	Time Based
Displacement	+30	Craft illusion granting 75% miss chance	Time Based
Teleport Self Short	+20	travel distance instantly	Full move +10ft per lvl
Teleport Self Medium	+40	Travel distance instantly	1000+100ft per level
Teleport Self Long	+60	Travel distance instantly	1 mile+1 mile per level
Teleport Other Short	+20	Same as self only on other	DC based
Teleport Other Medium	+40	Same as self only on other	DC based
Teleport Other Long	+60	Same as self only on other	DC based
Anchor	+30	Prevent target from teleporting	DC based
Alter Attack Type	+10	Add effect to attack type	Time Based
Movement increase	+20	Boost movement speed	Time Based
Invisibility move	+40	Player is invisible until they attack	Time based
Invisibility attack	+80	Player is invisible even when attacking	Time Based
Skill Boost +10	+10	Player boosts a certain skill by +10	Time Based / Target
Skill Boost +25	+30	Player boosts a certain skill by +25	Time Based / Target
Haste	+25	+1 Standard action, +2 PS, +30 speed	Time Based/ Target
Charm	+20	Target treats player as an ally	Save / Time/ Target
Dominate	+40	Target fully follow orders of player	Save / Time/ Target
Suggest	+20	Target follows an order of the player	Save / Time / Target
Slow	+30	Target is reduced to one action	Time Based / Target
Regeneration	+25	Target heals by ½ level	Time Based / Target
Entangle	+20	Create area where movement is slowed	Time / Target / Save
Constrict	+30	Grapple targets	Time/ Target / Save

Time Type:

This type determines how long a spells active till it needs to be recast.

Time Type	Level	Effect	Limiter
1+3/Level	+1	Lasts for 1 round + every 3 levels of the caster	
1+2/Level	+2	Lasts for 1 round + every 2 levels of the caster	
1+level	+3	Lasts for 1 round + every level of the caster	
1d3+3/level	+2	Lasts for 1d3 rounds + every 3 levels of the caster	
1d3+2/level	+3	Lasts for 1d3 rounds + every 2 levels of the caster	
1d3+level	+4	Lasts for 1d3 rounds + every level of the caster	
1d4+3/level	+3	Lasts for 1d4 rounds + every 3 levels of the caster	Character level 4+
1d4+2/level	+4	Lasts for 1d4 rounds + every 2 levels of the caster	Character level 4+
1d4+level	+5	Lasts for 1d4 rounds + every level of the caster	Character level 4+
1d6+3/level	+4	Lasts for 1d6 rounds + every 3 levels of the caster	Character level 8+
1d6+2/level	+5	Lasts for 1d6 rounds + every 2 levels of the caster	Character level 8+
1d6+level	+6	Lasts for 1d6 rounds + every level of the caster	Character level 8+
1d10+3/level	+5	Lasts for 1d10 rounds + every 3 levels of the caster	Character level 12+
1d10+2/level	+6	Lasts for 1d10 rounds + every 2 levels of the caster	Character level 12+
1d10+level	+7	Lasts for 1d10 rounds + every level of the caster	Character level 12+

Reaction Type:

This type has a spell become active during a set action.

Reaction Type	Cost	Effect	Limiter
Damage taken	+ 2	Spell triggers when a set amount of damage is taken	
Movement Near	+ 1	Spell triggers when someone move by it	
Certain action made	+ 2	Spell triggers when a set action is made	
Race Triggered	+ 3	Spell triggers when a set race touches it	
Class Triggered	+ 3	Spell triggers when a set class touches it	
Time Triggered	+ 1	Spell triggers when a set time goes by	
Environment Triggered	+ 3	Spell triggers when environment around it changes	
Trigger Button	+ 1	Spell triggers when a set switch or button is pushed	
Kill Switch	+ 5	Spell triggers at casters demise	

HP Type:

This type is for those that want to do a drain or healing spell.

HP Type	Cost	Effect	Limiter
Heal/Drain Mod	+1	Heal or drain based on a stat mod	Requires attack/Save
Heal/Drain 1d6	+2	Heal or drain 1d6	Requires attack/Save
Heal/Drain 2d6	+4	Heal or drain 2d6	Requires attack/Save
Heal/ Drain 3d6	+6	Heal or drain 3d6	Requires attack/Save
Heal/Drain 4d6	+8	Heal or drain 4d6	Requires attack/Save
Heal/Drain 5d6	+10	Heal or drain 5d6	Requires attack/Save
Stat D/H Mod	+2	Heal or Drain a stat based on a stat mod	Requires attack/Save
Stat D/H 1d3	+4	Heal or Drain a stat by 1d3	Requires attack/Save
Stat D/H 1d4	+6	Heal or Drain a stat by 1d4	Requires attack/Save

Defense Type:

This determines what kind of defensive increase a character can place on a spell. All techniques in this type need a time based type applied.

Defense Type	Level	Effect	Limiter
Natural Armor /4 levels	+5	+1 Armor bonus every 4 levels (Max +10)	Self or touch ally
Natural Armor /3 levels	+10	+1 Armor bonus every 3 levels (Max +10)	Self or touch ally
Natural Armor /2 levels	+15	+1 Armor bonus every 2 levels (Max +10)	Self or touch ally
Natural Armor /level	+20	+1 Armor bonus every level (Max +10)	Self or touch ally
DR / 4 levels	+10	+1 DR bonus every 4 levels (Max +10)	Self or touch ally
DR / 3 levels	+20	+1 DR bonus every 3 levels (Max +10)	Self or touch ally
DR / 2 levels	+30	+1 DR bonus every 2 levels (Max +10)	Self or touch ally
DR / Level	+40	+1 DR bonus every level (Max +10)	Self or touch ally
Shield Single / 4 levels	+5	+1 Shield bonus every 4 levels (Max +10)	Self or touch ally
Shield Single / 3 levels	+10	+1 Shield bonus every 3 levels (Max +10)	Self or touch ally
Shield Single / 2 levels	+15	+1 Shield bonus every 2 levels (Max +10)	Self or touch ally
Shield Single / level	+20	+1 Shield bonus every level (Max +10)	Self or touch ally
Shield Other/ 4 levels	+10	+1 Shield bonus every 4 levels (Max +10)	Allies within 30'
Shield Other/ 3 levels	+20	+1 Shield bonus every 3 levels (Max +10)	Allies within 30'
Shield Other/ 2 levels	+30	+1 Shield bonus every 2 levels (Max +10)	Allies within 30'
Shield Other/ level	+40	+1 Shield bonus every level (Max +10)	Allies within 30'
Wall	+30	Creates cover ½ level in hit die 1d8 wall	Line based attack type
Wall Strong	+60	Creates cover = level in hit die 1d8 wall	Line based attack type
Reflect	+40	Bounces back ¼ hit die per level damage	Self or touch ally
Reflect Strong	+80	Bounces back ½ hit die per level damage	Self or touch ally
Shelter	+40	Creates cover ½ level in hit die 1d8 building	Target area attack type
Shelter Strong	+80	Creates cover level in hit die 1d8 building	Target area attack type
Element Resistance	+20	Boosts Resistance to set element	Target / Boost
Spell Resistance	+40	Boosts Resistance to Spell Resistance	Target / Boost

Item Type:

Item Type	Cost	Effect	Limiter
Weapon Melee Simple	+10	makes a Simple melee weapon instantly	Time/Dice
Weapon Melee Martial	+20	makes a Martial melee weapon instantly	Time/Dice
Weapon Melee Exotic	+30	makes a Exotic melee weapon instantly	Time/Dice
Weapon Ammo Simple	+10	makes 10 simple Ammo instantly	Time/Dice
Weapon Ammo Exotic	+20	makes 10 Exotic Ammo instantly	Time/Dice
Weapon Range Simple	+10	makes a Simple Ranged weapon instantly	Time/Dice
Weapon Range Martial	+20	makes a Martial Ranged weapon instantly	Time/Dice
Weapon Range Exotic	+30	makes a Exotic Ranged weapon instantly	Time/Dice
Firearm Ancient	+10	makes a Ancient Firearm weapon instantly	Time/Dice
Firearm Revolution	+20	makes a Revolutionary Firearm weapon instantly	Time/Dice
Firearm Modern	+30	makes a Modern Firearm weapon instantly	Time/Dice
Firearm Future	+40	makes a Future Firearm weapon instantly	Time/Dice
Armor Light	+10	Makes a light armor instantly	Time
Armor Medium	+20	Makes a medium armor instantly	Time
Armor Heavy	+30	Makes a heavy armor instantly	Time
Shield Small	+10	Makes a small shield instantly	Time
Shield Large	+20	Makes a large shield instantly	Time
Clothing Item	+10	Makes a clothing item instantly	Time
Vehicle Simple	+30	makes a simple vehicle (see below list) >DC 30	Time
Vehicle Complex	+60	Makes a complex vehicle (see below list) >DC 60	Time
Vehicle Exotic	+120	Makes a Exotic vehicle (see below list) >DC 90	Time
Tool Simple	+10	make a simple Tool instantly (see below) >DC 30	Time
Tool Complex	+20	make a Complex Tool instantly (see below) >DC 90	Time
Item Copy	+40	Player makes a copy of a item	Time
Machine Simple	+30	Make a simple machine (see below) >DC 30	Time/Summon
Machine Complex	+60	Make a complex machine (see below) >DC 60	Time/Summon
Machine Advance	+120	Make a advanced machine (see below) >DC 90	Time/Summon

Vehicle/ Tool/ machine Categories are based on the complexity of the craft based on the crafting skill rules of said items (see skill, items, building sections).

Multiplier Type:

Multiplier	Level	Effect	Limiter
X2	+50	Increase powers by 2 times	Time/ Character level 4+
X3	+100	Increase powers by 3 times	Time/ Character level 6+
X4	+150	Increase powers by 4 times	Time/ Character level 8+
X6	+200	Increase powers by 6 times	Time/ Character level 10+
X8	+250	Increase powers by 8 times	Time/ Character level 12+
X10	+300	Increase powers by 10 times	Time/ Character level 15+
X12	+350	Increase powers by 12 times	Time/ Character level 20+

Multiplier Category increases the effect of a Technique or powers boosting it by an amount for a set amount of time. Techniques taken here once activated create a greater advantage to other attacks or powers granting the boost to a set choice of the following.

Combat – This boosts to hit and Damage done

Defense – Boosts the PS and ADS core

Power – Boost the effect of all powers by the multiplier (costs double build points)

Combo – Boosts all (this has a triple build points cost to it)
)

Learning / creating a new Techniques

The player that in game wants to create, or learn a new technique must have access to one of the following.

Learning an established Technique requires one or more of the following. A scroll of the technique, someone who has the technique teaches it to them, or a book collection of techniques. The player studying the techniques needs to roll on Martial Arts (Martial Arts Techniques) or Knowledge Ninjustu (ninja techniques) passing the DC need as listed in the skill section. The more difficult the technique the longer it takes to learn. The time is as follows

E = 4 days
D = 1 week
C = 2 weeks
B = 1 Month
A = 3 Months
S = 6 Months

Creating a Technique, unlike learning a technique crafting one takes less time but requires greater work form a player. A player sacrifices $\frac{1}{2}$ their HP on each day they practice their new Technique based on the rank of the technique. After the time has been met the player rolls to learn the technique as if they would normally.

E = 2 days
D = 4 days
C = 1 week
B = 2 weeks
A = 1 month
S = 3 months

The Following is a collection of predesigned Martial Arts Techniques for Green Lightning Games

Martial Arts Techniques

Acid of 1000 Fangs	Kami-e (Paper Art)	Screw Grapple
Air Bullet	Lightning Step	Sharp Knuckle
Air Dodge	Lightning Web	Shigan (Finger Bullet)
Around The world	Match Kick	Sleeper Touch
Back Breaker	Match Punch	Snatch Arrows
Boulder Strike	Meteor Kick	Spinning Slicer
Breath Stealer	Monkey Palm	Spirit Armor
Burning Knuckle	Moonsault	Spirit Ball
Burst Kick	Mountain Stone	Spirit Blast
Burst Punch	Nova Strike	Spirit Burst
Charge Kick	Perfection Strike	Spirit Fist
Chameleon Strike	Piledriver	Spirit Replenish
Choke Strike	Power Bomb	Spirit Savior
Circle Slicer	Rankyaku (Storm Leg)	Strike Chain
Double Cyclone	Rapid Stinger	Still Waters Strike
Drill Strike	Rebound Striker	Stunning Fist
Hurricane Kick	Rebound Throw	Soru (Shave)
Geppo	Reversal	Tekkai
Giant's Palm	Rising Dragon Punch	Twin Striker
Gigas Tackle	Rising Drill Kick	Twister Toss
Goblin Punch	Rokuogan (Six King Gun)	Ugly Stick Beatdown
Gorgon's Fist	Rolling Cutter	Water Splitting Stone
Gust Shield	Rolling Strike	Wind Slicer
Guts	Quake Fist	Wild Striker

Mar - Martial Artist Technique (Martial Artist)

Ha - Hand Gestures required to use technique - takes full round to activate technique

Foc - requires focus to perform, player must take one or more rounds to prepare attack

E – E class Technique

D – D class Technique

C – C class Technique

B – B class Technique

A – A class Technique

S – S class Technique

Technique Name

(Category of technique and Style) Description of technique

[chi cost]

damage [max damage if set]

Element needed

Target

activation time/ techniques time

Technique List

Acid of 1000 Fangs

(Mar, B, Ha) Quick sudden strikes along a targets pressure points causing damage to drain from the targets body over time. The damage is 1d10 for every 4 levels and continues to do 1d10 for 1d6+1 rounds.

[30 chi cost] 1d10 for every 4 level +1d10 a for 1d6+1 rounds afterwards [max damage if set]

Melee

Single

Full Round

Air Bullet

(Mar, A, Ha) The user blasts a strong burst of wind that strikes a target dead on ignoring the armor the target has. Character makes a strong punch in the air forcing it to come crashing at a unsuspecting target. (ranged Touch attack)

[10 chi per use]

60 ft

Single target

1d6 a level [10d6 max]

Standard

Air Dodge

(Mar, A) The technique allows the user to dodge attacks in midair or in a charge by adding their level in their defensive score. This does not add to the PS in normal combat unless the player is attacking from hovering in the air.

[10 chi cost]

Self

PS + Level

Self

Standard/ 1d6+1/2 level rounds

Around The World

(Mar, D) Character brings their body to a full and quick spin where they can launch a flurry of attacks in a full 360 degrees to all targets in a 5ft area of them.

[8 chi per use]

N/A

10ft Radius

1d8 per level to all in 5ft around the user

Standard

Back Breaker

(Mar, C) The Player while in a grapple can make an attack to strike at the targets HP.

[6 chi cost] 1d12 while in grapple for every 2/levels [5d12max damage if set]

Grapple/Melee

Single Target

Standard

Bolder Strike

(Mar, D) Through the constant use of training the martial artist is able to build up a great force of chi in their fist making them as hard as steel, yet flexible and quick. The player is granted a Bonus +1d6 per every 3 levels to unarmed attacks. Max 6d6

[chi cost 5 a round] +1d6 unarmed for every 3 level [6d6 Max]

Melee

Single

Standard

Breath Stealer

(Mar, D) The Player strikes their target in the neck with a forceful blow causing them to choke and gasp for air.

[chi 5 cost] 1d3 Endurance Damage every two levels [max 5d3]

Melee

Single

DC 15+1/2 level Resistance

Standard

Burning Knuckle

(Mar, C) The intense training of constantly exposing ones fists to fire has granted the attacks of the skilled martial artist to burn targets with their chi in their unarmed or grapple attacks. The attack does 1d6 damage for 1d4+1 rounds with each strike, addition hits stack the damage in time.

[10 chi cost]

Fire Alignment

1d6 a round for 1d4+1 rounds, damage stacks

Melee Touch

Standard

Burst Kick

(Mar, B, Ha) The player builds up a massive amount of explosive spirit energy, that it blasts a hit target at the end of the round with a 20ft radius burst from the target hit doing damage to the target. Unlike its first based counterpart the kick has a push back effect causing the target to do a Resistance save DC ½ level +10 vs being thrown back 1d6x10 ft. allowing the target to be pushed into a group of enemies before the power explodes. The power does 1d6 per level (max 10d6).

[40 chi per use] Reflex DC 20 vs Half (all but hit target) 1d6 per level 20ft area [10d6 max]

Special Resistance DC ½ level +10 vs push back 1d6x10 ft

N/A Melee/Single target 1st stage/ 20ft area 2nd stage Full

Burst Punch

(Mar, B, Ha) The player builds up a massive amount of explosive spirit energy. The energy of the blast is contained and sticks to a target of a punch. This explosion is small but powerful yet is delayed till the end of the round giving the caster time to get away from the target now stuck with the explosive charge. The explosion hits the target at the end of the round doing 1d8 damage per level (max 10d8) and the explosion spreads to a 20ft area around the target hit with the punch, while others around the target can make reflex rolls to avoid damage the one hit with the punch cannot avoid the hit.

[40 chi per use] Reflex DC 20 vs Half (all but hit target) 1d8 per level 20ft area [10d8 max]

N/A Melee/Single target 1st stage/ 20ft area 2nd stage Full

Charge Kick

(Mar, B, Foc) The player in a charge launches their full force of speed and body into a single kick. The full thrust of the attack is added into the damage. This technique requires the player to spend a round to focus before attacking.

[10 chi cost] 1d10 damage +DEX+END Scores in damage

N/A Single Target Standard

Chameleon Strike

(Mar, A, Foc) The player is shrouded in their surroundings granting them a bonus +40 Stealth check. In addition the player can attack any target in this form as a surprise to base their PS score purposes, adding Sneak attack (if they have it) and their level in added damage. This effect remains active for the players level in rounds

[50 chi cost] +40 Stealth, all attacks are surprise for attack purposes, +level in added damage

Hand Mirror or mirror fragment needed Self/Single Target Full

Choke Strike

(Mar, E) A simple strike to a targets throat, causing them to choke and suffer temp Endurance damage. The strike does 1d2 points of Endurance damage per every 4 levels (max 5d2)

[5 chi cost] 1d2 Endurance Temp damage per 4 levels [max 5d2]

N/A Single Target DC 15 Resistance save Standard

Circle Slicer

(Mar, C) The player unleashes a circular attack around them striking all around them by causing an area attack on people within 10ft from the player. The damage is 1d4 per level (10d4 max)

[5 chi cost] 1d4 per level [10d4]

N/A 10ft area from player Standard

Double Cyclone

(Mar, A, Ha) The play unleashes a spiritual set of cone attacks unleashing their elemental alignment in a burst in two cones to their sides of 20ft. The cones do 1d6 per level [Max 10d6] of the players elemental alignment.

[40 chi cost] 1d6 per level [10d6 max]

Element Any 20ft cone on both sides of player Full

Drill Strike

(Mar, C) The players attack strikes hard and deep ignoring a targets ADS score completely. Doing this converts any attack the player makes to ignore the targets ADS for 1 round +1 per level [max 10 rounds]

[10 chi cost]

N/A

Self

1 round +1 per level [10 rounds max]

Standard

Hurricane Kick

(Mar, B) The player leaps in the area and strikes all targets around them with a powerful spin kick. The kick does 1d6 + STR for every two levels [maximum 10d6]

[15 chi cost]

N/A

10' Area around self

1d6+STR damage [10d6 max]

Full

Geppo (Moon Walker)

(Mar, C) The players using this technique basically can multiple jumps in mid air redirecting their movements giving the look of walking on air. Character can make a additional move action in mid air as many times as they have DEX Bonus. This allows the user to jump great heights that they normally couldn't achieve.

[5 chi cost]

N/A

Jumps additional times equal to their Dex Bonus in mid air

Self

Standard

Giant's Palm

(Mar, A, Ha) The players single strike attacks a full column of targets after beating the first targets PS Score sweeping the full column in one push damaging the whole lot in the attack. The damage of the sweep is 1d6 for every level [max 20d6].

[30 chi cost]

N/A

Column Attack

1d6 per level [20d6 max]

Standard

Goblin Punch

(Mar, B) The Martial Artist throws an attack in one way only to follow through with a faster kick to a vital spot, similar to a Rogue's sneak attack ability as if they feinted and struck in the same action to perform the attack.

[5 chi cost]

Melee

Single Target

+1d6 every other level [+10d6]

Standard

Gorgon's Fist

(Mar, A, Foc) The user of this techniques attacks paralyze a target encasing them in a stone shell. The punch is strongly focused and strikes a target releasing a strange pressure point that causes the skin to suddenly stiffen and dry out. The attack causes a melee target to make a Resistance save DC 10+level vs petrify, the effect last till released.

[50 chi cost]

Earth Alignment

Melee/Single Target

DC 10+level vs Petrify

Full

Gust Shield

(Mar, B, Ha) The player is able to call forth a forceful gust of wind to surround them and act as an invisible barrier throwing off attacks or even granting them a sphere of air in water. The barrier adds ½ the players level into their PS score. It lasts for 1d4 +Spirit Mod in rounds.

[5 chi cost a round]

Wind Alignment

½ level in bonus to PS score

Self

Standard

Guts

(Mar, E) The player builds up a strong force from within forcing their body to heal themselves a small amount including the amount of experience they have.

[10 chi cost]

N/A

Self

Heals 1d4 + Level

Standard

Kami-e (Paper Art)

(Mar, B) The Player dodges with great speed attacks. By dodging and weaving like paper in the wind. Going as far as distorting their body form in avoiding attacks.

[5 chi per round active]

+10 PS while Active

N/A

Self

Standard

Lightning Step

(Mar, A, Foc) The player teleports them self across great distances, the teleportation is instant and does not need line of sight but does need to be a location the player has been and spent time on focusing to return to the location.

[50 chi cost]

Teleport within 10 miles + 5 miles per level [max 100 miles]

Lightning Alignment

Self

Full

Special: The player must have been to the location before and spent time focusing to teleport there.

Lightning Web

(Mar, S, Foc, Ha) The player unleashes a web of electricity striking all enemy targets within 60ft feet from the user. The lightning striking all hostile targets for 2d4 per level max 40d4. The targets within the area near the player using the attack, must chose ether hostile or ally by the players within the webs reach. The targets can make a reflex save DC 10+level to take half damage.

[75 chi cost] DC 10+level Reflex for half 2d4 per level [40d4 max]

Lightning Alignment

All hostile targets with 60ft

Full

Match Kick

(Mar, A) The user launches a set of kicks in a rapid succession that they act as if they are being hit by more then one user at a time.

[25 chi per use]

1d12 damage every other level [max 10d12]

Melee

Single Target

Standard

Match Punch

(Mar, A) The player attacks with such a volley of punches that they seem to have several attacks in one strike and it goes so quickly the that its hard to follow where the punches are coming from.

[20 chi per use]

1d8 damage every other level [max 10d8]

N/A

Self

Standard

Meteor Kick

(Mar, S, Foc) The player leaps up massively high distances above a certain target and comes crashing down upon them with full force. The Strike is in two stages one is the direct hit that is a touch attack doing 1d12 damage a level to one target, the second stage is even if the target is missed or hit the area around the impact (30ft) takes 1d6 per every 2 levels in damage, Reflex DC 10 + Level to take half. This attack takes a full round to perform and requires the player to have an elemental connection to earth.

[80 chi cost] 1d12 per level direct attack [20d12 max] 1d6 per 2levels [10d6 max]

DC 10 +level for half (to all but direct hit target)

Ranged Touch attack

Earth Element Needed

Single / 30 Area

Full Round

Monkey Palm

(Mar, D) The player has become so adapt at weapons combat that they are able to magically increase their weapons size doing greater damage yet treat it as if it was normal. The players attack causes the weapons they use to do double damage per use of chi. On a crit the weapons crit multiplier is doubled as well. The effect lasts for 1d4+1 rounds

[5 chi cost per use]

1d4+1 rounds

Weapon does double

damage

N/A

Self

Standard

Rankyaku (Storm Leg)

(Mar, A) A sudden swipe of the air with the leg in such speed it breaks the sound barrier launching a sonic blade of wind at a target from the ground. More skilled users have found ways to perform this technique in mid air.

[20 chi per use]

100' + 10 per level

Single target

1d6 a every other level [max 10d6]

Standard

Rapid Stinger

(Mar, B, Ha) The player lets out a quick collection of strikes at pressure points hurting the target with several rapid and painful strikes. This attack ignores Armor bonus to ADS score and unleashes a number of strikes equal to the players Spirit Mod +1 doing 1d4+1 for each hit.

[10 chi cost]

N/A

Single Target

Spirit Mod+1 attacks doing 1d4+1 each hit

Standard

Special: Attacks Ignores Armor bonus to ADS

Rebound Striker

(Mar, B, Foc) The player makes a sudden counter strike at the target attacking them slamming the target with their full spiritual force behind their strike. The player must first focus their spirit score for a full round and this effect will last to counter any melee attack. [Note players cannot add any other reactionary / counter action on top of this attack and they must still hit the target to do damage]

[15 chi cost]

N/A

Single Target

Adds Total Spirit Score in damage in attack

Full/ Counter

Rebound Throw

(Mar, A, Foc) The player in one swift action can counter a ranged weapon by altering its course and sending it back at full speed back to the target that launched the attack. The player must focus their spirit to move the attack around this effect remains for any ranged attacks made by that target that round. [Note players cannot add any other reactionary / counter action on top of this attack and they must still hit the target to do damage]

[20 chi cost]

N/A

Single target

Reflects a ranged weapon attack back at the user

Full/ Counter

Reversal

(Mar, C) The player is able to twist a grapple around and instantly control it or release it from their grasp by using the reversal. This often throws off a player seeking to grapple a target and do damage when their grapples are reversed. (note two opponents with reversal instantly break each other's grapples and free themselves from the attempt as long as they have the chi)

[10 chi cost] Instantly break or reverse control of a grapple

N/A

Self

Instantly when grappled

Rising Dragon Punch

(Mar, B) The player performs a leaping upper cut on a target thrusting a mass amount of damage to a target. The punch is so forceful the player does 1d8 damage per level (max 15d8).

[10 chi cost]

N/A

Single Target

1d8 damage per level [15d8 max]

Standard

Rising Drill Kick

(Mar, A) The player launches their feet with great impact in a upward thrust that it breaks through a targets ADS Score. The strike does 1d8 per level and ignores the ADS of a target if it hits.

[30 chi cost]

N/A

Ignores ADS of a target

Single Target

1d8 damage [20d8 max]

Standard

Rokuogan (Six King Gun)

(Mar, S) A sonic breaking punch launches the through the air hitting the player on with a touch attack. That crushes bone and shocking the body from the blow.

[40 chi per use]

30' ranged touch

Single target

1d6 a level [max 20d6]

Standard

Rolling Cutter

(Mar, A) The player throws an uppercut that unleashes a sonic slash rolling along the ground in a line striking about all about its path, doing 1d10 per level for a maximum of 20 d10. The damage is counted as a slashing and spirit energy based damage. Due to the attack being a line the targets in the line can make a Reflex save, DC 10+1/2 the users level to avoid damage.

[40 chi cost]

N/A

DC 10 +1/2 level to avoid damage

Line 60'

1d10 per level [20d10 max]

Standard

Rolling Strike

(Mar, C) The player moves through a line of enemies in a rolling attack. The player does 1d6 damage, for every two levels. They do this to all enemies within a 60ft line of their attack. Max 10d6. The player doesn't take attacks of opportunity as long as they can roll an acrobatics higher than the attacking targets roll to hit in an attack of opportunity. The line is 60 ft long and all targets can make a reflex save equal to the to hit roll to avoid.

[20 chi cost]

N/A

Acrobatics vs attacks of Opportunity

Line 60'

1d6 per 2 levels in damage [10d6 max]

Full

Quake Fist

(Mar, S, Foc) The player strikes at the ground erupting the ground below them causing all targets within 30 ft to have to make a reflex roll vs damage of 1d10 per level and all within 90 ft have to make a reflex roll DC 15+1/2 level vs Trip and being knocked prone.

[80 chi cost]

Earth Alignment

Reflex DC 15 + ½ level vs Trip to be knocked prone

Reflex DC 10+level vs

30ft damage/ 90ft trip

1d10 damage per level [30d10 max]

Full

Screw Grapple

(Mar, A, Ha) The player twists their grip across a target causing a target to both have a hard time to escape but also take damage when trying to escape. (Normally only on the players turn could damage be done by them in a grapple) The attack grants their level in a bonus to the grapple and does 1/2 the level in 1d4 dice of damage to a struggling target. [Note if a target chooses "Do Nothing" they don't take damage] The max damage they do is 15d4.

[50 chi per activation]

N/A

level in bonus to grapple

Single Target grappled

1d4 damage per ½ level [15d4 max]

Full

Sharp Knuckle

(Mar, C) The player is able to on a whim switch their unarmed damage from Bashing, to slashing or piercing damage to deal with attacks that normally would be resistance to bashing attacks.

[5 chi cost]

N/A

Self

Switch attack type

Free

Shigan (Finger Gun)

(Mar, S) Character does a jabbing strike with their finger in a quick and strong move piercing the body of their target. Once the jab is made the pain is so intense it requires the player make a Resist save vs. Unconsciousness DC based on the users level +10

[40 chi per use]

Melee

1d6 every level [max 20d6]

Single target

10+level Resist vs. Unconsciousness

Standard

Sleeper Touch

(Mar, D) The player makes a quick and sudden jab at the nerves of their target making them role a resistance save DC 10+1 for every two levels verses sleep. The target will be knocked unconscious for 1d4+1 for every point the target failed by. This move does not harm a target but makes them fall harmlessly unconscious.

[10 chi cost] 1d4 +1 for every point the target failed by in rounds
 Melee Single Target Standard
 Resistance Save DC 10+1 for every two levels

Snatch Arrows

(Mar, E) The player is able to capture ranged weapons that are thrown, or arrows/ bolts being able to turn around and use them against the person that used it. The player must make an attack roll on the attack matching or surpassing the roll used to hit them with the weapon by 5 or more.

[5 chi cost] N/A
 Melee Self Free/ Reactionary

Spinning Slicer

(Mar, C) The player launches a swift sonic strike in a full arc across. The strike does 1d6 per every other level for a 30ft arc, with a max of 10d6. All targets can make a reflex save equal to the to hit roll to avoid.

[20 chi cost] 1d6 damage [10d6 max]
 N/A 30ft Arc Standard

Spirit Armor

(Mar, B, Foc) The player envelopes themselves or a touched ally with the armor of their spirit, infusing them with a bonus to their ADS score using the casting players Spirit Mod +1 for every two levels they have. This power adds to ADS score the target already has through armor and abilities but does not stack with any bonuses that may already be given through other powers or class abilities such as bardic song based boosts. This effect last 1d6+1 for every three levels.

[15 chi cost] Spirit Mod +1 for every two levels added to targets ADS score
 N/A Touch Full
 Last 1d6+1 for every three levels of the caster

Spirit Ball

(Mar, S, Foc, Ha) The player focuses deeply bringing forth the energy of the world around them to build up in one massive area attack blasting the targets with a ball of spirit energy. The attack does 1d12 damage per level [20d12 max] to an 60ft area. DC 20 Reflex for ½ damage

[50 chi cost] 1d12 per level [20d12 max]
 100ft range 60 ft area DC 20 Reflex for ½ damage Full

Spirit Blast

(Mar, A, Foc, Ha) The player channels and unleashes their spirit energy into a forceful blast of spiritual energy. The blast does 1d8 +Spirit Mod per level with a maximum of 20d8. The blast can be sent over a great distance in a line attack.

[15 chi cost] 1d8 +Spirit Mod [20d8 maximum]
 N/A 400ft+40ft a level/ Line Full

Spirit Burst

(Mar, B, Foc) The player channels and unleashes their spirit energy into a forceful blast of spiritual energy. The blast does 1d6 +Spirit Mod per level with a maximum of 15d6. The blast can be sent over a great distance towards a single target.

[15 chi cost] 1d6 +Spirit Mod [15d6 maximum]
 N/A 400ft+40ft a level/ Ranged touch Full

Spirit Fist

(Mar, A, Foc) The player empowers their melee attacks infusing them with spiritual energy. The player adds their Spirit Mod and Level into their damage with their melee attacks for 1d10 rounds.

[20 chi cost]

Spirit Mod +Level as added damage in melee attacks

N/A

Self

Full / 1d10 rounds

Spirit Replenish

(Mar, B, Foc) The player is able to focus their spiritual energy and replenish their own hp by healing their Spirit Score +Level. The player is able to absorb the energy around them to bring this healing into themselves.

[15 chi cost]

Spirit Score +level in Healing

N/A

Self

Full round

Spirit Savior

(Mar, S, Foc, Ha) A player really focuses in on their spiritual forces and brings forth a method of powerful healing to a touched target. The healing does the players spirit Mod in d 10's +level, the healing will continue each round as long as concentration is maintained.

[50 chi cost]

Spirit Mod in d10's + level in HP healing per round maintained

N/A

Touched Target

Full round + Concentration for each round

Strike Chain

(Mar, S, Foc, Ha) The player is able to take their Spirit score and add it to the number of normal attacks they can unleash this round to a collection of targets moving from one to another dividing the number of attacks between several targets within 10ft of each other.

[50 chi cost]

Spirit score in number of attacks, free move to targets within 10ft of each other

Link of chain

Chain of targets

Full Round

Still Waters Strike

(Mar, B, Foc) The player focuses in on a single target and strikes at them with a powerful strike of water that doesn't miss striking its target. With a max of 15d6 damage in all.

[30 chi cost]

1d6 per level [15d6 max]

Water Alignment

Auto Hit Single Target

Full Round

Stunning Fist

(Mar, E) The player makes a sudden and quick strike at the targets nerves causing the target to roll a Resistance Save vs Stun effect. The DC of the attack is 10+1 per every two levels and performing this attack does not harm the target with damage but instead causes the target to be stunned for 1d4+1 for every three levels in rounds.

[10 chi cost]

DC 10+ 1 per two levels

N/A

Single

Standard

Effects last for 1d4+1 for every three rounds

Soru (Shave)

(Mar, C) The user boosts their muscles in a way to move at an incredible rate of speed. Letting them cross great distances, avoid attacks, and throw attacks at great speeds

[10 chi per round] +1 attack per every 4 levels,+1 DEX per every other level, +10 Speed per level

N/A

Self

Quicken

Tekki (Iron Mass)

(Mar, D) The Martial Artist has trained their muscles to resist damage greater, that they are able to lock into a stance and gain the effective Damage Reduction and Element Resistance. However while in this stance they can not attack back.

[10 chi per round]

+1 DR per every other level/+1 Resist all elements per level

Can not attack while active

N/A

Self

Standard

Twin Striker

(Mar, A, Foc) The player moves at such a rapid pace around a target it appears as if there are twin versions of the character attacking the target in free spaces around them. The player can create twins of themselves equal to their Spirit Mod, each twin does their own attacks and damage equal to the players normal damage.

[30 chi per clone cost]
N/A

Each clone strikes a target doing normal damage per clone
Self / Target Standard

Twister Toss

(Mar, A, Foc) A player grappling a target can toss the target at other enemies, causing both damage and possibly dazing all hit by the target as well as the target should they survive the hit. The target does 1d6 per every other level and all hit including the target thrown must make a Resistance save DC 10 +level vs daze for 1d6 rounds. The damage maxes out at 10d6.

[30 chi cost]

1d6 damage per ½ level [10d6 max]

Wind Alignment

Grapple/Ranged Target

Full

All targets hit including thrown one DC 10+level vs Daze

Ugly Stick Beatdown

(Mar, C) The player's attacks hurt the targets looks doing damage to the targets CHA and COM scores. They do 1d4+Spirit Mod in damage per ½ level [max 5d4]. The damage is temporary unless the player crits with the attack with makes the damage permanent

[10 chi cost]

1d4+Spirit Mod [max 5d4]

N/A

Single Target

Standard

Water Splitting Stone Strike

(Mar, B, Foc) The player unleashes a stream of water as they move to chop downward striking a line of targets with a single slashing strike. The strike does 1d8 per level with a max of 15d8. The line is 60 ft long and all targets can make a reflex save equal to the to hit roll to avoid.

[30 chi cost]

1d8 per level damage [15d8 max]

Water Alignment

60ft Line

Full

Wind Slicer

(Mar, B, Foc) The player upon activating this technique converts their unarmed attacks to slashing weapons that do an added 1d6 per every 3 levels. With a max damage of 5d6 damage. The damage remains active for 1d4+ ½ level in rounds.

[20 chi cost]

1d6 damage for every 3 levels [5d6 max]

Wind Alignment

Self/ Single target

Standard

Lasts for 1d4+ ½ level in rounds

Wild Striker

(Mar, C) The player unleashes a sense of blind rage boosting their damage to their attacks by ½ their level and HP up by x2 their level in 1d4+ ½ level in rounds. The downside is while active they lose 4 from their PS score and attack targets until the technique drops or they do.

[15 chi cost]

Damage +1/2 level

HP +x2 level

PS -4

N/A

Self

Standard

Ax

Acid Permeation
 All Directions Shuriken
 Amplification Summoning Technique
 Arhat Fist
 Armor of Sand

B

Barrier Encampment Method
 Barrier Gate Five Seals
 Barrier Shatter
 Barrier: Dome
 Bat Controlling
 Bat Controlling: Ultrasonic Mind Waves
 Bee Bomb
 Bee Honey Trap
 Binding Smoke Prison
 Blab
 Black Lighting
 Blade Buster
 Blade of Wind
 Blinding Bubble
 Blocking Absorption Seal
 Blossom Clone Strikes
 Body Absorption
 Body Elimination
 Body Flame
 Body Flicker
 Body Replacement
 Body-Splitting Technique
 Body Shedding
 Body Revival
 Bubble Clone

C

Cat Genjutsu
 Chakra Chains
 Chakra Draining Seal
 Chakra Enhanced Strength
 Cherry Blossom Impact
 Character Bind Technique
 Cliff Climbing Practice
 Cloak of Invisibility Technique
 Clone Great Explosion
 Chakra Predation
 Chakra Rope
 Chakra Scalpel
 Chakra Sensing Technique
 Chakra Threads
 Chakra Threads of Fate
 Chakra Transfer Technique
 Clone Technique
 Cloud-Style Crescent Moon Beheading
 Cloud-Style Front Beheading
 Cloud-Style Reverse Beheading
 Cloth Binding Technique
 Color Course Change
 Contract Seal
 Creation Rebirth
 Crow Clone Technique
 Crystal Armor
 Crystal Release: Arrow of Light
 Crystal Release: Crimson Fruit
 Crystal Release: Crystal Encampment
 Crystal Release: Crystal Lance
 Crystal Release: Crystal Needles
 Crystal Release: Crystal Prison

Crystal Release: Crystal Wheel
 Crystal Release: Growing Crystal Thorns
 Crystal Release: Jade Crystal Blade
 Crystal Release: Jade Crystal Labyrinth
 Crystal Release: Jade Crystal Mirror
 Crystal Release: Shuriken Wild Dance
 Crystal Release: Crystal Falling Dragon
 Crystal Release: The Gods' Crossings
 Curse Mandala
 Cursed Seal Chakra Blast
 Cursed Seal of Earth
 Cursed Seal of Heaven

D

Dead Soul Technique
 Death Technique: Heart Sever
 Dark Sealing Method
 Darkness Wave
 Dance of the Moon
 Dance of the Reaper
 Dance of the Willow
 Decapitating Airwaves
 Delicate Illness Extraction Technique
 Demon Flute: Illusionary Warriors
 Demon Flute: Phantom Sound Chains
 Demon Wind Bomb
 Demonic Haunts: Chaos
 Demonic Haunts: Disorder
 Demonic Haunts: Grief
 Demonic Haunts: Pain
 Demonic Haunts: Sin
 Demonic Haunts: Torment
 Demonic Ice Crystal Mirrors
 Demonic Illusion: Burning Body
 Demonic Illusion: Butterfly Evolution
 Demonic Illusion: Descending Hell
 Demonic Illusion: Double False Visions
 Demonic Illusion: False Surroundings
 Demonic Illusion: Flower Head Death
 Demonic Illusion: Heaven and Earth
 Demonic Illusion: Hell Viewing
 Demonic Illusion: Shackling Stakes
 Demonic Illusion: Tree Binding Death
 Dispell
 Drilling Finger Bullets
 Drowning Bubble Technique
 Drunken Fist
 Dusk Crow Genjutsu
 Dust Wind Technique
 Dynamic Action
 Dynamic Entry

E

Earth Release: Ant lion
 Earth Release: Armor
 Earth Release: Bedrock Coffin
 Earth Release: Double Suicide
 Earth Release: Earth Corridor
 Earth Release: Earth Dome
 Earth Release: Earth Dragon Bullet
 Earth Release: Earth Fist
 Earth Release: Earth Flow River
 Earth Release: Earth Flow Wave
 Earth Release: Earth Shaking Palm
 Earth Release: Earth Style Wall
 Earth Release: Hardening Technique

Earth Release: Hidden Among Rocks
 Earth Release: Moving Earth Core
 Earth Release: Mud Body Technique
 Earth Release: Mud Indulgence
 Earth Release: Mudslide
 Earth Release: Opening Earth Rising
 Earth Release: Resurrection Technique
 Earth Release: Rising Stone Spears
 Earth Release: Rock Lodging Destruction
 Earth Release: Rock Shelter
 Earth Release: Rock Staff
 Earth Release: Sticky Earth Drop
 Earth Release: Swamp of the Underworld
 Earth Release: Earth Turning Palm
 Earth Release: Tunneling Technique
 Earth Release: Underground Projection
 Earth Release: Underground Submarine
 Earth Release: Wheel of Fortune
 Elbow
 Evil Sealing Method
 Execution by Kiss
 Exploding Bubble
 Exploding Dragon Strike
 Explosion Release: Landmine Fist
 Exploding Tag Extraction
 Eye Mind Reading

F

Face Copying Technique
 Fangs of Lightning
 Fang Passing Fang
 Fang Rotating Fang
 Fang Wolf Fang
 Feigning Sleep Technique
 Fighting Tongue Bind
 Fighting Tongue Slash
 Finger Engraving Seal
 Fire Release: Ash Pile Burning
 Fire Release: Backdraft
 Fire Release: Burning Desire
 Fire Release: Dragon Fire Technique
 Fire Release: Exploding Flame Crater
 Fire Release: Extinguish
 Fire Release: Fire Dragon Flame Bullet
 Fire Release: Grand Illumination
 Fire Release: Great Dragon Fire
 Fire Release: Great Fireball Technique
 Fire Release: Lava Field
 Fire Release: Mist Blaze Dance
 Fire Release: Phoenix Sage Fire
 Fire Release: Roaring Flame Sphere
 Fire Release: Running Fire
 Fire Sealing Method
 Five Elements Seal
 Five Elements Unseal
 Five Seals Barrier
 Five Senses Confusion Disorder
 Flaming Arrow Missiles
 Floating Bubble Technique
 Flower Ninja Art: Many Blooming Flowers
 Flower Ninja Art: Maximum Cutting
 Flower Ninja Art: One Hundred Flowers
 Flower Shuriken: Falling Blossoms
 Flowering Haze Illusion Technique
 Flight Technique
 Flying Nail Mist Piercing

F Continued

Flying Swallow
 Four Corner Sealing Barrier
 Four Legs Technique
 Four Symbols Seal
 Four Violet Flames Battle Encampment
 Front Lotus
 Future Telling

G

Great Vacuum Cannon
 Green Egg Bombs
 Green Shooting Star
 Genjutsu Binding
 Genjutsu: Flower Petal Escape
 Gentle Fist
 Gentle Fist Storm
 Gentle Fist Style One Blow Body
 Gentle Step Twin Lion Fists
 Golem Technique
 Grudge Rain

H

Hair Camouflage
 Hand of Budha
 Hanzō's Exploding Tag Technique
 Harem Technique
 Heal Bite
 Healing Chakra Transmission
 Healing Fingers
 Healing Resuscitation Regeneration
 Heaven's Dance of Hazy White
 Heavenly Transfer Technique
 Hell of Blood
 Hell of Fire
 Hell of Ice
 Hell of Needles
 Hidden Mist Technique
 Hidden Rock Trap
 Hidden Shadow Snake Hands
 Hideout Destruction Trap
 Hiding with Camouflage Technique
 Honey Clone
 Honey Spit Trap
 Human Beast Combination Transform
 Human Body Shedding Technique
 Human Bullet Tank
 Human Cocoon Technique
 Human Puppet
 Hydration Technique

J

Jet Booster Jump
 Jet Booster Rocket
 Jet Booster Run

I

Iai Beheading
 Ice Disk Technique
 Ice Prison Technique
 Ice Release: Deep Freeze

Ice Release: Frost Burn
 Ice Release: Frost Field
 Ice Release: Hail Fall
 Ice Release: Ice Cutter
 Ice Release: Ice Cycle Sword
 Ice Release: Ice Storm
 Ice Release: One Horned White Whale
 Ice Release: Polar Wind
 Ice Release: Protective Ice Dome
 Ice Release: Snow Blind
 Ice Release: Snow Flake Stars
 Ice Release: Swallow Snow Storm
 Ice Release: Tearing Dragon Fierce Tiger
 Ice Release: Winters Chill
 Ice Spikes
 Illusion Bell Needles
 Important Body Points Disturbance
 Impaling Death Shards
 Infinite Embrace
 Ink Creation
 Ink Flush
 Ink Bubble Explosion
 Iron Armor Seal
 Insect Clone
 Insect Jamming
 Insect Jar Technique
 Insect Swarm Strike
 Insect Swarm Summon
 Intersection Method
 Iwagakure Kinjutsu

K

Killing Intent

L

Laser Explosion
 Lava Release: Lava Globbs
 Lava Release: Melting Apparition
 Lava Release: Poison Gas Cloud
 Lava Release: Quicklime Congealing
 Lava Release: Unsteady Field of Magma
 Leaf Concentration Practice
 Leaf Gale
 Leaf Great Flash
 Leaf Great Whirlwind
 Leaf Rising Wind
 Leaf Strong Whirlwind
 Leaf Whirlwind
 Leech All Creation
 Leech Charka
 Leech Life force
 Liger Bomb
 Lightning Release: Banquet of Lightning
 Lightning Release: Black Panther
 Lightning Release: Electromagnetic
 Lightning Release: False Darkness
 Lightning Release: Flying Thunder God
 Lighting Release: Lightning Ball
 Lighting Release: Lightning Cutter
 Lightning Release: Lightning Destruction
 Lighting Release: Lightning Dragon
 Lighting Release: Lightning Oppression
 Lighting Release: Lightning Strike Armor

Lighting Release: Lightning Surge
 Lightning Release: Thunder Binding
 Lightning Release: Wave of Inspiration
 Limelight
 Lion Combo
 Living Corpse Reincarnation
 Loin Combo

M

Magnet Release: Attraction
 Magnet Release: Dense Pull
 Magnet Release: Electric Phantasm
 Magnet Release: Gather Metal
 Magnet Release: Infinite Meteors
 Magnet Release: Magnet Spider Foot
 Magnet Release: Repulsion
 Manipulated Shuriken Technique
 Mayfly
 Mechanic Light Shield Seal
 Mega Palm Thrust
 Memory Blocking Technique
 Memory-Concealing Manipulative Sand
 Mental Barricades
 Meteor Shower
 Mind Body Switch Technique
 Mind Body Distraction Technique
 Mind-controlling Access
 Mind-controlling Block
 Mind-controlling Domination
 Mind-controlling Mass Minds
 Mind-controlling Puppet
 Mind-controlling Read Thoughts
 Mind-controlling Release
 Mind-controlling Shield
 Mind-controlling Sleep
 Mind-controlling Search
 Mind's Eye
 Mirrored Sudden Attacker
 Mud Cannonball
 Mud Mask
 Mud Needle
 Mud Pie
 Mud Shell
 Mudshot Technique
 Multi-Size Technique
 Murderous Grasp
 Mystical Palm Technique
 Mysterious Peacock Method: Wings

N

Necklace Sealing Technique
 Needle Jizō
 New Sexy Technique
 Night Terrors
 Ninja Art: Inundated With Flowers
 Ninja Art: Moon Slashing Flower

O

Offsetting Sound
 One's Own Life Reincarnation

P

Pachinko Technique
 Painful Sky Leg
 Palm Heel Strike
 Paper Clone
 Paper Shuriken
 Paradise Pure Land
 Partial Multi-Size Technique
 Passing Fang
 Peacock Whirlwind
 Peacock Whirlwind Formation
 Perfume Spray
 Peregrine Falcon Drop
 Plasma Ball
 Points of Death
 Points of Life
 Points of Pain
 Points of Pleasure
 Points of Rest
 Poison Mist
 Poison Mist Hell: Hundred Hells
 Poison Moth Genjutsu
 Portable Water Field
 Prepared Needle Shot
 Pressure Points of Harm and Death
 Protective Bubble Dome
 Protective Sphere of Light
 Protective Tag Barrier
 Projectile Stream
 Puppet Technique
 Puppet Technique: Dance of Mystic Rain
 Puppet Technique: Infinite Explosive
 Puppet Technique: Prosthetic Arm
 Puppet Technique: Puppet Curse
 Puppet Technique: Revolving Drill
 Puppet Technique: Skillful Control
 Pudding Pudding Technique
 Psycho Babble

Q

Quicksand Waterfall Flow

R

Rain Blood Drops
 Ravaging Chakra Knives
 Reverse Four Symbols Sealing Technique
 Reverse Lotus
 Reverse Summoning Technique
 Revival Fist
 Rock Armor
 Rock Avalanche
 Rock Hive
 Roof Tile Shuriken
 Rope Escape Technique

S

Sand Binding Coffin
 Sand Binding Prison
 Sand Drizzle
 Sand Sensing
 Sand Shuriken
 Sakura Blossoms of Healing
 Sakura Blossom Blizzard

Secret Technique Stone Needles
 Secret Technique: Insect Bog
 Secret Technique: Insect Cocoon
 Secret Technique: Insect Gathering
 Secret Technique: Insect Root
 Secret Technique: Insect Sphere
 Secret Technique: Mist Rain
 Secret Technique: Muting Technique
 Senbon Shower
 Sensing System Technique
 Severe Stinging Slap
 Seven Swords Dance
 Sexy Technique
 Sexy: Boy on Boy Technique
 Sexy: Girl on Girl Technique
 Shadow Arms
 Shadow of the Dancing Leaf
 Shadow Imitation Technique
 Shadow Imitation Shuriken Technique
 Shadow Membrane Technique
 Shadow Mirror Body Changing Method
 Shadow Neck Bind Technique
 Shadow Rope Technique
 Shadow Sewing Technique
 Shadow Shuriken Technique
 Shield of Sand
 Shrine Seal
 Shrine Seal: Release
 Shock Wave Blossom
 Shrinking Technique
 Shuriken Shadow Clone Technique
 Silent Killing
 Sly Mind Affect Technique
 Smack of Love
 Smoke Clone
 Smoke Dragon
 Soap Bubble Ninjutsu
 Soap Bubble Slime
 Soul Binding
 Soul Detachment
 Soul Removal
 Sphere of Sand
 Spider Bind
 Spider Cocoon
 Spider Sticking Spit
 Spider Web Area
 Spider Web Flower
 Spider Web Unrolling
 Spiked Human Bullet Tank
 Spindle Formation
 Spinning Heel Drop
 Spore Technique
 Steel Release: Impervious Armor
 Steel Release: Iron Pillar
 Steel Release: Iron Prison
 Steel Release: Iron Shield
 Steel Release: Spiked Whip
 Steel Release: Ten-thousand Blades
 Strengthening Prescription: Chakra
 Storm Release: Demon Dragon Storm
 Storm Release: Laser Circus
 Storm Release: Maelstrom
 Storm Release: Thunder Cloud Wave
 Storm Release: Thundercloud Strike
 String Bean Binding Illusion
 Strong Fist
 Substitute Technique
 Suicide Bombing Clone

Summoning Technique
 Summoning: Dual-Headed Snakes
 Summoning: Food Cart Destroyer Technique
 Summoning: Lightning Blade Creation
 Summoning: Iron Chain Wrapping
 Summoning: Iron Maiden
 Summoning: Iron Protection Wall
 Summoning: Torture Chamber
 Super Multi-Size Technique

T

Telescope Technique
 Temple of Nirvana Technique
 Temporary Paralysis Technique
 Time Reversal Technique
 The Great Ego
 Thousand Flying Needles of Death
 Thousand Bee Stings Technique
 Three Seals Barrier
 Thunder Sabre
 Time-Release Technique
 Toad Flat - Shadow Manipulation Technique
 Tornado Lightning
 Transformation Technique
 Transparent Escape Technique
 Tree Climbing Practice
 Trinity Attack
 Tsukuyomi: Black Dream
 Tsukuyomi: Illusionary Dream
 Twin Rising Dragons
 Twin Snakes Mutual Death Technique
 Tyrant's Calling

V

Vacuum Sword
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W

Water Needle Technique
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 Water Release: Great Exploding Water Colliding Wave
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Nin - Ninjutsu Technique

Tai - Taijutsu Technique

Gen - Genjutsu Technique

Ha - Hand Gestures required to use technique - takes full round to activate technique

Ele - requires a small amount of the element used in the technique to use

S - S-class technique

A - A-class technique

B - B-class technique

C - C-class technique

D - D-class technique

E - E-class technique

Com - Combo technique, requires another technique in use or other users to perform

Technique Name

(Category of technique and Style) Description of technique

[chi cost] damage [max damage if set]

Element needed

Attack range

Target

Casting Time

Acid Permeation

(Nin, Ele, B) The user blows acid bubbles at his opponent that can burn the opponent when popped. The bubble created is small object able to fit in a 5x5 square, when popped it releases a splash of acid on the target that popped it doing 2d4 a level for 4 rounds +1/2 level

[10 chi per bubble]

2d4 a level for 4 rounds +1/2 level

Soap needed to perform

60ft

single target

Standard

All Directions Shuriken

(Nin, Com, A) A technique that perfectly besieges the enemy from all directions with one's own "shadow". The user has his shadow clones throw shuriken all at once. Avoiding all of the assailing rain of shuriken would prove difficult, even for the most agile of people. The enemy cannot help but focus their senses on the soaring shuriken. The next move is to attack the blind spot that is inevitably created. Each clone created tosses 5 five shuriken each at a surrounded target. (Normal ranged attack)

[30 chi per use]

5d6 per clone [max by number of clones]

Requires Shadow Clone Technique to be active

60 ft

30ft radius

Standard

Amplification Summoning Technique

(Nin, Com, B) This is a summoning technique that in which the summoned creature is given a special condition and when that condition is met it gains certain ability. This technique basically summons two of

the same creatures in one body, that body can divide and recombined at will, and each summon counts as an individual when it comes to HP and attacks.

[75 chi per use, 10 chi to keep active]

Summons two creatures as one

Requires Summon Technique to learn this first
60ft

N/A

Full Round

Arhat Fist

(Tai, C) This style of combat focuses on simple physical attacks augmented with the user's incredible strength. Using simple palm strikes, shoulder thrusts, knee strikes, and punches, the user can easily defeat an opponent with one or two blows. The strength of his attacks is greatly increased when his cursed seal is active. This is a forceful thrust of the limbs and infusing the damage with chi. a fierce punch back with a collection of chi infused into the attack to make the damage greater. The use of this technique adds the user's level in damage to their unarmed attacks.

[5 chi a round]

adds user's level to unarmed damage

N/A

Single Target

Standard

Armor of Sand

(Cl, Nin, Ele, B) Using this technique, the user can cover him in a compacted layer of sand, providing an additional defense should his Shield of Sand fail; combined together. Though quite effective, maintaining the armor requires a large amount of chakra and stamina. Furthermore, it is nowhere as resilient as the Shield of Sand, since it easily breaks away upon impact, indicating that the sole purpose of the armor is to absorb impact channeled unto the user's body during battle. Another weakness is the additional weight of the sand which leads to decreased levels of speed and mobility. The user of this technique infuses sand with their chi and coats their body to build a layer of protective armor. Granting them a Natural Armor Bonus of +4

[5 chi to use and maintain each round]

+4 Natural Armor bonus

N/A

Self

Full Round

Barrier Encampment Method

(Nin, B) An array of four explosive tags are jointly placed around the boundary of an area. If anyone or anything happens to walk through the boundary, the seals will detonate when the intruder reaches the centre, killing the imprisoned target. The technique sets a trap that does a concentrated blast of damage from explosion tags. This trap makes it impossible to avoid the damage from the tags set in the area once the trap is active. Requires a Reflex save vs. getting snared in the trap.

[20 chi cost per use]

4d10 damage no save vs. damage allowed.

Reflex verse trap

Targeted area

10ft Radius

1 Minute

Barrier Gate Five Seals

This technique requires a scroll on which a blueprint of a particular area will be mapped. When activated, it causes four giant gates to emerge north, east, south, and west of the targeted area. Afterwards, the gates will form a barrier around the area. This barrier has a very high durability, anything that makes contact with it will immediately be engulfed in flames. The only way to pass through the barrier unharmed is with a special seal.

Barrier Shatter

If there is a barrier active, Akaboshi can see in enemy territory and shatter the barrier's source from within while his team lends him chakra.

Barrier: Dome

This technique creates a spherical detection barrier with the user at the centre. At the user's command, the detection barrier can expand, grasping everything in the room. The user is able to detect anything that moves inside the barrier space with their own "sense". The user may also move, the barrier will follow them as they move.

Bat Controlling

(Gen, D, Ele) The Sound ninja Rinji has the special ability to produce ultrasonic waves and understand them. This way he can talk with bats, who use ultrasonic waves for communication. He is able to give them orders, like to search the area around him, and they seem to consider him a friend. He can use these bats to release powerfulsonic waves.

[5 chi cost per use]

Grants control and communication over a bat swarm

Whistle needed

400 ft

Bat Swarm

Standard

Bat Controlling: Ultrasonic Mind Waves

Once the Sound Ninja Rinji controls his bats, he commands them to produce high frequency ultrasonic waves that affect the mind of the opponent.

These bats (along with Shino's evolving bug strategy) have been the only effective counters to the Crystal Release. The ultrasound waves move at a frequency that allowed the crystal to breakdown at a molecular level, allowing dispersion of crystal particles back into the air.

Bee Bomb

(Nin, Cl, Ele, Com, A) This jutsu consists of bees with explosive tags attached to them. Once the bees come into contact with their target, the tags explode. The user converts a bee swarm into explosive tags (1 tag per 5 hp of the swarm)

[30 chi cost per use]

1 explosive tag per 5 hp of a swarm

Honey or Wax

Kedōin Clan Technique

Bee Honey Technique

120 ft

30 ft area

Full Round

Bee Honey Trap

(Nin, Cl, Ele, B) Suzumebachi summons a large number of bees that swarm over and sting the opponent. Every time a bee is injured or destroyed, it releases sticky honey on the opponent, which is strong enough to immobilise them. This is particularly effective against opponents who rely on close range physical attacks, such as practitioners of the Gentle Fist. Technique summons a swarm of bees to attack and obey the commands of its summoner. The player can summon an additional swarm with every ¼ levels they have. The Summon lasts as long as the user can maintain the swarms.

[10 chi cost per swarm a round]

Summon 1 bee swarm for every ¼ level

Honey or Wax

Kedōin Clan Technique

60 ft

5ft Area

Full Round

Binding Smoke Prison

(Gen, B, Ele) Kigiri can manipulate his smoke to wrap around a target to keep them from moving. The user is able to use the smoke to create an illusion that halts the movements of a target. The technique causes the target to make a Will save vs. Can't Move. The save dc is increase based on every two levels the user has +10.

[15 chi cost per round]

Will save DC 10+1/2 level vs. Can't Move

Smoke

60ft

Single

Full Round

Blab

(Gen, D) Generates an appearance of an elongation of time and dull talk that bores and causes a target to get drowsy, if the target fails the save then they suffer under exhaustion rules. Will DC 10+1/4 level vs. Exhaustion

[5 chi cost per use]

Will save 10+1/4 level vs. Exhaustion

60 ft

Single

Standard

Black Lighting

(Nin, A) Black Lightning is a unique form of Lightning Release. As the name suggests, the lightning produced by this ability's techniques is black in color. Lightning strikes an area doing 1d10 damage per ½ level.

[60 chi cost per use]

1d10 per ½ level [10d10 max]

90 ft

30 ft area

Full round

Blade Buster

(*Tai, E*) Empowers the user's melee attacks. Granting them an extra powerful explosive nature to them, thus doing greater damage to the target. The attack does normal melee with an added 1d10 damage +1 for every 4 levels

[4 chi per use]

melee, + 1d10 explosive +1 for every 4 levels

Melee

Single

Standard

Blade of Wind

(*Nin, A, Ele*) This technique is a pinpoint slashing strike, where the user emits chakra from their fingertips and materializes it into an invisible sword that assaults the enemy in a gust of wind and making a slicing sound. If the Sickle Weasel Technique can be regarded as a swarm of wind kunai, then this technique is an unavoidable long sword. It leaves very deep slashes on the enemy. This technique creates a long sword that does 1d6 damage per every other level melee touch slashing damage by air elemental damage [max damage 10d6].

[chi per use 15]

1d6 per level, Touch [10d6 max]

Feather

Melee

Single

Standard

Blinding Bubble

(*Nin, C, Ele*) Utakata blows bubbles, surrounding the opponent's face with them. Once popped, the bubbles creates a puff of red powder that momentarily blinds the opponent. The user blows bubbles that cause all targets in the area to make a Fort save vs blindness which the DC is based on the ¼ the users level +10 for 1d4+1 rounds.

[5 chi cost per use]

Fort Save DC 10+1/4 level vs. Blindness 1d4+1

Soap

60 ft cone

Spread

Standard

 Blocking Absorption Seal

A highly advanced sealing technique that is capable of absorbing any chakra, regardless of any shape or nature transformation, and dispersing it within one's body by spinning the chakra within one's body in the opposite direction. As a result, this technique can absorb any ninjutsu based technique, regardless of power, without harming the user. Should the user get close enough to grab the opponent, the barrier can absorb chakra right out of an individual's body, effectively draining them. Nagato used this technique primarily through the Preta Path.

During the Fourth Shinobi World War, Nagato used this technique to absorb Killer B's chakra while he was in his Version 2 form. He then apparently used the chakra to revitalise his body to its state before it was emaciated by the Demonic Statue of the Outer Path. It also restored his hair colour back to red.[2]

Blossom Clone Strikes

(*Gen, C, Ele*) Kurenai creates a pale see-through version of herself that strikes the enemy repeatedly, knocking them back. The user's body appears to break apart and be blended with clones to confuse a target; the technique offers defensive Displacement of 25% per clone (up to 3) and allows the player to perform a sneak attack if they have the ability.

[15 chi cost per use]

25% displacement per clone (limit 3) plus can perform sneak attack

Flower Petals

N/A

Self

Standard

 Body Absorption

While in partial transformation, Jūgo extends a needle-like part from his body, places it into a target while proceeding to sucking out their chakra, along with organs and/or flesh which he uses to restore his own chakra and body. He used this technique after being left on the brink of death by A. This technique also restores him to his normal size.

Body Elimination

(Nin, B, Ele) Knowing full well that a shinobi's corpse is essentially a treasure trove of information, this technique is used by ANBU to completely destroy their body if caught or on the verge of death. This technique leaves no trace of the user's body behind whatsoever. Creates a high powered flame that burns straight to ash a unmoving target. Will Negates

[40 chi cost per use]

Will DC 10+1/4 level vs. Death

Oil

Touch

Single

1 Minute

Body Flame

(Nin, D, Ele) A technique similar to the Body Flicker Technique, however, the user disappears from view slowly. It also appears as if their body is being absorbed or burned by a flame. The flame actually can damage anyone trying to stop the user from moving doing 1d6 for 1/4 level to a 5ft square.

[40 chi cost per use]

+30 Speed per 1/2 level and +1d6 fire per 1/4 level, 1d10+1 rounds

Match or Oil

5ft area

Self

Full Round

Body Flicker

(Nin, D) This technique is a high-speed movement technique, allowing a ninja to move short to long distances at an almost untraceable speed. To an observer, it appears as if the user has teleported. A puff of smoke is occasionally used to disguise the user's movements. It is accomplished by using chakra to temporarily vitalise the body and move at extreme speeds. The amount of chakra required depends on the overall distance and elevation between the user and the intended destination.

The technique lets the player boost their speed to +30 speed per 1/2 level for 1d10+1 rounds.

[20 chi cost per use]

+30 speed per 1/2 level for 1d10+1 rounds

N/A

Self

Standard

Body Replacement (Ninja classes get this one free as a class skill)

(Nin, E) With this technique, one replaces their own body with a block of wood or some other object, the moment an attack lands. This creates an optical illusion, making the enemy think the attack was successful. From this, the user can use the lapse in the enemy's attention to attack or flee from the battlefield. Explosive tags can be attached to the replacement for an added surprise. It's a basic ninjutsu even taught at the Academy, but it's a useful art that can be applied in variety of situations. The technique lets a player avoid an attack, which activates upon impact. It can be activated at any point and lasts for 1 hour. Once hit by an attack the player moves within 30ft of where they once stood and replace themselves with a object such as a log or rock.

[5 chi cost per use]

Replaces self with object to avoid damage, last 1 hour or till used

Self, 30ft

Self

Standard

 Body-Splitting Technique

This technique enables Zetsu to split his body into two enabling the two halves to act independently. When separated, Zetsu can still perform other techniques such as his signature Mayfly. Also, each half regrows a leg and missing body mass, but nothing as detailed such as eyes, ears or arms.

 Body Shedding

Used after sustaining massive injury, or simply to escape from a seemingly inescapable attack, this technique allows the user to regurgitate a new body from their mouth, new clothes, complete with any lost limb being regenerated and all wounds healed, much like a snake sheds its skin. This technique requires a large amount of chakra, as Sasuke's reservoir was drained greatly when he used it to escape Amaterasu.

 Body Revival

This is a high level medical ninjutsu, and Shinnō's signature technique. Similar to the Yin Healing Wound Destruction technique, this jutsu allows the user to survive any otherwise normally fatal damage and instantly heal from the damage. A unique trait of this jutsu is that it can momentarily give the user the appearance of death, fooling even the most talented medical-nins.

When combined with Dark Chakra, this jutsu can also be used to physically enhance the person to superhuman levels of speed, strength, and healing might. It also alters the person's physical appearance drastically, making them younger and more fit in looks.

According to Shinnō, this technique is based on the muscles' ability to grow stronger after repairing itself from damage. Understanding this theory, the Body Revival Technique can increase the strength of the user by manipulating the "Destruction and Rebirth" cycle of the muscles.

Bubble Clone

(Nin, D, Ele) Utakata creates a clone of himself by using his Soap Bubble Ninjutsu and his Bubble Blower. When hit, the clone pops like a bubble. Creates a displacement bonus of 10% per clone (limit 8 clones)

[5 chi cost per clone]

10% displacement per clone [max 8 clones]

Soap

N/A

Self

Standard

Cat Genjutsu

Nekomata puts the opponent in a genjutsu where the whole place, the opponent's mind is changed. Cats are created illusory, although it is not real, cause damage to opponents.

Chakra Chains

This technique moulds the user's chakra into chains which, after materialising, can be used for various purposes such as physically restraining targets.

When using this in conjunction with her special chakra, Kushina was able to restrain Kurama, the Nine-Tailed Demon Fox, in Naruto Uzumaki's mind. These chains also made up her seal, completely pinning the Nine-Tails down with several spikes in her mind. Even while near death, Kushina was able to use these chains in the physical realm to restrain the Nine-Tails, enabling Minatoto use the Dead Demon Consuming Seal. This involved five chains emerging from her back and burrowing into the ground,[1] after which they would surface and criss-cross multiple times over the target, holding them down

Chakra Draining Seal

(Nin, Ele, A) The user places a seal on a person that will drain the latter's chakra, so that the user can use it himself. The technique drains a target of 30 chi +10 per every 2 levels of the user. A filled tag can be used to regenerate chi as a standard action.

[10 chi cost per use] 30 chi +10 for ½ level [130 chi max]

Seal Tag

Melee Touch

Single or Self

Standard

Chakra Enhanced Strength

(Tai, B) This is a technique where the user focuses chakra into their hands and feet using precise chakra control and releases it with pinpoint timing, which greatly enhances their strength. Tsunade created the concept of this technique to intimidate enemies and keep them at bay while she healed injured ninja.

The training for this technique is quite arduous, as Tsunade repeatedly came at Sakura with full power to help her learn. Despite this, the outcome of this training is incredible, giving the user enough strength to easily make gigantic craters or kill opponents with single strikes. The technique grants the user +1 STR per level. The Strength boost only lasts as long as the player concentrates on it.

[10 chi cost per round]

+1 STR per level [+20 Max]

N/A

Self

Full round

Chakra Predation

This technique allows the ninja to extend their chakra out of their body and then consume the special Peacock chakra of their comrades, thus allowing them to increase their power. The comrades themselves will be weakened by the loss of their chakra.

Chakra Rope

This technique allows the ninja to extend their chakra out of their body into binding ropes. The chakra is said to be uncuttable.

Chakra Scalpel

This medical technique forms one's chakra into a small, sharp blade. This can then be used for highly accurate incisions necessary for surgeries and anatomical dissections. Unlike regular scalpels, the chakra scalpel can actually make cuts inside the body without actually creating an open wound, limiting the risks of an infection.

The chakra scalpel can also be used offensively, although it requires great precision to be effective. Because of this requirement, using the chakra scalpel offensively is highly unusual. In heated combat, even the greatest medical-nin won't be able to exert the precision needed to make fatal cuts, but it can still effectively cut muscle tissues and tendons, rendering the target immobile.

In Part II though, Kabuto's skill with this technique was enough to cut through wood and flesh with ease.

Chakra Sensing Technique

This technique is used by sensors to detect someone's chakra. Using this technique, sensors can tell when enemies are approaching, and can easily track down targets. The range of this technique varies between sensors.

Chakra Threads

Chakra Threads is a technique that is usually used by puppet users to allow them to control their puppets in battle. Since these strings are constructs made from very concentrated chakra, they can be seen by people besides the user. Interestingly, as well as pulling objects towards them with the strings, the user can also "push" objects away from them as well, and even get moving objects like buzzsaws.[2] Chakra can also be transferred via the strings, such as to activate some abilities in puppets.[3] The chakra strings can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. In one instance, Kankurō uses chakra strings to trip Naruto Uzumaki when they first met.[4] In another, Chiyo uses chakra strings to control a person like a puppet. A skilled user can suppress the chakra to the point that the strings become invisible, as Chiyo did with the Manipulating Attack Blades to sneak a string to bind Hiruko's iron tail.[5] This technique is limited to one string per finger for normal humans, but Sasori's modified heart was able to emit enough strings to control over one hundred puppets.

Chakra Threads of Fate

This is a murder-suicidal technique. The user creates threads of chakra that are used to connect the user's heart to another person's. As long as the two are connected, any internal damage done to one will also be done to the other. This ultimately means that, if one person dies, so will the other. Only a kunai wrapped in a special Fūma clan tag can safely cut the threads and free the two.

Chakra Transfer Technique

This technique allows the user to transfer chakra to another person. For example, Katsuyu used this technique during Pain's invasion to transfer Tsunade's healing chakra to the wounded villagers. The Magaki Group uses this technique in a different way. First Nangō sends his chakra to Benten and Chūshin, and then both of them send it along with its own to Akaboshi, greatly enhancing the power of his techniques.

Cherry Blossom Impact

While some may see it as "superhuman strength", this technique is actually an application of medical ninjutsu, that demands the ability to concentrate and minute chakra control. An immense amount of chakra is kneaded inside the body, and a moment later all of it is gathered into the fist. That chakra is then released into the target, which does a great amount of damage. With the damage done dependent on the amount of chakra used, it is also possible for a skilled shinobi to amass it in their fingertip. When

the ground is hit it is pulverised into minute pieces by the excess shock, which are then scattered like flower petals, giving rise to the name "Cherry Blossom Impact".

Character Bind Technique

This technique, developed by Shiranami, allows him to do many different things depending on the kanji he writes out on the air with his hands such as create fire, or sending the word to attack a target. Fairly versatile, this skill affords similar advantages to one-handed hand seals.

The effects of these kanji have been shown:

操, which comes from the verb 操る (ayatsuru), meaning to manipulate. This character allows Shiranami to manipulate and control his opponent. The effect manifests when Shiranami writes the kanji in the air at the target's direction; at which point, the kanji appears on the recipient's person. That individual then becomes a subject to Shiranami's will. However, as with the Infinite Embrace, it is not absolute, since a person with tremendous chakra can easily dispel the effect.

岩 (iwa, rock), This character allows Shiranami to immobilise targets. In the case of clones, this dispels them.

爆 (baku, explode), This character causes several explosions that can also be used to dispel clones.

炎 (en, flames), This character creates a large wall of fire to keep enemies away.

斬 (zan), which comes from the verb 斬る (kiru), meaning to kill with a blade. This character creates several wind blades.

割 (katsu, split), This character causes the ground underneath the target to split open.

Cliff Climbing Practice

(Tai, E) This is a training method which involves climbing a high or steep cliff using only one arm. It is meant to improve one's strength and discipline. The intense training lets the player call forth great strength to aid them in battle.

[chi cost 5]

Self

Grants +1 STR for every 4 levels for 1d10+1 rounds

Self

Standard

Cloak of Invisibility Technique

(Nin, E, Ele) This technique allows a ninja to take a cloak or a piece of cloth and blend into an object, making them invisible.

[2 chi cost per use]

Cloth needed to perform

Self

Grants +10 Stealth for every 3 levels lasts till released

Self

Standard

Clone Great Explosion

This technique is used to create a Shadow Clone that can be detonated. The clone looks like a normal shadow clone, which allows the user to get it close to the target without them expecting anything besides a normal attack, or the target might even close in willingly to try to attack the clone. Using multiple tricks and diversionary tactics to disguise the nature of the clone can make this technique more likely to be effective.

Clone Technique

(Nin, E) A ninjutsu that creates an intangible copy of one's own body, without any substance. Since the clone itself doesn't have the ability to attack, and thus can only be used to confuse the enemy, it is mainly used in combination with other ninjutsu. It's a basic technique, but depending on one's ingenuity, it can be used effectively. The clones will dissipate when they come into contact with something.

These clones can be easily distinguished by persons with dōjutsu. A person with normal eyes can also distinguish the clones from the original, since the clones do not have shadows and will not disrupt the area around themselves with their movement (i.e. won't kick up dust, crush grass, etc.). A clone is a quick distraction that works at times in a pinch but a simple DC 30 Notice check will give up the secret of this technique and let a person know which one is real. The technique grants a displacement bonus based on the # of clones (thus 50% for two, 75% for two 80% three). The clones last till dispelled, released or the user drops from HP loss.

[chi cost 4 per clone]
5 ft

Displacement 50% lasts till released [max 3 clones]
Self Standard

Cloud-Style Crescent Moon Beheading

The user swings their sword in a single, large, crescent moon-shaped arc, which occurs with such ferocious velocity that the technique can be employed in situations where only a very limited time to react is available. The swing can be used to counter attacks from multiple opponents simultaneously.

Cloud-Style Front Beheading

The user slashes forward to attack an enemy.

Cloud-Style Reverse Beheading

The user does a powerful spin, generating the momentum needed to slash at any opponents behind them. The user can also utilise this spinning motion to trick an enemy that's in front of them. The enemy is fooled into thinking the user will attack them, but instead the user attacks the targets behind the user.

Cloth Binding Technique

The user uses a giant roll of cloth to tightly wrap up the intended opponent, completely immobilising them, thus preventing them from moving or using any techniques. The ability itself is versatile as once completed, the addition of further seals can be placed on top of the bound victims, preventing them from even being summoned while in effect. This technique appears to be common amongst Sunagakure ninja.

Color Course Change

This jutsu allows Fūka to bring out a scroll, obscure her body in a quick movement, and switch into another body from a victim of the Execution by Kiss technique. Each body possesses a unique elemental affinity.

Contract Seal

When the user implements this fūinjutsu on a summoner, it removes any control the summoner has over their summoned creature. This does not mean that the user of this technique gains control over the summoned creature. Close contact and the summoner's blood appears to be required for the implementation of the seal. Minato used this technique to wrest the Nine-Tailed Demon Fox from Tobi's control.

Creation Rebirth

The absolute pinnacle of medical ninjutsu, created by the greatest of medical ninja, Tsunade, this is the ultimate regeneration technique. By releasing the great volume of chakra stored in her forehead at once, the body's cell division is forcibly stimulated by proteins, reconstructing all organs and all tissues making up the human body. The technique itself does not regenerate the old cells, rather it hastens the creation of new ones through division. If this technique is used, a body whose vital organs are so gravely injured that it cannot bear it any longer will be instantly restored to its uninjured state. As long as Tsunade has chakra it is impossible for her to die by any means, as such she gains a form of "immortality" throughout the duration of the technique.

However, body's cells can only split a certain number of times in a lifetime, and by speeding up this process, Tsunade is basically shortening her natural lifespan. To what degree is unknown, but what is clear is that it is not great enough to cause her to die in battle.

Crow Clone Technique

A technique that produces a clone by projecting one's own chakra towards dozens of "crows". Because it uses crows as a medium, it requires less chakra than the normal Shadow Clone Technique, while still being able to perform techniques. The dozens of crows come together to form the body of a clone. When the chakra projected by the user is severed, the crows disperse, though the user is still able to continue to speak through it.

Crystal Armor

This technique allows Guren to cover her skin with a thin sheet of crystal, protecting herself from physical attacks. This armor can also aid Guren to perform stronger physical attacks. The crystal is transparent and can only be noticed by light reflecting off it.

Crystal Release: Arrow of Light

After using the Pressure Points of Harm and Death technique, Guren encases herself in a prism of crystal. The prism can hover in the air, but seems to be immobile. However, the prism protects her from almost any attack, as it was capable of withstanding a barrage of continuous Rasengan, only shattering in the end. In addition, this technique allows her to attack by focusing her chakra into powerful heat blasts launched through the prism's tip.

Crystal Release: Crimson Fruit

Guren can create a dome of crystal to surround a target. It is highly durable from both external and internal attacks.

Crystal Release: Crystal Encampment

Guren sends out a wave of chakra which then turns into an almost impenetrable crystal wall which also repairs itself when damaged. This crystal most likely has a similar endurance to the one created by the Crystal Release: Jade Crystal Labyrinth Technique. Only Shino's enhanced insects were capable of weakening the wall enough for Kakashi to finally destroy it using his Lightning Cutter.

Crystal Release: Crystal Lance

This technique allows Guren to create a large and sharp spear-like crystal surrounding her forearm, which she can use to impale her target.

Crystal Release: Crystal Needles

Guren creates long, sharp, and pointed bright pink and white crystals that shoot at the target at extremely high speeds with pinpoint accuracy.

Crystal Release: Crystal Prison

Guren completely encases her opponents in crystal. When the crystal is shattered, the bodies of the victims disintegrate along with the crystal particles. When Shino's kikaichū were examined after being affected with the technique, they appeared to be covered with a frostbite-like pattern.

Crystal Release: Crystal Wheel

With this technique, Guren creates a ring-shaped wheel made of crystal around her, allowing her to keep above water and reach a high speed.

Crystal Release: Growing Crystal Thorns

Guren creates growing thorn-like crystals that she can manipulate to continuously grow towards her target's direction.

Crystal Release: Jade Crystal Blade

With this technique Guren can quickly form a blade made of crystal on her arm, and use it in a manner reminiscent of a tantō. Blades can be formed on both arms if needed.

Crystal Release: Jade Crystal Labyrinth

First Guren creates a large number of crystal flowers. Then she can grow these flowers into a gigantic labyrinth consisting of red crystals. Enemies trapped inside it will mostly be lost because of the fact that the red crystals reflect their personal image as well as generates mirror images of the routes, paths, and details within the labyrinth, confusing and intimidating them. It is even capable of confusing the Byakugan because of its reflective nature.

Because of the crystal's stable molecular structure, a simple attack focused at one point is rendered useless, and its wide surface will disperse the force of wide range attacks, reducing their effectiveness. To overcome this technique, an attack that has impact force both wide and powerful is required to smash through it.

- Crystal Release: Jade Crystal Mirror**
Guren creates a large mirror in the shape of a snowflake, which she can then use to perform the Jade Crystal Clone Technique.
- Crystal Release: Shuriken Wild Dance**
Guren surrounds herself in crystal particles, condensing them into numerous shuriken which then rain onto the opponent.
- Crystal Release: Crystal Falling Dragon**
The user crystallises a material in the area, and then turns it into a dragon. It can be used as a means to travel or to attack a target. Several dragons can also be made and manipulated at once.
- Crystal Release: The Gods' Crossings Technique**
Guren places her hand on a surface, creating a long stream of sharp crystals to bind and pierce a target.
- Curse Mandala**
After performing various hand seals, the user is able to perform an ancient ninja art that is only known to a few generations of the Fūma clan. Arashi was able to perform this technique after absorbing the bodies of Jigumo and Kamikiri. The technique traps the victim in a pyramid-like chakra cage which will slowly constrict as the user moves his hands closer together. Anyone caught in the Mandala as it constricts will be crushed.
The user of this technique must maintain a triangle-shaped hand seal at all times to maintain the cage. Should the user's will falter or the entrapped opponent happen to be strong enough, the cage can be broken. When the cage breaks, a massive explosion of energy follows, destroying a wide area and harming the user. The prisoner however, remains safe at the centre of the blast.
- Cursed Seal Chakra Blast**
While in his second Cursed Seal state, Jūgo grows more of his jet booster like appendages, extends them, and then uses them to gather chakra and form a huge powerful chakra blast.
- Cursed Seal of Earth**
This is one of the strongest of Orochimaru's cursed seals, the other being its counterpart: the Cursed Seal of Heaven. This cursed seal is particularly strong even amongst the other already powerful cursed seal with Kimimaro being the only known user. It consists of three slightly curved lines, which spread in a rip-like pattern. The seal is located of the upper portion of Kimimaro's chest over his manubrium.
When the second level of the seal is active, Kimimaro takes on a dinosaur-like appearance complete with a tail. Several large bones also protrude from his darkened skin. Like all cursed seals, Kimimaro receives increased chakra levels and physical capabilities when the seal is active.
- Cursed Seal of Heaven**
The Cursed Seal of Heaven is one of the strongest of Orochimaru's Cursed Seals, the other being its counterpart, the Cursed Seal of Earth. The seal consists of three tomoe (the design known as mitsudomoe), similar to the Sharingan, which, when activated, spread flame-like markings across the user's body. Like all Cursed Seals, the user receives increased chakra levels and physical capabilities when the seal is active, to the point where with the second level, Sasuke was equal in power to Naruto's one-tailed form. The seal was applied at the left side of the back of both Sasuke's and Anko's necks.
Anko received her Cursed Seal when she was a student of Orochimaru. She, along with nine others, were the first people to receive a Cursed Seal. She was the only one to survive the application, establishing the one-in-ten success rate for the procedure. Because she lacked the will to use it, her seal receded, and Orochimaru wiped her memory. Orochimaru was able to briefly reactivate the seal when they fought in the Forest of Death before the Third Hokage sealed it off again.
Sasuke's second level of the Cursed Seal.

D

Dead Soul Technique
 Death Technique: Heart Sever
 Dark Sealing Method
 Darkness Wave
 Dance of the Moon
 Dance of the Reaper
 Dance of the Willow
 Decapitating Airwaves
 Delicate Illness Extraction Technique
 Demon Flute: Illusionary Warriors
 Demon Flute: Phantom Sound Chains
 Demon Wind Bomb
 Demonic Haunts: Chaos
 Demonic Haunts: Disorder
 Demonic Haunts: Grief
 Demonic Haunts: Pain
 Demonic Haunts: Sin
 Demonic Haunts: Torment
 Demonic Ice Crystal Mirrors
 Demonic Illusion: Burning Body
 Demonic Illusion: Butterfly Evolution
 Demonic Illusion: Descending Hell
 Demonic Illusion: Double False Visions
 Demonic Illusion: False Surroundings
 Demonic Illusion: Flower Head Death
 Demonic Illusion: Heaven and Earth
 Demonic Illusion: Hell Viewing
 Demonic Illusion: Shackling Stakes
 Demonic Illusion: Tree Binding Death
 Dispell
 Drilling Finger Bullets
 Drowning Bubble Technique
 Drunken Fist
 Dusk Crow Genjutsu
 Dust Wind Technique
 Dynamic Action
 Dynamic Entry

E

Earth Release: Ant lion
 Earth Release: Armor
 Earth Release: Bedrock Coffin
 Earth Release: Double Suicide
 Earth Release: Earth Corridor
 Earth Release: Earth Dome
 Earth Release: Earth Dragon Bullet
 Earth Release: Earth Fist
 Earth Release: Earth Flow River
 Earth Release: Earth Flow Wave
 Earth Release: Earth Shaking Palm
 Earth Release: Earth Style Wall
 Earth Release: Hardening Technique
 Earth Release: Hidden Among Rocks
 Earth Release: Moving Earth Core
 Earth Release: Mud Body Technique
 Earth Release: Mud Indulgence
 Earth Release: Mudslide
 Earth Release: Opening Earth Rising
 Earth Release: Resurrection Technique
 Earth Release: Rising Stone Spears
 Earth Release: Rock Lodging Destruction
 Earth Release: Rock Shelter
 Earth Release: Rock Staff
 Earth Release: Sticky Earth Drop
 Earth Release: Swamp of the Underworld
 Earth Release: Earth Turning Palm
 Earth Release: Tunneling Technique
 Earth Release: Underground Projection
 Earth Release: Underground Submarine

Earth Release: Wheel of Fortune
 Elbow
 Evil Sealing Method
 Execution by Kiss
 Exploding Bubble
 Exploding Dragon Strike
 Explosion Release: Landmine Fist
 Exploding Tag Extraction
 Eye Mind Reading

F

Face Copying Technique
 Fangs of Lightning
 Fang Passing Fang
 Fang Rotating Fang
 Fang Wolf Fang
 Feigning Sleep Technique
 Fighting Tongue Bind
 Fighting Tongue Slash
 Finger Engraving Seal
 Fire Release: Ash Pile Burning
 Fire Release: Backdraft
 Fire Release: Burning Desire
 Fire Release: Dragon Fire Technique
 Fire Release: Exploding Flame Crater
 Fire Release: Extinguish
 Fire Release: Fire Dragon Flame Bullet
 Fire Release: Grand Illumination
 Fire Release: Great Dragon Fire
 Fire Release: Great Fireball Technique
 Fire Release: Lava Field
 Fire Release: Mist Blaze Dance
 Fire Release: Phoenix Sage Fire
 Fire Release: Roaring Flame Sphere
 Fire Release: Running Fire
 Fire Sealing Method
 Five Elements Seal
 Five Elements Unseal
 Five Seals Barrier
 Five Senses Confusion Disorder
 Flaming Arrow Missiles
 Floating Bubble Technique
 Flower Ninja Art: Many Blooming Flowers
 Flower Ninja Art: Maximum Cutting
 Flower Ninja Art: One Hundred Flowers
 Flower Shuriken: Falling Blossoms
 Flowering Haze Illusion Technique
 Flight Technique
 Flying Nail Mist Piercing
 Flying Swallow
 Four Corner Sealing Barrier
 Four Legs Technique
 Four Symbols Seal
 Four Violet Flames Battle Encampment
 Front Lotus
 Future Telling

G

Great Vacuum Cannon
 Green Egg Bombs
 Green Shooting Star
 Genjutsu Binding
 Genjutsu: Flower Petal Escape
 Gentle Fist
 Gentle Fist Storm
 Gentle Fist Style One Blow Body
 Gentle Step Twin Lion Fists
 Golem Technique
 Grudge Rain

H

Hair Camouflage
 Hand of Budha
 Hanzō's Exploding Tag Technique
 Harem Technique
 Heal Bite
 Healing Chakra Transmission
 Healing Fingers
 Healing Resuscitation Regeneration
 Heaven's Dance of Hazy White
 Heavenly Transfer Technique
 Hell of Blood
 Hell of Fire
 Hell of Ice
 Hell of Needles
 Hidden Mist Technique
 Hidden Rock Trap
 Hidden Shadow Snake Hands
 Hideout Destruction Trap
 Hiding with Camouflage Technique
 Honey Clone
 Honey Spit Trap
 Human Beast Combination Transform
 Human Body Shedding Technique
 Human Bullet Tank
 Human Cocoon Technique
 Human Puppet
 Hydration Technique

J Jet Booster Jump

Jūgo, while in his Cursed Seal state, creates many jet-like appendages on his back to create a powerful blast. He then jumps, giving him power to manoeuvre in the air.

Jet Booster Rocket
 Jet Booster Run

I

Iai Beheading
 Ice Disk Technique
 Ice Prison Technique
 Ice Release: Deep Freeze
 Ice Release: Frost Burn
 Ice Release: Frost Field
 Ice Release: Hail Fall
 Ice Release: Ice Cutter
 Ice Release: Ice Cycle Sword
 Ice Release: Ice Storm
 Ice Release: One Horned White Whale
 Ice Release: Polar Wind
 Ice Release: Protective Ice Dome
 Ice Release: Snow Blind
 Ice Release: Snow Flake Stars
 Ice Release: Swallow Snow Storm
 Ice Release: Tearing Dragon Fierce Tiger
 Ice Release: Winters Chill
 Ice Spikes
 Illusion Bell Needles
 Important Body Points Disturbance
 Impaling Death Shards
 Infinite Embrace
 Ink Creation
 Ink Flush
 Ink Bubble Explosion
 Iron Armor Seal
 Insect Clone

Insect Jamming
 Insect Jar Technique
 Insect Swarm Strike
 Insect Swarm Summon
 Intersection Method
 Iwagakure Kinjutsu

K Killing Intent

Killing Intent, is simply the user exuding pure killing intention, and having it affect their opponent, themselves, and others around them,[1] up to the point of paralysing them with fear. When the Killing Intent is particularly strong, it can even give the victim visions of their own gruesome death. This can cause killing intent to be confused with a genjutsu, despite it not being a jutsu at all.

L

Laser Explosion
 Lava Release: Lava Globbs
 Lava Release: Melting Apparition
 Lava Release: Poison Gas Cloud
 Lava Release: Quicklime Congealing
 Lava Release: Unsteady Field of Magma
 Leaf Concentration Practice
 Leaf Gale
 Leaf Great Flash
 Leaf Great Whirlwind
 Leaf Rising Wind
 Leaf Strong Whirlwind
 Leaf Whirlwind
 Leech All Creation
 Leech Charka
 Leech Life force
 Liger Bomb
 Lightning Release: Banquet of Lightning
 Lightning Release: Black Panther
 Lightning Release: Electromagnetic
 Lightning Release: False Darkness
 Lightning Release: Flying Thunder God
 Lightning Release: Lightning Ball
 Lightning Release: Lightning Cutter
 Lightning Release: Lightning Destruction
 Lightning Release: Lightning Dragon Lighting Release: Lightning Oppression
 Lightning Release: Lightning Strike Armor
 Lightning Release: Lightning Surge
 Lightning Release: Thunder Binding
 Lightning Release: Wave of Inspiration
 Limelight
 Lion Combo
 Living Corpse Reincarnation
 Loin Combo

M

Magnet Release: Attraction
 Magnet Release: Dense Pull
 Magnet Release: Electric Phantasm
 Magnet Release: Gather Metal
 Magnet Release: Infinite Meteors
 Magnet Release: Magnet Spider Foot
 Magnet Release: Repulsion
 Manipulated Shuriken Technique
 Mayfly
 Mechanic Light Shield Seal
 Mega Palm Thrust
 Memory Blocking Technique
 Memory-Concealing Manipulative Sand
 Mental Barricades
 Meteor Shower
 Mind Body Switch Technique

Mind Body Distraction Technique
 Mind-controlling Access
 Mind-controlling Block
 Mind-controlling Domination
 Mind-controlling Mass Minds
 Mind-controlling Puppet
 Mind-controlling Read Thoughts
 Mind-controlling Release
 Mind-controlling Shield
 Mind-controlling Sleep
 Mind-controlling Search
 Mind's Eye
 Mirrored Sudden Attacker
 Mud Cannonball
 Mud Mask
 Mud Needle
 Mud Pie
 Mud Shell
 Mudshot Technique
 Multi-Size Technique
 Murderous Grasp
 Mystical Palm Technique
 Mysterious Peacock Method: Wings

N

Necklace Sealing Technique
 Needle Jizō
 New Sexy Technique
 Night Terrors
 Ninja Art: Inundated With Flowers
 Ninja Art: Moon Slashing Flower

O

Offsetting Sound
 Playing a melody on his ocarina, Menma releases the genjutsu his family member Shiin uses.

One's Own Life Reincarnation
 This reincarnation technique was developed in Sunagakure by the Puppet Brigade. The user, giving their life force to the target, uses all their chakra as an intermediary. This technique can be used on both the living and dead, but when used on the dead, the user will find certain death in exchange for the soul of the deceased. While in use, the released chakra shines a pale-blue colour, and if the user's own chakra is insufficient, a third party can assist. Out of humane motives, Sunagakure labelled this technique as a "kinjutsu" immediately after its development. Nowadays, the only one who can use this technique is its developer, Chiyo. As she is the sole known user, upon her death, the technique is believed to be lost forever.

The purpose of the technique was to give life to puppets, the puppets Chiyo had in mind being those of Sasori's parents. It was also for a means to give combat puppets life to increase their efficiency in battle.

P

Pachinko Technique
 Painful Sky Leg
 Palm Heel Strike
 Paper Clone
 Paper Shuriken
 Paradise Pure Land
 Partial Multi-Size Technique
 Passing Fang
 Peacock Whirlwind
 Peacock Whirlwind Formation
 Perfume Spray
 Peregrine Falcon Drop
 Plasma Ball
 Points of Death

Points of Life
 Points of Pain
 Points of Pleasure
 Points of Rest
 Poison Mist
 Poison Mist Hell: Hundred Hells
 Poison Moth Genjutsu
 Portable Water Field
 Prepared Needle Shot
 Pressure Points of Harm and Death
 Protective Bubble Dome
 Protective Sphere of Light
 Protective Tag Barrier
 Projectile Stream
 Puppet Technique
 Puppet Technique: Dance of Mystic Rain
 Puppet Technique: Infinite Explosive
 Puppet Technique: Prosthetic Arm
 Puppet Technique: Puppet Curse
 Puppet Technique: Revolving Drill
 Puppet Technique: Skillful Control
 Pudding Pudding Technique
 Pyscho Babble

Q Quicksand Waterfall Flow

This technique creates a massive amount of sand towards an opponent in the form of a wave, covering and "drowning" them in an ocean of sand. From the sand Gaara carries in his gourd, he grinds the rocks and minerals from underground into a large sea of sand and manipulates it like a tsunami that engulfs absolutely all things in his line of sight. This raging sea deals a lot of damage by itself, but one can further take advantage of the sand for a second and a third consecutive assault. Gaara can control the sand, allowing him to attack his opponent while they attempt to outrun the wave. This technique has the added effect of changing the landscape. It is usually followed by an area crushing technique to kill the trapped opponent.

R Rain Blood Drops

Shura uses his umbrella to shoot senbon from the bottom of it, similar to the Senbon Shower technique. Also, while gliding in the air, he can spin the umbrella to help further disperse the senbon, shooting it at the targets underneath him.

 Ravaging Chakra Knives

Kagura will sink several knives attached to strings of chakra underground and shoot up from the ground under the opponent, launching them into the air. While the enemy is in the air, Kagura will release chakra strings and restrict the opponent, pulling them to her, while throwing several chakra strings with knives directly at them. She finishes the opponent off by slamming them into the ground.

 Reverse Four Symbols Sealing

This technique is a fūinjutsu that the user places across their chest, and sets it to activate upon their death. The technique releases four symbols from the user's body that then form a large, black sphere around them. Anything caught inside the sphere's area is then drawn in and sealed within the user's corpse.

 Reverse Lotus

This technique is an advanced and more destructive version of the Front Lotus, which requires that at least three chakra gates be opened (in every instance in which it has been used, five gates are opened). Once enough gates are open, the user launches the target into the air and strikes them at inhuman speed before hitting them with one arm and one foot, sending the target crashing into the ground. This is usually fatal due to the speed and power behind the attack.

Because so many chakra gates are opened at once, it can only be used once, since the user will likely be unable to stand afterwards. This is proven when Lee is left barely able to stand after using it on Gaara, and the latter's powerful defences and long-distance attacks allowed him to win the match.

Reverse Summoning Technique

The counterpart of the Summoning Technique, this technique allows an animal to summon humans that they have a contract with. Gamakichi used this technique to summon Naruto to Mount Myōboku to begin his training. Fukasaku has also been shown summoning Naruto's shadow clones from Mount Myōboku with the use of a scroll.

Revival Fist

By gathering dark chakra into both hands, the user can unleash a powerful and focused shock wave that, when it hits a person at close range, will cause tremendous internal damage

Rock Armor

This technique makes earth-chakra flow through the body, absorbing the properties of stone around the user to form a skin-deep armor that is transparent and is only visible when light reflects off it. Despite encasing the user's body, the armor has no apparent effect on the user's speed or agility. The armor is shown to be able to defend from all forms of blunt-force trauma. At the same time, it enhances the user's strength for more powerful physical strikes and break free or through restraints and walls. Because this jutsu works by constantly absorbed earth properties, it requires no extra chakra after initiating it, yet still needs a sufficient amount of stone to be performed. While powerful, it is highly absorbent and too much water will eventually affect the user's mobility and reduce its defensive might. Also, if in a muddy terrain, the user's excess weight can lead to sinking under.

Rock Avalanche

This technique is the only lightning-based technique Raiga has displayed, that did not involve the use of his swords. Using it, Raiga can cause a rockslide by sending a wave of electric energy into a cliff. However, this is extremely location-based and needs to be done uphill of a mountain for it to work.

Rock Hive

The user creates a bee hive made of rock. This hive houses the larva of the bees which consume chakra.

Roof Tile Shuriken

This technique is similar in principle to Manipulating Attack Blades, but uses spinning tiles instead of regular weapons. In addition to being able to control the tiles remotely, the user can pressurize the tiles with chakra to make them far stronger than normal.

Rope Escape Technique

A basic technique taught at the Academy. It allows a ninja to free themselves if they have been tied up. How this is done is unknown.

S

Sand Binding Coffin

With his ability to control sand, Gaara encases his opponents in a large amount of the special chakra-infused sand kept inside his gourd, immobilising them. It can be used to suffocate an opponent or in preparation for a deadlier technique, the Sand Waterfall Funeral. This appears to be Gaara's signature technique.

Sand Binding Prison

A capturing ninjutsu that is characteristic to Gaara. Using ordinary sand, a perfectly airtight space is created, in which the enemy is captured. An enormous quantity of sand completely envelops the target from every direction and captures them. The speed, hardness, and scope of the sand depend on the amount of chakra poured into it. Gaara can fine-tune the sand's properties to the target's size and characteristics. No matter if the target is on the ground or flying in the air, it is almost impossible to

escape from this technique. However, even if someone successfully escapes from it, Gaara can easily use one of his offensive techniques, like the Sand Binding Coffin, to immediately attack the target.

Sand Drizzle

After clotting together sand into countless small lumps, Gaara uses them to attack an enemy from every direction. Because all the sand lumps are controlled by chakra, it is possible to commence an attack without any blind spots. This technique is often used as lure in battle, distracting an opponent and leaving them vulnerable to an attack from below. In order for this to work, the enemy is first made to face upwards with the sand rain, simultaneously bringing their field of activities under the user's control. Then, a bold move is made from underfoot. To make sure the rain hits its mark, it can be combined with Sand Binding Coffin to immobilise the target.

Sand Sensing

A contact type (接触タイプ, Sesshoku Taipu) of sensing. By dispersing specialised sand into a targeted area, the user is able to discern the presence of bodies that comes into direct contact with it. This sensing sand can be spread across a wide terrain, or even float in the air allowing aerial foes to be detected.[1]

Sand Shuriken

A technique used by Gaara in his miniature Shukaku form. He shapes the sand composing his arms into countless shuriken, and he swings them both. Taking advantage of that formidable centrifugal force, the fired blades of sand change into dangerous weapons. Gaara creates and fires an uninterrupted succession of sand rounds, tearing everything in sight to pieces.

Sakura Blossoms Healing

Sakura gathers healing chakra into a white ball and moves it over injured areas. She used this trying to heal Kakeru Tsuki. But because of Ishidate's Petrification Gauntlet, she was unable to heal the injuries or ultimately save the king.

Sakura Blossom Blizzard

Sakura throws numerous kunai attached with bags of small explosive tags and cherry blossom petals to help camouflage the tags. Sakura simply has to throw an additional kunai with an explosive tag to ignite the tags and catch the enemy in a large explosion.

Secret Technique Stone Needles

This technique makes use of the users chakra as a paralysing agent. The user throws kunai with strings attached at the opponent. Once the enemy is hit, chakra is run through the string to paralyse the opponent, which will serve to either incapacitate the enemy or allow the user to attack.[1] However, against those who can absorb chakra, this technique could backfire as the target may simply steal chakra from the user, while exhibiting immunity to the paralysis, as Kisame demonstrated.

Secret Technique: Insect Bog

Shino sends his insects to encase the opponent; the insects then lift the opponent into the air, and crush them.

Secret Technique: Insect Cocoon

This unique technique allows the user to accelerate the speed of their insects' development. As the user's body is already a hive of sorts for the insects, the user will encase themselves in an actual cocoon to further aid the insects. This is an extremely useful move for Aburame clan members, since their attacks mainly focus on the usage of bugs. However, using this in the midst of a battle can be potentially dangerous as it leaves the user static and vulnerable.

Secret Technique: Insect Gathering

By simply touching a surface with their palm and fingers, the user releases a small web of chakra that draws bugs to that location. Since Aburame can communicate with insects, it can be useful to gain information by gathering local insects.

- Secret Technique: Insect Root**
By simply touching a surface with their palm and fingers, the user releases a small web of chakra that draws bugs to that location. Since Aburame can communicate with insects, it can be useful to gain information by gathering local insects.
- Secret Technique: Insect Sphere**
This technique covers the enemy's entire body with thekikaichū living inside the Aburame clan member's body. The chakra sensing Kikaichū spread over a wide range. The moment they locate the enemy, the insects, following the user's orders, gather at once. The insects completely surround the target, making a globe. They restrain the enemy and start eating away at their chakra bit by bit. Before long, death will arrive. Even if the target manages to escape, the insects will immediately follow them.
- Secret Technique: Mist Rain**
A technique known by a Kirigakure hunter-nin, the user makes rain which eats up any chakra when it comes in contact with that is not of the same signature as the original user, such as Utakata's Soap Bubble Ninjutsuand Naruto's Rasengan.
- Secret Technique: Muting Technique**
This technique when used causes the opponent to become mute until the technique is dispelled. The user will form the specific technique seal and then apparently as part of the ritual required for the technique, ask the target a question. If the opponent answers, the technique is then immediately invoked causing the person to lose the use of their voice.
- Senbon Shower**
After throwing a special umbrella that has been equipped with springs into the air, it will release a hailing "shower" of senbon. It cannot be dodged by moving away since the needles cover a wide area in all directions, controlled by chakra. Although the needles were said to be able to pierce a five millimetre thick steel sheet, they can still be blocked by a powerful enough shield. They can also be dipped in poison to increase lethality.
- Sensing System Technique**
This is a detection type barrier that can be used to surround an area and allows the users to monitor a certain area. The barrier can also be moved according to the requirements of the user. This technique was first shown being used by the Konoha Barrier Team. It surrounds all of Konohagakure and is used to detect anyone entering and leaving the village even from the sky or below the earth. The dome has a pattern on it similar to the crest of the Barrier Team. The barrier is essentially a dome covering the village, although it probably continues underground to form a sphere. The circles on the barrier hold the kanji for boundary (界), the second kanji in the word "barrier" (結界, kekkai). The barrier is connected to the sphere in the barrier division's quarters which enables the detection division to pinpoint where the person entered from as well as maintain the barrier. It was noted that when someone enters through the barrier, the sphere ripples at the point of entry.[1] This barrier is seemingly made from water as seen both when Konoha's Barrier Team used it, there was a stream of water which ran into a pool underneath it,[2]as well as when Inoichi and Ao were creating it.[3] It was later used by the Sensor Division of the Allied Shinobi Forces to monitor the battle from the headquarters and pass information on to the Intelligence Division.
- Severe Stinging Slap**
Karin charges and slaps her opponent with a explosive tag. The force of the slap knocks the opponent across the field, and the explosive tag detonates after the opponent hits the ground.
- Seven Swords Dance**
Killer B goes into a pose with his seven Supervibrato Lightning Release Swords. He holds a blade at both his elbow joints, one at his left armpit, one in his mouth, one in his right neck joint, one between his stomach and one at his right leg. As strange as it seems, Killer B is very skilled with these blades, and

spins in a manner similar to a buzz saw, leaving no opening for even a skilled Sharingan user like Sasuke Uchiha and a highly trained swordsman like Suigetsu Hōzuki.

The swords can be charged with lightning chakra to greatly increase their cutting power through high-frequency vibrations.

Sexy Technique

The Sexy Technique is simply a Transformation Technique used to transform the user into a beautiful, nude woman in a very seductive posture with either mists of smoke covering her chest and groin, or in a bathing suit. Naruto uses it to distract or win over men, sometimes leading to an exaggerated nosebleed by the victim, though some men have been able to resist it such as Killer B.[2].

Since his return in Part II, Naruto has bragged that he has a new-and-improved upgrade for this technique, but he was punched by Sakura into the distance. In the omake chapter in the second Naruto Fanbook, Naruto performs the upgrade in front of Jiraiya taking place during the time-skip.

Sexy: Boy on Boy Technique

A technique that implements the Sexy: Girl on Girl Technique. A forbidden technique that confuses and excites women by changing into two naked men. Unlike when changing into girls, other things are vital besides proportions, like the selection and combination of the men one transforms into and how they pose. By being well acquainted with the person the technique is targeted to and adjusting the transformation accordingly, one can deliver an even greater impact.

Sexy: Girl on Girl Technique

Naruto's Harem Technique, as arranged by Konohamaru. It is consecutively using the Shadow Clone Technique and Transformation Technique, but by having the user himself and the shadow clone change into different people on the moment of transformation. Because several different seducing girls appear, the chances of meeting the preferences of the target are upped significantly. Konohamaru has invented an alternative form of the technique to work on females, Sexy: Boy on Boy Technique.

Shadow Arms

The Zero-Tails can create a multitude of arms from its body that chase after the opponent. The arms can also absorb chakra from the opponent. When used by Shinnō, he could also form a wall to shield himself with these arms, enough to block Naruto's Tornado Rasengan.

Shadow of the Dancing Leaf

A technique where one follows the opponent, closely matching his or her body's movement, just like a leaf that dances in the air is followed by its shadow. The technique is usually preceded by a swift upper kick that will launch the target into the air. It is mainly used to position an opponent into a vulnerable aerial position. This move by itself is harmless, but it is usable as a stepping stone for a great many powerful techniques like Front Lotus and the Lion Combo. That said, it also has a rather high degree of difficulty.

Shadow Imitation Technique

The Shadow Imitation Technique allows the user to extend their shadow on any surface (even water)[2] and as far as they want as long as there is a sufficient area. Once it comes into contact with a target's shadow, the two merge and the target is forced to imitate the user's movements. Therefore, the two can throw shuriken at each other at the same time if the user desires that (of course, to prevent hurting themselves, the user just has to have the shuriken holster in a place where you don't normally have it, like the back, so that the opponent draws nothing when the user draws a shuriken). If the target is out of range, the user can produce a better light source to increase their shadow's size or rely on pre-existing shadows for their shadow to freely travel through.[3] It's also possible to split one's shadow, either to trap more opponents at once, or to create a distraction. The shadow can also be attached to people without binding them, letting the "victim" move freely. Doing that has the purpose that the person, the shadow was attached to, makes contact with a third person, to bind the latter one with the shadow.[4]

The major downside of the Shadow Imitation is that it is tiring to use repeatedly; Hidan notes that the ability is subject to some form of diminishing return and decreases in potency after repeated use (Shikamaru can only maintain it for 5 minutes per use). If the user is low on chakra, the performance rate

of the technique also deteriorates. Insufficient lighting will make the technique less effective. A particularly strong opponent can also resist the shadow's forced imitation.

Shadow Imitation Shuriken Technique

Shikamaru invented this technique while teaching himself to use Asuma Sarutobi's trench knives. By infusing the blades with his own chakra beforehand, they are given the effect of his shadow techniques. By using these weapons to pierce the enemies' shadows, they are paralysed in place. To pierce the shadow, it is necessary to avoid the target just barely — Shikamaru added fake explosive tags when he used them against Kakuzu and Hidan to help with that. Since it is more difficult for the enemy to notice it, this ninjutsu compensates for the weak point of the similar Shadow Imitation Technique, being its limited effective range. It is unknown for how long this jutsu can keep its targets paralysed, however it can be disrupted simply by the removal of the blade or by the disappearance of the opponent's shadow.

Shadow Membrane Technique

Shikamaru releases several smoke bombs that engulf the enemy in smoke. Shikamaru then wraps his shadow around the enemy before constricting it to a small egg-like size that he forces to implode.

Shadow Mirror Body Changing Method

A technique passed down in the Land of Demons, it was used by Taruho to alter his appearance into that of Shion. When activated, ribbons of light extend out from various places on the user's body, covering them completely as they form into the user's targeted appearance, including the clothes. However, the user's voice does not change.

Unlike a regular Transformation Technique, this transformation is permanent, with no way for the user to return to their original form, although in theory, the user can simply use the technique once more to change their appearance to their original form.

Shadow Neck Bind Technique

A technique developed from the Nara clan's hidden Shadow Imitation Technique with combat in mind. It is possible to inflict direct damage to the enemy by transforming and moving shadows endowed with physical power.

It is possible to attack body parts like fingers and such by turning the shadow slender and to bind the opponent's body in order to restrain them. It was given its name because, above all else, strangulation is the most efficient method. The smaller the distance to the target, the greater the power of the shadow. This technique cannot be used for an extended period of time, as it weakens with each passing minute.

Shadow Rope Technique

The Magaki Group wraps the opponent around with black rope

Shadow Sewing Technique

A ninjutsu from among the Nara clan's secret techniques that uses materialised shadows to attack and bind, instead of merely immobilising and controlling like the Shadow Imitation Technique. The user changes the shape of their shadow into several sharp needles and controls each separately. They can then attack several targets simultaneously and at the same time snatch away their ability to move by sewing them stuck with the shadow threads. Because it is a physical attack, it is impossible to capture someone without harming them, but on the other hand, since the speed of invocation and the time of duration are excellent, it can be used when urgent restraint is required.

This technique is usually used to go through the target and capture them, but depending on the opponent, it can also be used as an attack to bring them down. This special characteristic finds its greatest effect when used as logistical support. After this technique hits someone, it can then be directly transformed back into the Shadow Imitation Technique.

Shadow Shuriken Technique

It's a simple technique where two shuriken, like the Fūma Shuriken, are piled one onto another and thrown simultaneously. However, depending on the way it's used, it can prove its absolute efficiency. The trick is to somehow draw the enemy's attention towards the upper shuriken. Then, to deal with the path of the lower shuriken. If the enemy notices both shuriken, the technique ends up losing all of its efficiency.

Shield of Sand

A technique that is unique to Gaara. Whenever Gaara is about to be harmed, a shield of sand will automatically surround and protect him. The sand will react regardless of Gaara's will, even protecting him from self-inflicted injuries. This was first believed to be enacted by Shukaku's desire to survive, although it was later revealed that Gaara's mother, Karura, had her love and will seeped into it.

 Shrine Seal

This seal is in the Land of Swamps, and contains the body of the evil spirit Mōryō.

The technique is composed of several stages. The first three seals will light the seal up, allow the user to levitate, and create a barrier. The barrier will repel things from the outside, although Mōryō managed to enter at the cost of the life of his host, Yomi. Also, the spheres inside the circle will begin to revolve around the circle.

The next nine seals will cause the gate-like seal leading to Mōryō's body to rise above the ground. This gate seems to be laid on its back.

The final six seals will release the seal on Mōryō's body, and it becomes accesible (to Mōryō). After reclaiming his body, Mōryō managed to break the barrier around the seal, as he mentions Yomi did not have the ability to do so.

The true effect of the sealing is that the user and the target being sealed will merge into one being. So that neither parties can utilize their abilities, the two minds are combined into one. Then one must absorb the other (which is decided by their chakra), as Mōryō did with Miroku (this gave to the rise of Mōryō in the first place, who was born from the darkness inside the hearts of people), and neither the user nor target can leave the shrine until this happens. Mōryō could not do the same with Shion due to the bell which contained the stone where Miroku sealed all of her powers into.

Shion, however, knew nothing about this, instead believing the sealing technique will simply seal the demon away

 Shrine Seal: Release

After performing the hand seals (or rather, chant them out loud like an incantation), the user releases a dark shock wave that destroys the talismans on the Shrine Seal, and shatters the stone door, releasing Mōryō's entrapped soul. This may be a variation of the Shrine Seal, or even the counterpart, as it contains a portion of the hand seals that the sealing technique does.

 Shock Wave Blossom

Sakura uses her super strength to punch the ground and make it shake, knocking down all the enemies around her

 Shrinking Technique

Gamatatsu and Gamakichi can use this technique to shrink to the size they were in Part I. This can be used for a number of useful things such as sneaking and being carried if too tired to go somewhere on their own. Nekomata can also perform this technique.

 Shuriken Shadow Clone Technique

The user creates a thousand shadow clones from one shuriken, striking down the enemy. This is a technique that combines ninja tools with ninjutsu. Compared to normal shadow clones, clones of material objects are said to be on a far higher level. There is no need for preparations beforehand, like stocking up on shuriken, yet since the shadow clones are real and not illusions, all the shadow blades that fly around are equally lethal. Because the clones form in just an instant, completely evading them is next to impossible.

 Silent Killing

As the name suggests, this technique is simply a very quiet method of killing an opponent, usually from behind with a blade. Additionally, because the user is very silent, it cannot be defended against. The user will often slit their opponent's throat, preventing any cry that might give them away. The Seven Ninja

Swordsmen of the Mist are said to be masters of this technique, and were even good enough to track and kill opponents through sound alone.

The Hiding in Mist Technique was used by Zabuza in conjunction with this technique.

Sly Mind Affect Technique

This technique causes the enemy to walk around in circles for hours by making it seem as if they're walking straight to their desired destination. The enemy eventually becomes exhausted after travelling the same path over and over.

Smack of Love

The user (normally a toad) stretches its tongue out with an incredible speed and force, delivering a powerful blow to the opponent.

Smoke Clone

This technique creates a clone made out of smoke. When it is hit, it turns into smoke similar to thesmokescreen the user creates. The smoke clone is mostly used as a diversion tactic like other clone techniques.

Smoke Dragon

By unleashing a continuous stream of smoke from hiswrist launcher, Kihō can use his chakra to shape the smoke into the form of a dragon linked to his wrist launcher. This gives him the advantage of short range attacks, and because the dragon is completely composed of smoke, physical attacks are useless against it. He can form several Smoke Dragons at once. Its primary battle ability is to envelop and suffocate the target. However, as smoke is dissolved when it comes into contact with water, this technique is weak againstwater-based attacks.

Soap Bubble Ninjutsu

Utakata uses Soap Bubble Ninjutsu from the Bubble-line (バブル系, Baburu-kei) of Water Release ninjutsu. He uses a special pipe to create his highly versatile bubbles.

In the manga, it was shown that this line of ninjutsu allows Utakata to create bubbles with an explosive composition that he can manipulate to attack the enemy. These bubbles can either burst on their own or upon Utakata's command.[2] In the anime, where this technique is expanded on, it is shown to be extremely versatile: Utakata can float inside his bubbles for transport, as well as use them offensively by trapping his enemies in them and filling the bubbles with water to drown them. These bubbles can also be filled with different materials, such as blinding powder, smoke, acid or sticky slime.

Soap Bubble Slime

Utakata blows bubbles at an opponent which when popped will release a sticky slime, delaying or trapping an opponent.

Soul Binding

Soul Detachment

With the aid of a tag, the user creates a seal which affects a certain area around it removing the soul of the opponents from their bodies. The souls are then sealed within the tag.

If someone comes in contact with the tag or removes it from its place, the souls will be released. The souls appear as ghosts near the one who touched the tag, and are only visible and audible to that person. The souls have no initial memory of their past life however.

Soul Removal

By placing their hand on a target's body this technique allows the user to learn everything that the target knows. Once this is done, the target's soul is ripped from their body, killing them. Because this technique must end with the target's death, it is not suited to use on hostages who have value. Nagato used this technique primarily through the Human Path.

Sphere of Sand

A technique that is unique to Gaara. Whenever Gaara is about to be harmed, a shield of sand will automatically surround and protect him. The sand will react regardless of Gaara's will, even protecting him from self-inflicted injuries. This was first believed to be enacted by Shukaku's desire to survive, although it was later revealed that Gaara's mother, Karura, had her love and will seeped into it. In Part I, the shield was formidable in both speed and strength- capable of withstanding considerably strong attacks and blocking fast projectiles. However, it could be defeated with extreme speeds and a great amount of brute force, as was the case with Rock Lee's Reverse Lotus. Later, in Part II, Gaara's sand shield became so fast that even Amaterasu failed to breach it,[2] and his sand shield became so strong that even the extreme force of A's Guillotine Drop failed to crush through it. The Shield of Sand and the Armour of Sand together were known as Gaara's "Absolute Defence" (絶対防御, Zettai Bōgyo), well known and praised by even Naruto, who had just witnessed the Third Raikage's defences.

Gaara completely surrounds himself in the Shield of Sand.

Spider Bind

After gathering his spider webbing into his mouth, Kidōmaru spits it out into a wide web pattern. This web can envelop his foes and tie them down to a nearby surface. Chakra is flowing through the web, so its difficult to escape from it.

Spider Cocoon

This technique makes a cocoon of web around the opponent, immobilising him and leaving him open for other jutsu. The stickiness comes from Kidōmaru mixing his chakra with his body fluid. The technique is so refined, that even after having left his body, his chakra will still continue to flow through the thread to hold his opponent in place.

Spider Sticking Spit

Suggested by the name, Kidōmaru emits a sticky stream of spider web from his mouth, Kidōmaru will grab onto a nearby opponent, allowing him to swing them.

Spider Web Area

Kidōmaru can send chakra through his spider webs to instantly detect the approach of any enemies foolish enough to touch it. These threads spread in all directions and are so sensitive that not even the slightest disturbance of the air will not go unnoticed. Also, the threads are so thin, they can hardly be seen, yet they are stronger than steel wires. This technique is especially useful in enemy territory when Kidōmaru needs to rest while still remaining on guard.

Spider Web Flower

A special adhesive net released from Kidōmaru's mouth. These nets, created with chakra, stick to their prey and do not let go. The nets themselves are very small, but can be created in a split second, so raising the rate of capture by spitting out several in a row is possible. It is useful technique against multiple enemies. Anyone caught by the two layered nets are plastered to a wall or tree behind them.

Spider Web Unrolling

A web that captures and contains all enemies attacking from the front. Kidōmaru catches his enemy off guard by releasing it while in the air. By swiftly spreading the ball of thread with his six "legs" the web covers a wide area. The chakra imbued threads cannot be cut by even a dagger. The sticky and elastic threads are so strong that even an elephant pulling each end would not break them. The enemy is unable to budge a muscle, let alone fight back. Once captured, their fate is in the hands of Kidōmaru. Also, according to Kidōmaru, it can hold more than five tons. This web however can be destroyed through the use of the Gentle Fist.

Spiked Human Bullet Tank

With its effectiveness raised several times by using it together with weapons, this technique is an enhanced version of the Akimichi clan's Human Bullet Tank.

One application of this technique first involves the user wrapping ropes with kunai attached around their body, after which the Multi-Size Technique is used. From that state, one switches over to the Human

Bullet Tank. Using the kunai as spikes, the rotation power increases, and the attack power also drastically goes up.

Spindle Formation

The user has his bugs attack the target in a spiralling motion in order to stop the enemy from retaliating.

Spinning Heel Drop

After creating several shadow clones, Naruto and his clones launch themselves into the air and begin to somersault. They then come spinning down, slamming their heels onto the target's shoulders and head.

Spore Technique

Zetsu is able to plant spores in his opponents' bodies, unknown to the opponents themselves since the spores do not contain chakra, rendering them virtually undetectable by standard shinobi sensory techniques.[1] These spores are time-delayed and once activated, grow into copies of White Zetsu. The copies proceed to restrict the targets' movements by covering their bodies and absorb their chakra. The absorbed chakra can be transferred to another individual if the copies of White Zetsu are able to make contact with the person.[2]

Steel Release: Impervious Armor

This technique allows the user to turn part of their body into black steel, making that part invulnerable. Hiruko states that blades do not affect him at all due to this ability. The portion converted into black steel is similar in appearance to Kakuzu's Earth Spear technique. Hiruko uses it to counter Sai's tantō, causing it to snap clean in half on impact.

Steel Release: Iron Pillar

Steel Release: Iron Prison

Steel Release: Iron Shield

Steel Release: Spiked Whip

Steel Release: Ten-thousand Blades

Strengthening Prescription: Chakra

This technique creates dark snakes that forcibly connect with a person and inject them with medically altered chakra. This extra chakra will allow the user to utilise high level element ninjutsu. It also allows the user to use elemental techniques that they wouldn't be able to master normally. The chakra is not infinite, and must be replenished over time. The person injected with these snakes can also force the snake out, and drink the chakra directly, vastly increasing their chakra and power, but results in their body being highly unstable.

The dark chakra snakes can also be used against the opponents. By injecting them with the same chakra, it can either paralyse or kill without leaving a mark.

According to Yomi, this technique was a dark medical ninjutsu that his clan has spent generations to perfect just for the night of releasing Mōryō's spirit in the Land of Demons.

Storm Release Secret Technique: Demon Dragon Storm

Hiruko uses the Storm Release kekkei genkai he acquired through his Chimera Technique to produce a massive thunder cloud that can infinitely absorb chakra to grow in size and strength. The amount of chakra it receives will also increase. He can apparently channel this absorbed energy into the earth, meaning it will lead to a bigger technique.

By using different seals while active, Hiruko can summon multiple red pillars of chakra in the area and/or mass-absorb multiple jutsu through a suction into his mouth.

Storm Release: Laser Circus

This technique creates several beams and shoots them at the enemy. First a halo of bright energy spreads around the user's hands as this technique is activated, then the technique encircles the user's

hand and from that the beams are shot out towards the enemy.[1] The user is able to alter the beams direction after being shot, making it possible to strike multiple enemies with pinpoint accuracy, even bypassing hostages held in close proximity.[2] The user can increase the number of beams to a great amount to pin down an enemy.[3]

Storm Release: Maelstrom

Storm Release: Thunder Cloud Wave

Hiruko uses Storm Release to generate a thick ring of thunderclouds and electricity around him, creating an offensive and defensive ward. He can then use these clouds to fire powerful blasts of lightning at his enemies, and as an electrified perimeter; effectively preventing his enemies from getting close.

Storm Release: Thundercloud Strike

String Bean Binding Illusion

A typical technique amongst the members of the Kurama clan, the user makes themselves disappear while the target sees several bean vines growing from the ground. These vines bind the victim's body, lifting them into the air. Then, a bean pod raises and opens to reveal the user, ready to strike. However, a skilled genjutsu user like Kurenai Yūhi can revert the effects to the user.

Strong Fist

Strong Fist is Guy's and Lee's characteristic fighting style, the purpose of which is to cause external damage and break bones. It is the exact opposite of Gentle Fist which is used mainly by the Hyūga clan. This style of fighting involves smashing your opponent and is generally used only by extremely physically powerful and dominating shinobi.

Substitute Technique

This technique allows White Zetsu to create an exact copy of anyone he has ever touched, down to their chakra. However, it will not be strong enough to fight an extended battle, so its primary purpose is to function as a diversion. The clone retains the appearance of the person even after its "death" and returns to its form of a clone of White Zetsu only after the technique is released by Zetsu himself.

The technique can also be used by the soldiers of the White Zetsu Army. When they use it, it would seem that the technique can be dispersed after a solid blow or two.[1] This technique can apparently copy the look of a person's dōjutsu as well.[2]

Suicide Bombing Clone

After creating a shadow clone it will then ingest some explosive clay and explode, creating a diversion that can be used to escape. With a "suicide bombing announcement" the enemy's wariness is heightened and this opportunity is used to switch places with a shadow clone. The explosion is said to be strong enough to destroy an entire forest. This technique requires an adept usage of verbal tricks; with this foundation of using many "arts" to trifle with the enemy, it certainly fulfills its purpose.

Summoning Technique

(Nin, C) The Summoning Technique is a space-time ninjutsu that allows the summoner to transport animals across long distances instantly.

Before an animal summoning can be performed, a prospective summoner must first sign a contract with a given species. The contract comes in the form of a scroll, on which the contractor uses their own blood to sign their name and place their fingerprints and once signed is valid even after the contractor's death.

After this they need only offer an additional donation of blood on the hand they signed the contract with, mold their chakra with hand seals and then plant the hand they signed the contract with at the location they wish to summon the creature. The amount of chakra used during the summoning determines how powerful the summoned creature can be. In the anime, it was shown that if a user attempts to summon an animal without first signing a contract, the user will be teleported to the home of the animal they have a natural affinity for.

Summoning tattoo.

It should be noted that anyone can summon a contracted animal as long as they have the blood from someone who has made a contract, the seal of the summoned creature, along with a source of sufficient chakra that the summon will accept. A creature is capable of determining who is attempting to summon it from the chakra used.

Creating a Contract:

A player must find either another contract holder, or one of the subordinate creatures in the world. Subordinates tend to be Beast Ninja from the race list roaming the world, some villages have animals set for that location, Dogs, toads and Monkeys are Leaf Village, Weasels Sand and so on, each village lists its summon choices it has on hand normally (see Villages and Hot spots). Once in contact the player must befriend the subordinate by meeting the requests or completing a quest to gain access to the contract. Once the contract is completed the player can expend blood to summon the creatures they hold a contract with. (Players can only hold 1 contract at a time).

Contracts and their benefits:

On top of summoning a possible ally into combat, the player also gains access to a collection of combo techniques with each creature's abilities or powers. Further training the player can also gain powers and abilities similar to those they have a contract with. Such as a Ninja with Toad can spew oil from their mouths 1/per day or a ninja with snake can elongate their necks and bite at with 15ft reach. This is the contracts bonus power and ability.

Summoning Element:

Summoning a creature in an element other than those they have listed will cause the summon to be upset or irritated, causing them to demand a payment or amendment from the player in a quest. Summoning them in their strong element grants them additional +1d 8 damage and +50 HP.

Summoning In All:

A player can summon one or more creatures depending on if they have feats that boosts techniques, upon the summon normally the player rolls a d100 and the result is from the first chart below. Players however can focus their chi by choosing to increase the DC of the result by 1 chi to increase the result by 1 the max chi that can be placed in is 99 chi outside of boosts from feats. This grants the player a 93% chance getting the summoned creature they want. Meaning they can still fail to get the result they want but have a higher chance on the one they want.

Die roll	Rank of Summon	What Summon does	Summon Hit Points
1 - 10	Legendary Warrior	+10 5d8 damage x3	HP: 180
11 - 20	Great Fighter	+8 3d8 damage x2	HP: 80
21 - 40	Warrior	+6 1d8 damage x2	HP: 40
41 - 60	Creature (no real power)	Heals Player + d8 ¼ level	HP: 20
61 - 70	Child of the Boss	2 D techs	HP: 40
71 - 80	Follower of the Boss	2 C techs, 1 powers	HP: 80
81 - 90	Subordinate of the Boss	2 B techs, 2 powers	HP: 160
91 -100	The Boss	+15 8d8 damage ,2 A techs, 3 power	HP: 320

Summon Element	Areas of Strength	Areas of Weakness
Air	Grassland, Ocean	Cavern, Hot Spring
Water	Any Water, Artic	Dessert, Grassland
Fire	Volcanic, Forrest	Any Water, Swamp
Earth	Cavern, Dessert	Swamp, Any Water
Steam	Hot Springs, City	Artic, Ocean

Mud	Swamp, Any water	Volcanic, City
Plant	Forrest, Grassland	City, Dessert
Urban	City, Hot Springs	Forrest, Artic
Surf	Ocean, Volcanic	Grassland, Cavern
Snow	Artic, Cavern	Hot Spring, Volcanic
Sand	Dessert, Swamp	Ocean, Forrest

Summon	Summon Contract Bonus Power or ability	Summon Element
Frog / Toad	Oil Breath Reflex DC10+level vs Trip 1/day, +2 Chi a level	Steam
Slug	Restoration touch 1d8 per ½ level 1/day, +2 HP a level	Mud
Snake	Snake bite 15ft reach 1d6 ¼ per level 1/day, +2 HP a level	Earth
Weasel	Wind Thrust 1d8 per ½ level 1/day, +4 DEX	Sand
Dog	+20 Notice, Digger 1/day norm move under ground	Urban
Cat	+20 Intimidate, Claws +1d6 unarmed level/rounds 1/day	Urban
Bird	Glide for 1 round/level 1/day, +4 DEX	Air
Horse	+ 20 Ride, +5 Speed a level	Plant
Turtle	Turtle Shell Grants full cover level/rounds 1/day, +4 INT	Mud
Wolf	+20 Survival, Wolf Bite 1d8 per ½ level 1/day	Plant
Boar / Pig	Head butt 1d8 per ½ level 1/day, +4 END	Plant
Raccoon	+20 Survival, Wild Rage [same as Rage ability] 1/day	Urban
Skunk	Stink Bomb Resist DC 10 +level vs Sickness 1d4 rounds, +4 WIS	Mud
Shark	Shark Bite 1d8 per ½ level 1/day, +4 STR	Surf
Whale	Wave Crash 1d6 30ft area per ¼ level 1/day, +20 Swim	Surf
Dolphin	Dolphin Strike 1d8 per ½ level 1/day, +4 DEX	Surf
Salamander	Fire Skin ¼ chi healing from Fire attacks, +20 Escape Artist	Fire
Monkey	Monkey Staff 15ft reach 1d6 per ¼ level 1/day,	Steam
Bat	Blood Drinker 1d6 hp drain per ½ level 1/day, +20 Notice	Snow
Rat	Scavenger food grants double HP and Chi, +4 END	Urban
Sheep	Sheep Dream Will DC 10+level vs sleep 1d4 rounds, +4 CHA	Air
Cow	Horn Gore 1d8 per ½ level 1/day, +4 STR	Air
Dragon	Dragon breath 1d6 ½ level 30ft area 1/day, +4 WIS	Fire
Bee	Needle Storm 1d6 30 area per ¼ level 1/day, +2 chi a level	Fire
Beatle	Fire Horn 1d8 per ½ level 1/day, +4 ADS	Fire
Rabbit	Burrow 1/day norm move under ground , +4 DEX	Snow
Tiger	Pounce Strike 1d8 ½ level 1/day, +20 Stealth	Fire
Hawk	Talon Strike 1d8 ½ level 1/day, +20 Notice	Air
Duck	Duck Rage [Same as Rage ability] 1/day, +4 INT	Water
Armadillo	Tough Hide +4 Natural AC, +20 Escape Artist	Sand
Hedgehog	Back Spines 1d6 ¼ level armor spikes, +4 WIS	Sand
Badger	Savage Fury [Same as rage ability] 1/day, +4 DEX	Urban
Squirrel	Distraction Will DC 10+Level vs Daze 1d4 rounds 1/day, +20 Climb	Earth
Bear	Paw Flurry 1d8 ½ level 1/day, +4 CON	Snow
Living Plant	Root In heal 1d6 Hp per ½ level 1/day, +20 K. Nature	Plant
Fish	Water Scale ¼ chi healing from Water attacks, +20 Swim	Water
Octopus	Tentacle Arm +10 to Grapple, +20 Stealth	Water
Crab	Hard Shell +4 ADS, Pincher 1d8 ½ level 1/day	Surf
Butterfly	P. Powder Resist DC 10+level vs 1d10 poison 1d4 rounds, +4 CHA	Plant
Owl	Dark Hunt Will DC 10+level vs Darkness 1d4 rounds, +4 WIS	Air
Deer	Gaze Will DC 10+Level vs Charm 1d4 rounds 1/day, +20 K. Nature	Air
Seal	+20 Acrobatics, Finn Slap 1d8 ½ level 1/day	Surf
Otter	Diver 1/day norm move under water, +4 CHA	Water
Peacock	Daze Feather Will DC 10+Level vs Daze 1d4 rounds 1/day, +4 CHA	Fire
Lizard	Lizard Hide +4 ADS, +20 Stealth	Sand
Centipede	P Sting Fort DC 10+level vs 1d10 poison 1d4 rounds, +20 K. Poison	Mud

Chicken	Feather Storm 1d6 per ½ level 30 ft area 1/day, +20 Craft Cooking	Urban
Fox	Fox Fire 1d6 per ½ level 30 ft area 1/day, +4 INT	Steam
Crow	Wind Feather ¼ chi healing from Wind attacks, +20 Survival	Air
Mole	Dirt Fur ¼ chi healing from Earth attacks, +20 K. Geography	Earth
Monster	Lighting Life ¼ chi healing from lighting attacks, +4 STR	Earth
Lighting Elemental	+10 Elemental Resist Lighting Aligned attacks +5 to all Lighting Aligned Attacks	Steam
Water Elemental	+10 Elemental Resist Water Aligned attacks +5 to all Water Aligned Attacks	Water
Earth Elemental	+10 Elemental Resist Earth Aligned attacks +5 to all Earth Aligned Attacks	Earth
Fire Elemental	+10 Elemental Resist Fire Aligned attacks +5 to all Fire Aligned Attacks	Fire
Air Elemental	+10 Elemental Resist Wind Aligned attacks +5 to all Wind Aligned Attacks	Air

[5 chi cost +1 HP for blood pact, 5 chi to maintain]

See above for damage by summons

Contract Approval Needed (see Above)

30 ft

N/A

Full Round

Summoning: Dual-Headed Snakes

The user summons a double headed, snake-like creature to attack their enemies.

Summoning: Food Cart Destroyer Technique

A destructive dive that takes full advantage of a gianttoad's body mass. The strength of the fall varies depending on the user. In the case of someone like Jiraiya from the Sannin, the summon can be performed in an instant right above the target, further adding the great gravitational force of a good several hundred meters high dive to the toad's own weight.

Summoning: Lightning Blade Creation

This is a special "ninja tool summon" that allows the user to seal ninja tools like swords or kunai into a scroll or their clothes beforehand, allowing them to be called upon when needed. The ninja tools can be summoned in an instant just by touching the sealing "marks" which can be drawn anywhere. The greatest advantage of this technique is that the time between taking out a ninja tool, taking the right stance and actually throwing it is greatly reduced. Also when a weapon such as a Fūma Shuriken is summoned, the time needed to throw it can be further shortened by having prepared the weapon in its fully extended form beforehand.

The ninja tools are thrown with the actual speed of a "flash of lightning", ruining the opponent's outset of the battle, and snatching away the initiative. Furthermore, because the summoned ninja tools can remain hidden until right before they are used, if this technique is mastered, there are an exceptional number of possible tactics. A large number of ninja tools can be stored within the sealing marks, which can make the efficiency of this technique last longer.

Summoning: Iron Chain Wrapping

Tenten summons a manriki-gusari from one of her scrolls and uses it to restrain her opponent. When her opponent is restrained, she uses the scroll to launch a barrage of weapons at her opponent and then throws her opponent with her manriki-gusari to the ground.

Summoning: Iron Maiden

Ibiki summons a giant iron maneki neko, which appears beneath the opponent from underground, split down the middle. The statue closes around the target and is then wrapped in chains, which drag it back down into the ground.

Summoning: Iron Protection Wall

Tenten summons a large iron dome, not unlike the shell of an Armadillo, from one of her scrolls, that can envelop her and her team-mates from enemies' attacks. The upper limits of the shells defensive power is as-of-yet un-commented upon.

Summoning: Torture Chamber

This technique is used by Ibiki to summon an iron torture chamber around himself and the opponent. First, the enemy's arms and legs are captured by four chains, and then the walls of the cage appear flat on the ground, quickly folding together to box them in. Finally, a large statue falls atop the cage, which is then tightly bound in chains.

The floor of the cage is outfitted with a number of gears that can be turned to constrict garrotte wire, which is tightly wrapped around the victim's body. It appears that Ibiki can control the force of the gears using hand seals and chakra, using it as a method of torture and interrogation. However, he also feels the same pain as the victim.

Super Multi-Size Technique

The Super Multi-Size Technique is the height of the Multi-Size Technique, which multiplies the user's body to a size beyond belief. The attack method depends on the situation and the user's inventiveness, but massive punches, kicks and body slamming is common. However, the abnormally extreme physical change also places a large burden on the user's body. The clothes of the user also expand along with the body. When Chōji first used this technique, he needed to take one his clan's Three Coloured Pills to increase his chakra reserves.

T

Telescope Technique

A technique that uses a crystal ball to track a particular individual anywhere they are. There are a few restrictions about the person that is subjected to pursuit. The user must know that person's chakra pattern. If someone can be targeted for pursuit, they may be very far away, the crystal ball will be able to confirm their position. As this technique is infallible for intelligence purposes, the Third Hokage used it to maintain public order in the village.

Temple of Nirvana Technique

A genjutsu that generates a fluttering rain of sleep-inducing, illusory white feathers. Whomever sees them as they fall, piling up and covering the whole target area will experience Eden-like bliss and fall into a state of tranquil slumber. No matter how much one resists the hypnotic spell the desire to sleep is instinctive, and there's no fighting it. However, an experienced shinobi will be able to dispel the genjutsu before it takes effect.

Temporary Paralysis Technique

A technique for physical restraint, quite as if the opponent had been tied in invisible steel ropes. This is a basic ninjutsu usable even by genin, but its intensity will vary greatly according to the user's level. In addition, depending on the user, the technique can be cast on every target at once, and won't fail a shinobi during his missions. This debilitates the victim for a short period of time, which allows the user to either strike again or, in some cases, take the target into custody.

Time Reversal Technique

This technique puts the target in a state of reverse hypnosis, allowing them to remember details that they otherwise would not. The target will comply with interrogation, but seems to retain his or her personality while under hypnosis. For example, when the ANBU used this technique to bring back Naruto's memories about his conversations with Gennō, Naruto was more specific about the ramen he shared with the old man rather than their conversations, which the ANBU were asking about.

The technique was also used, without success, by an unnamed medical-nin to attempt to reverse Menma's amnesia. Menma's memories eventually returned without the aid of the Time Reversal Technique after the Konoha hospital was struck by lightning.

The Great Ego

Sakura traps her opponent in a genjutsu in which the giant form of Inner Sakura raises up from beneath the opponent. Inner Sakura takes the opponent into the air and crushes the opponent with both her hands, and the genjutsu promptly ends with the opponent on the ground.

 Thousand Flying Water Needles of Death

Using this technique, Haku gathers some water from the air and surrounding environment into one thousand long needles. He then directs them to a specific target at high speed, leaping backwards before impact so he doesn't get caught in the crossfire. While the needles do surround a target from all sides, they don't appear above the target, creating an escape route. Haku is able to perform this jutsu with one-handed seals, allowing him to pin an opponent's arm and attack while they cannot use any techniques themselves.

 Thousand Bee Stings Technique

This jutsu summons bees that shoot their poisonous stingers at their target.

 Three Seals Barrier

Similar to the Five-Seal Barrier technique, instead the user places three seals around their location. If any one manages to enter through a secret entrance of the protected hideout, a deep mist is created and the only way to get rid of it is remove the tags around the protected area.

 Thunder Sabre

With the power of the Stone of Gelel, Ranke generates lightning energy in her hand, which can serve as a barrier against frontal attacks, similar to the Plasma Ball. She can then release the energy, which causes a great explosion of lightning.

 Time-Release Technique

By placing a mark on a person in a ritualistic method, this technique will activate as timed even if the person is tortured or put under a trance. This is meant to catch an enemy when their guard is down. Sai mentions that this is used as a last resort technique by the ANBU, and as such, is rare. When Kakashi Hatake requested Tsunade to use it on him, the technique would activate Kakashi's Mangekyō Sharingan technique, the Kamui, upon Hiruko's attempt to assimilate him.

 Toad Flat - Shadow Manipulation Technique

After infusing chakra into the victim's shadow, the user makes their own body as flat as possible. Then, by becoming one with the shadow, this technique temporarily establishes control over the victim's mind and body. While the technique is in effect, the victim is temporarily stunned and can serve as a human shield. The user has to hold their breath, but they can talk through the victim. As soon as the user's breathing recommences, the technique is cancelled and their ultra-thin body expands again retaking its original thickness.

 Tornado Lightning

With the power of the Stone of Gelel, Ranke generates electrical energy in her palms that she can whip around in order to attack her opponent, capable of striking at various angles and tearing through rock and metal.

 Transformation Technique

Given all the missions ninja are assigned to - battle, intelligence gathering, diversions - this is a priceless ninjutsu. It is typically used to change into people other than oneself, but one also has the ability to change into animals, plants, and even inanimate objects like weapons. This gives this technique an abundance of uses. The transformation of a skilful shinobi will be exactly like the genuine article, so it will be impossible to tell the two apart. On the other hand, a transformation performed by an inexperienced person will have obvious discrepancies. It will be impossible to deceive anyone with it. This is one of the most basic ninjutsu, as such most shinobi know how to perform it.

The transformation technique is considered to be among the more difficult E-ranked techniques, since it requires constant emission of chakra while mentally maintaining the form. On top of that, the user would

be, most likely, interacting with the environment. This puts mental strain on an inexperienced ninja. Thus the best way to determine if it is indeed a transformation is to cause this strain upon the user; though this is of course not always successful.[2]

Transparent Escape Technique

This technique has never actually been seen in the series, but allows the user to spy on others without being noticed. Judging by the name, it may make the user appear transparent or invisible to the target. It was invented by Jiraiya in his youth to allow him to spy on girls bathing without the risk of being caught. Interestingly enough, the Third Hokagewas also interested in this technique, prompting Jiraiya to speculate that his sensei was as perverted as he was.

Tree Climbing Practice

This technique releases the seal on the Fury technique and then gathers natural energy from the earth and atmosphere to be used for the jutsu. The bearer of the seal acts as a passive vessel for the natural energy, which makes it possible to use Fury without their cooperation.

Trinity Attack

This technique releases the seal on the Fury technique and then gathers natural energy from the earth and atmosphere to be used for the jutsu. The bearer of the seal acts as a passive vessel for the natural energy, which makes it possible to use Fury without their cooperation.

Tsukuyomi: Black Dream

Itachi traps the enemy in a Tsukuyomi illusion, causing them to see the ground beneath their feet to break open, plummeting them into a huge chasm. It is described as a bottomless pit of pain.

Tsukuyomi: Illusionary Dream

Itachi Uchiha activates his Mangekyō Sharingan, and uses Tsukuyomi on the opponent. The illusion is similar to his original Tsukuyomi genjutsu, as he attacks their opponent with his clones at the pinned down opponent which he mentions is going to be for about three days, while it actually lasts for a few seconds in reality.

Twin Rising Dragons

A technique unique to Tenten that takes advantage of her superior skills with weapons. First, she places two small scrolls in an upright position on the floor. When activated, the two scrolls release smoke while also flying and spinning into the air in the shape of two dragons made of smoke. Tenten then jumps between the two scrolls, and starts to rapidly summon and throw all sorts of weapons as a powerful barrage. If the initial barrage were to fail, she can control the discarded weapons with wires attached to her fingertips for a surprise attack. However, because the weapons are thrown, they are easily countered by wind techniques.

Twin Snakes Mutual Death Technique

This forbidden technique is a murder-suicide attack, killing both the user and the target. The user makes a one-handed seal with both their hand and the intended victim's. Two snakes are then summoned from the user's sleeve, biting both their wrists and killing them with deadly venom. When Anko Mitarashi used this technique against Orochimaru, he replaced himself with a clone to avoid harm, leaving Anko unable to finish the technique.

Tyrant's Calling

This technique enables the user to project an image of themselves in the sky in order to send a message.

V

Vacuum Sword

The user swings their blade and a gust of wind is released in the arc that it was swung in. The technique is strong enough to stop projectiles that are thrown at the user.

Vanishing Facial Copy Technique

This technique was developed for spying with grisly effects. The user applies their hand onto the subject's face, stealing its features and making it their own. Since what is stolen is the face itself, the disguise achieved through facial features alteration won't reveal the tiniest flaw. The victims of this technique are reduced to faceless corpses. The user can even change their voice to sound like that of the victims, making a very convincing copy. However, with enough force, the face can wrinkle and tear to the point of the user's actual face being shown underneath. The face can be peeled off at any point.

 Vibrating Sound Drill

This technique can be used as a blanket term for the majority of Dosu's jutsu. The Melody Arm, a porous metal device located on his arm, is used to amplify the sound waves from arm movements to attack his opponent. By generating enough sound, Dosu can use his chakra to redirect the waves in midair to his intended target. By damaging the victim's inner ear, the victim is rendered off-balance and nauseous. In the first instance of this, Rock Lee is rendered physically sick by the attack.

As seen in Dosu's fight with Chōji Akimichi, the sound drill can also be directed through water weight to similar effect. Therefore the greater fat index an opponent has, the more they are affected by this; Chōji, using his Multi-Size Technique at the time, was instantly defeated.

W Water Needle Technique

By using her Gentle Fist chakra control, Hinata can condense nearby water and shape them into needles to launch at a target.

 Water Prison Technique

This technique is used to trap a victim inside a virtually inescapable sphere of water. The only downside to this technique is that the user must keep at least one arm inside the sphere at all times in order for the victim to remain imprisoned. This technique requires a sufficient amount of water, which can be provided by expelling it from one's mouth.[2] Despite the fact that the prison is made up entirely out of water, it is stronger than steel as stated by Zabuza Momochi. Once trapped the target is unable to move while within it due to the heaviness of the water. Because of the density of the water it can be used, to a limited extent, for defensive purposes if performed on oneself.[2]

Water clones can be used in preparation for the technique, which block an opponent's attack and trap the attacker in the prison using the clone's own water.[3] Neji Hyūga was able to use his ability to release chakra from all of his tenketsu simultaneously to disrupt the flow of chakra and break the prison. It can also be stored in scrolls as traps.[4]

 Water Release: Black Rain Technique

This jutsu creates a flammable black mist that forms a small cloud. The user can then move the cloud above their target and disperse it, covering the target in flammable oil. This jutsu was first used to burn down Morino's boat, after it was lit with fire.

 Water Release: Great Exploding Water Colliding Wave

A stronger version of the Water Release: Exploding Water Colliding Wave. With it, the user spits out a large amount of water, covering an entire area with crushing, unavoidable waves. The water then forms into a giant orb, instead of letting it flow freely like the original.

 Water Release: Great Water Arm

By putting the Hydrification Technique into practical use, the muscles of the arm are temporarily enlarged and strengthened. Moisture is gathered from the whole body and compressed into the entire arm, like an instant pump-up. However, because it is essential to properly control the moisture balance inside the body, this technique's degree of difficulty is very high. The technique gives the user superhuman strength, capable of breaking through both rock walls and steel doors.

 Water Release: Gunshot

The user kneads chakra, and converts it into water, and then spits it out in the form of condensed balls. The high-speed water ball attack possesses just as much power to kill as an actual gunshot. While this is a water release technique, it can still be employed someplace where no water is available, which is a great advantage. It is also possible to increase the power of destruction of the spheres themselves by building up the chakra inside of them. The number of bullets is determined while kneading chakra. By taking advantage of gravity, the bullets can brutally increase in power. With a user the size of Gamabunta, the bullets can actually be more like cannonballs, making them much deadlier.

Water Release: Hidden in Water Technique

The user blends in with water to be undetected by the enemy, similar to the Earth Release: Hiding in Rock Technique. It was shown that this technique is usable even in water as shallow as a puddle, as seen when the Demon Brothers used it to ambush Tazuna and his bodyguards.

Water Release: Huge Explosion Technique

This technique allows the user to create a torrent of water. Besides that, the user will be turned into water and lead his or her opponent into drowning.

Water Release: Ice Darts Technique

The user shoots numerous darts of ice from their mouth at high speeds which can shatter rock.

Water Release: Large Projectile

When in Kaima Form, the user is able to attack with a giant blast of water by spitting it as a strong stream from their mouth.

Water Release: Rising Water Slicer

This jutsu will create a fast jet of water running through the ground that is powerful enough to slice through solid rock. It appears to be a high level ninjutsu since it can be used only under the influence of the Strengthening Prescription: Chakra Injection. However, it can easily be avoided by jumping upwards.

Water Release: Snake's Mouth

This technique allows the user to generate a spinning column of water which will take the form of a snake with a gaping jaw. This snake can twist and follow its targets and swallow them. After it has swallowed them, it turns into a river that carries the enemy away.

Water Release: Stormy Blockade

This technique allows the user to summon a massive amount of water from the sky, crashing it into the opponent. If needed, the user can cancel the technique in an instant.

Water Release: Syrup Capture Field

The user spits out high-viscosity, chakra infused water, aimed at a surface of wide scope. This is a stream of sticky liquid which can be used to form an adhesive trap that can inhibit a person's mobility. One can effectively reduce their enemy's area of activity with this technique, and has the effect of being able to take complete control over the battlefield. The normal scope of this technique is normally just a few metres, but if prepared, it is also possible to make an entire pond of starch syrup. Being caught in the technique can be avoided by channelling chakra to one's feet allowing one to walk upon it uninhibited, beforehand.

Water Release: Tearing Torrent

This technique creates water that spirals in the user's hand which fires at a high speed towards the enemy. The overall amount of water formed is large enough to help extinguish even large-scale fire release techniques.[1] In the anime, it was also shown to be able to be conjured from the surrounding area in the form of a torrential wave.[2]

Water Release: Violent Bubble Wave

The user spits out a large volume of bubbles which covers the ground and reduces friction, considerably limiting the opponents' movements. The bubbles are spit out with violent force that is capable of washing away most attacks, such as oil and fire. This technique can also be used as an effective smokescreen.

Water Release: Violent Water Wave

Water gushes out from the mouth like a waterfall and washes away the enemy. One can freely control the power of this technique with the amount chakra one releases. Having many variations, this is a basic Water Release technique.

Water Release: Water Beast

The user manipulates water and transforms it into a giant wolf-like beast. The beast can launch powerful streams of water from its mouth, or sweep the area with its claws to let a powerful torrent of water to wash away the enemies.

Water Release: Water Dragon Bullet Technique

This technique shapes a large amount of water into a giant, powerful dragon, which hits the opponent with formidable might, dealing physical damage. The ideal place to use it is near a body of water, but if the user's skill allows it, it is possible to use it even in a place where there is none. The amount of water used will be in proportion with the user's skill.

Water Release: Water Drowning

This technique gathers a large amount of water to form a large spiralling stream of water. It can be guided to strike a target in a number of angles. This technique was used by two unknown Konoha shinobi to put out a fire at the Academy.

Water Release: Water Encampment Wall

This defensive technique creates a wall of water around the user. Enemy attacks are completely intercepted by a fence of water blown out from the mouth, and is raised from below with tremendous might. The water is blown out in the form of a circle around the user, and it makes for a defence without openings. It is also possible for the user to control the amount of water and duration at will. The wall's strength and resistance change following the quantity of chakra poured down into the water, so a skilful shinobi will be able to build a sturdy one. Furthermore, because the field of vision is maintained even while defending one can easily go on to the next move, which is a great advantage. The wall can also be formed from a pre-existing water source.

Water Release: Water Gun

This technique is demonstrated as being both a technique on its own and as a two-way collaboration technique between Gamariki and Jiraiya. Using this technique, Gamariki can blast off a wave of high speed water from his mouth with extreme precision and force. When combined with another person's chakra, this technique becomes a two-way collaboration water technique that can slice the target into multiple fine-carved pieces. After Gamatatsu learns this technique, he is able to combine it with Naruto's wind-natured chakra to create the Wind Release: Toad Gun technique.

Water Release: Water Hardened Drill

The user makes the water under the enemy explode, launching them into the air. Then the user jumps above the enemy and creates a large water drill around his arm, striking the enemy with it and creating a large water explosion.

Water Release: Water Shark Bullet

The user shapes water into the form of a large shark, and thrusts their hand forward sending it towards the opponent.[2][3] The shark moves at high-speeds and creates a powerful impact. The user can also ride inside the water shark to increase their swimming speed.[3]

Water Release: Water Shockwave

This technique allows the user to make a spiralling vortex of water. The vortex then proceeds to explode from the top in the form of a wave. The user can also control the direction the wave goes with hand movements.

Water Release: Water Sky Convergence

This technique enables the user to control water and moisture much like Gaara controls his sand. It can be used to block most incoming attacks, bind or drown opponents, and shape the water into various attacks, allowing the user in conjunction with the Summoning Technique to allow water-based summonings to fight in areas that it normally need water to move around by either trapping the target in the same water or manoeuvring the water to allow the summon to chase the target. It is able to extract and utilise groundwater, and as is very effective most areas, but useless in rocky areas.

Water Release: Water Wave Palm

The user emits a continuous jet of water from their hand to strike the enemy and disrupt their attack. Due to the nature of water, this technique works especially well against smoke-based attacks.

Water Release: Water Whip

The user creates a whip made of water that can wrap around the opponent. The user can also channel lightning chakra to shock anyone wrapped in it. This technique seems to be known by the Kirigakure hunter-nin.

Water Release: Waterfall Basin

This is a technique which creates a waterfall by developing spring water in a place without water veins and manipulating the resulting water current to form a wave. This is a very convenient technique as it can be used for training or relaxation. On the other hand, because it changes the environment on a large scale, it also has the effect of hiding one's location from the enemy by confusing them. The width of the water source, waterfall, and basin can be expanded, as long as the user continues to send chakra in.

Water Shield Shot

With Nurari's skill with his suit, he can extract this strange liquid from his suit and throw it at his opponent to trap them, incapacitate them, or to pin them down. He can also extract it to form a membrane to stop incoming projectile attacks.

Water Surface Walking Practice

This training method is used to gain better chakra control. To do this, the user has to be emitting a constant stream of chakra from the bottom of their feet and using the repellent force to walk across the water's surface. This technique is more difficult to master than the Tree Climbing Practice, because the amount of chakra that needs to be emitted changes constantly.

It has also been shown that one can use their chakra to "skate" across the water surface, like an ice skater, instead of just walking or running. And, as noted by Jiraiya during *Naruto: Shippūden* Episode 14, the more one trains this technique the more they reach a state where they stand on water without even noticing it or basically even trying.

Wind Release: Drilling Air Bullet

To use this technique, Shukaku will first take a deep breath, and then pound its stomach to apply external pressure, the power of which it uses to shoot a highly compressed air ball from its mouth. The expelled air ball is mighty enough to hollow out the ground, and level an entire forest. Because of the large quantity of chakra kneaded into it, it explodes the moment it reaches its target, dealing an enormous amount of damage, as well as levelling anything in its path.

Wind Release: Divine Wind

The user releases a gust of wind that forms several small tornadoes. Combined with Fire Release: Running Fire that forms a circle on ground level, this creates a massive flaming hurricane.

Wind Release: Dust Cloud

This technique creates a stream of high-velocity wind containing dust particles, capable of decimating anything caught in it in only a matter of moments. The completed technique is directed through vertically overlapped hands that are placed in front of the user's mouth after forming the necessary hand seal. This technique was powerful enough to destroy one of Kakuzu's masked hearts in an instant.

 Wind Release: Great Task of the Dragon

Temari swings her fan to the sky, causing a giant tornado to descend upon a target. This technique can be set up as a feint as it has a delayed activation. The technique alters weather conditions temporarily and attacks from the sky rather than from the person. The storm clouds that create the attack dissipate immediately after the tornado begins while the tornado continues in a highly concentrated state.

 Wind Release: Infinite Sand Cloud

A technique used by Gaara in his miniature Shukaku form. He first inhales air with the mouths on his face and all over his body, and blows it out along with a chakra-coated sand cloud. This powerful squall covers a large angle in a stream sufficient to knock the trees down and damage them with the sand. This technique is extremely efficient even against multiple enemies.

 Wind Release: Pressure Damage

A powerful wind technique which is released by Kakuzu's wind-element mask. A tornado-like mass is compressed until it has a very high density and is then released. The wind pressure is raised to its highest limit, and once the technique hits the target, the resulting blast sweeps everyone off their feet. If the technique is used by someone who has mastered wind nature transformation, the blast can hit a vast range, inflicting massive damage on both the target and their surroundings. This technique can be combined with the Fire Release: Intelligent Hard Work, to increase the flame's potency in a great scale, causing a massive fire-storm.

 Wind Release: Petal Dust Dance

This technique allows the user to summon a cyclone of petals to attack their opponent. The user can remain in one spot for the use of the technique, because he or she can direct it anywhere they desire. Therefore, the user can increase the direction and power of the technique to the maximum as a last resort.

 Wind Release: Rotating Shuriken

This technique will infuse wind-based chakra into bladed weapons. The user can then manipulate the blades in a spinning manner to attack the target.

 Wind Release: Slashing Tornado

A stronger version of the original Wind Release: Great Slashing Tornado technique. Temari creates two localized tornadoes by flapping her Giant Folding Fan. The first tornado ensnares the opponent in it and the second tornado combines with the first to create one giant tornado that slashes the opponent to death with razor sharp wind pinions

 Wind Release Steam

By blowing air from their mouth, the user is able to change direction while in mid-air at high speeds. In the anime, it was shown it can also be used to blow up a dust cloud, concealing one's location and movements.

 Wind Release: Twister Shot

The user seemingly releases a stream of wind infused chakra from their mouth that takes on the form of a twister to attack the enemy. An unnamed Konoha shinobi used this against Pain's Preta Path, though it was absorbed by Blocking Technique Absorption Seal.[1]

Wind Release: Vacuum Sphere

The user takes a deep breath and then exhales several small blasts of wind chakra in such a manner that they are dispersed over an expansive range, enough to make it difficult to avoid them entirely without taking any damage. Due to the properties of this technique, the expelled blasts are capable of piercing into and potentially through an opponent's flesh when they collide, in a similar manner to how bullets function.

 Wind Release: Vacuum Wave

The user takes a deep breath and spins while exhaling, compressing the released air into a solitary blade of wind that covers a substantial area around the user, due to their circular motion. The resulting sharpened blast is large enough to slice through multiple targets located a significant distance from the user, causing grievous injuries to those hit.

 Wind Release: Wind Cutter

This technique creates a blade of wind which will cut through the enemy with ease. Unlike most other wind techniques it does not seem to require blowing out the wind.

 Wood Release: Dense Woodland Wall

The user creates countless wooden branches that grow at high speed from the ground. The branches interlace to form a wide, net-like wall with an impressive defensive power.

 Wood Release: Four Pillars House

By sending chakra into the ground, the roots of the plants are converted into raw materials. This technique allows for a building to be constructed, by forcing accelerated growth. Just like with the Four-Pillar Prison Technique, the size and shape of the building are taken from the user's imagination or memories. By placing tags around the house, the user creates a barrier, making it impossible for the enemy to detect it and allowing the user to "camp" in peace.

 Wood Release: Impaling Roots

Hashirama grows four roots from the ground and impales the opponent with the roots.

 Wood Release: Smashing Mallet

Yamato impales the opponent with Wood Release: Great Forest Technique and hammers the wooden with a giant wooden mallet that crushes the opponent to bits.

 Wood Release: Wood Locking Wall

An extremely versatile move, this technique uses chakra to activate the roots in the ground and, using the user of the technique as a reference point, makes wooden pillars appear from left and right. The wooden pillars join together in a dome-shape with the user at the centre. This process can be used to catch the enemy in a double sided attack. Also, in case one confronts the enemy at a short distance, the enemy can be locked up inside the dome, setting the situation for a one-on-one fight. This dome can also be collapsed or burnt with the enemy inside to inflict damage. Furthermore, it functions as an easy shelter against the enemy's long-distance attacks, like shuriken and kunai.

 Wood Release: Wood Pillar Slam

Yamato makes a pillar of wood come out of the ground and hit the opponent, knocking them backwards. A clone then flips over the pillar and slams his leg into the opponent when they are on the ground.

 Wood Release: Wood Projectiles

Yamato shoots three to four sharp stakes of wood at the opponent.

 Wood Release: Wood Spikes Ring

The user creates a semi-circle of wood around a captured target, and then forms spikes within the ring, pointing at the said target, preventing them from making any sudden movements.

Wooden Men Possession

This technique forces two opponents to fight each other through wooden training dummies, with the intent of tricking them into fighting each other until all but one of them is defeated. The only way to break the technique is to have fast and strong taijutsu, by utilising speed so extreme that the wooden training dummies are unable to keep up and thus break apart, effectively breaking the technique. If the victims are familiar enough with one another they will be able to tell who their opponent is. They can also communicate through non-verbal means such as Morse code.

 Wooden Puppet Manipulation

The Wooden Puppet Manipulation Technique allows the user to control wooden training dummies by their own will.

Y

Yang Pain Transfer

 Yin Healing Wound Destruction

A medical ninjutsu where one anticipates the spot the enemy will attack and pre-emptively applies medical treatment to it, reducing damage to a minimum. The user concentrates chakra to that area and begins the cell recreation process even before the targeted area becomes damaged. Using opponent's facial expression and movements, the technique's speed and power, the user analyses everything in an instant and accurately deduces where the attack will land. Even more than accurately predicting the attack or instantly gauging the situation, a great resilience is necessary, so one might say this technique is exclusive to Kabuto.

Kabuto claims that this technique is the reason that Orochimaru values him so highly: he can keep using test subjects for much longer than is normally feasible. The technique will continue to heal damage until the user runs out of chakra, leaving the possibility that the damage will not be completely mended when the technique ends.

Weapons

ss- Weapon does non-lethal damage

*- Requires Power source

+ - high rate of fire x3 attacks

@ - Trip Attack can be performed with this weapon

/R - Reach weapon based on the given number in front

/D - Two attacks can be made as one attack with this weapon

/E – Electronic Pulse, damage only works on technology and machines

f – Futuristic Firearm limited to futuristic settings

r – Revolution Firearm limited to settings from revolution time line on

a – Ancient Firearm, available in all settings but rarer the further in the future you go

m – Modern Firearm, available in modern settings or later in timelines

Simple Melee Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Unarmed Weapons</i>					
Unarmed	1d3 ss	X2	n/a	N/A	Bashing
Gauntlet	1d4	X2	n/a	1 lb.	Bashing
Greaves	1d6	X2	n/a	1 lb.	Bashing
<i>Light Weapons</i>					
Dagger	1d4	19-20/x2	n/a	1 lb.	Piercing / Slashing
Dagger, Punching	1d4	X3	n/a	1 lb.	Piercing
Gauntlet, Spiked	1d4	X2	n/a	1 lb.	Piercing
Frying Pan	1d8	X2	n/a	4 lbs.	Bashing
Kendoma @	1d4	X2	5ft/R	1 lb.	Bashing
Kodocha	1d4ss	X2	n/a	½ lb.	Bashing
Mace, light	1d6	X2	n/a	4 lbs.	Bashing
Paper Fan	1d4ss	X2	n/a	½ lb.	Bashing
Scalpel	1d4	X2	20ft	1 lb.	Slashing
Sickle @	1d6	X2	n/a	2 lbs.	Slashing
Shiv	1d4	X3	n/a	1 lb.	Piercing
<i>One handed Weapons</i>					
Bat	1d8	X2	10ft	3 lbs.	Bashing
Broom	1d6	X2		2 lbs.	Bashing
Club	1d6	X2	10ft	3 lbs.	Bashing
Kunai	1d8	X2	20ft	1 lbs.	Piercing
Mace, Heavy	1d8	X2		8 lbs.	Bashing
Morningstar	1d8	X2		6 lbs.	Bashing/Piercing
Power Drill* m	1d10	X3		6 lbs.	Piercing
Short Spear	1d6	X2	20ft	3 lbs.	Piercing
<i>Two-handed Weapons</i>					
Bayonet	1d6	X2	5ft/R	2 lbs.	Piercing
Long spear	1d8	X3	5ft/R	9 lbs.	Piercing
Quarter Staff /D	1d6/1d6	X2		4 lbs.	Bashing
Spear	1d8	X3	20ft	6 lbs.	Piercing

Simple Ranged Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Ranged Weapons</i>					
Blowgun	1d2	X2	20ft	1 lbs.	Piercing
Butterfly Knife	2d4	X3	20ft	2 lbs.	Piercing
Crossbow, Heavy	1d10	19-20/x2	120ft	8 lbs.	Piercing
Crossbow, Light	1d8	19-20/x2	80ft	4 lbs.	Piercing
Dart, Thrown	1d4	X2	20ft	½ lb.	Piercing
Frisbee/ Discus	1d6	X2	60ft	1 lb.	Bashing
Javelin	1d6	X2	30ft	2 lbs.	Piercing
Shot put	1d8	X3	30ft	10 lbs.	Bashing
Shuriken	1d6	X2	20ft	½ lb.	Piercing
Sling	1d4	X2	50ft	N/A	Bashing
Sling Shot	1d6	19-20/x2	60ft	2 lbs.	Bashing
<i>Firearms</i>					
Dragon Fire <i>a</i>	2d8 cone	X3	30ft	10 lbs.	Fire
Hand Cannon <i>a</i>	1d12	X3	40ft	3 lbs.	Bashing
Laser Pistol <i>f</i>	3d6	X4	100ft	5 lbs.	Fire
Pin Musket <i>r</i>	2d8	X3	100ft	10 lbs.	Bashing
Pistol 9mm <i>m</i>	2d6	X2	100ft	2 lbs.	Bashing
Pistol Pin loaded <i>r</i>	2d6	X2	60ft	3 lbs.	Bashing
Pistol .22 cal <i>m</i>	2d4	X2	60ft	2 lbs.	Bashing
Pulse Pistol <i>f/E</i>	3d6	X4	100ft	5 lbs.	Electronic
Service Rifle <i>m</i>	3d6	X2	200ft	10 lbs.	Bashing
Stun Gun * <i>m ss</i>	1d8 END	X2	50ft	2 lbs.	Piercing [^]
Thunder Pipe <i>a</i>	2d6	3	60ft	5 lbs.	Bashing
<i>Siege Weapons</i>					
Battering Ram	1d12	X2	n/a	20 lbs.	Bashing
Ballista	3d8	19-20/X2	300ft	100 lbs.	Piercing
Catapult	6d6	X2	200ft	200 lbs.	Bashing
Siege Crossbow	1d8 line	X3	200ft	100 lbs.	Piercing
Trebuchet	6d8	X4	200ft	500 lbs.	Bashing
Wa'cha Effects 50ft area	1d8	X4	100ft	50 lbs.	Piercing

[^] - Stun guns are one shot and must hit precisely the targets clothing or flesh to work 50% chance when subject has armor, once active they do temporary Endurance damage that heals after five minutes rest. If it damages beyond the END of the target, the target must roll Resistance saves (Normal result don't include damaged END) vs. Hit point drain permanent

Martial Melee Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Light Weapons</i>					
Axe, Throwing	1d6	X2	10ft	2 lbs.	Slashing
Battle Fan	1d4	19-20/x2	20ft	2 lbs.	Slashing/ Bashing
Hammer, Light	1d6	X2	20ft	2 lbs.	Bashing
Hand Axe	1d6	X3	n/a	3 lbs.	Slashing
Kukri	1d4	18-20/x2	n/a	2 lbs.	Slashing
Pick, Light	1d4	X4	n/a	2 lbs.	Piercing
Sap	1d6 ss	X2	n/a	2 lbs.	Bashing
Shield, Light	1d3	X2	10ft	5 lbs.	Bashing
Spiked Armor	1d6	X2	n/a	+1 lb.	Piercing
Spiked Shield, Light	1d4	X2	n/a	+1 lb.	Piercing
Star Knife	1d4	X3	20ft	3 lbs.	Piercing
Short Sword	1d6	19-20/x2	n/a	2 lbs.	Slashing
Tonfa	1d8	X2	n/a	2 lbs.	Bashing
Wakashashi	1d6	18-20/X2	n/a	3 lbs.	Slashing
Yo-yo @	1d6	19-20/x2	10ft/R	½ lb.	Bashing
<i>One handed Weapons</i>					
Battle-axe	1d8	X3	n/a	6 lbs.	Slashing
Bo Ken	1d10ss	19-20/x2	n/a	4 lbs.	Bashing
Battle Umbrella	1d10	18-20/x3	20ft	5 lbs.	Bashing
Flail @	1d8	X2	n/a	5 lbs.	Bashing
Katana	1d10	18-20/x2	n/a	6 lbs.	Slashing
Long Sword	1d8	19-20/x2	n/a	4 lbs.	Slashing
Pick, Heavy	1d6	X4	n/a	6 lbs.	Piercing
Rapier	1d6	18-20/x2	n/a	2 lbs.	Piercing
Scimitar	1d6	18-20/x2	n/a	4 lbs.	Slashing
Shield, Heavy	1d4	X2	n/a	15 lbs.	Bashing
Spied Shield, Heavy	1d6	X2	n/a	+2 lbs.	Piercing
Trident	1d8	X2	10ft	4 lbs.	Piercing
War Hammer	1d8	X3	n/a	5 lbs.	Bashing
<i>Two-handed Weapons</i>					
Falchion	2d4	18-20/x2	n/a	8 lbs.	Slashing
Flail, Heavy @	1d10	19-20/x2	n/a	10 lbs.	Bashing
Glaive	1d10	X3	10ft/R	10 lbs.	Slashing
Great Axe	1d12	X3	n/a	12 lbs.	Slashing
Great Club	1d10	X2	n/a	8 lbs.	Bashing
Great Sword	2d6	19-20/x2	n/a	8 lbs.	Slashing
Guisarme @	2d4	X3	10ft /R	12 lbs.	Slashing
Halberd @	1d10	X3	10ft /R	12 lbs.	Piercing/Slashing
Lance	1d8	X3	10ft /R	10 lbs.	Piercing
Ranseur	2d4	X3	10ft /R	12 lbs.	Piercing
Scythe @	2d4	X4	n/a	10 lbs.	Piercing/Slashing
Zanbato	3d6	19-20/x2	n/a	20 lbs.	Slashing

Martial Ranged Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Ranged Weapons</i>					
Long bow	1d8	X3	100ft	3 lbs.	Piercing
Long bow, Composite	1d8+STR	X3	110ft	3 lbs.	Piercing
Needle	1d4	X2	50ft	½ lbs.	Piercing
Short bow	1d6	X3	60ft	2 lbs.	Piercing
Short bow, Composite	1d6+STR	X3	70ft	2 lbs.	Piercing
<i>Firearms</i>					
AR-15 <i>m semi-auto</i>	1d12	X2	200ft	10 lbs.	Bashing
Blunderbuss <i>a</i>	2d8 cone	X3	50ft	15 lbs.	Bashing
Colt <i>r</i>	2d8	X3	100ft	5 lbs.	Bashing
45 Cal <i>m</i>	2d12	X3	50ft	5 lbs.	Bashing
Hunting Rifle <i>r</i>	2d8	X3	200ft	10 lbs.	Bashing
Laser Rifle <i>f</i>	2d12	X4	200ft	10 lbs.	Fire
LSAT <i>m semi-auto</i>	1d12 line	X3	100ft	10 lbs.	Bashing
M60 <i>m Full Auto</i>	1d8 cone	X3	100ft	10 lbs.	Bashing
Magnum <i>m</i>	2d8	X3	100ft	5 lbs.	Bashing
Musket, Flint <i>r</i>	2d6 cone	X2	50ft	8 lbs.	Bashing
Plasma Pistol <i>f</i>	3d8	X3	50ft	5 lbs.	Electricity
Plasma Rifle <i>f</i>	3d8	X4	200ft	10 lbs.	Electricity
Pulse Rifle <i>f</i>	2d8	X3	100ft	10 lbs.	Sonic
Pistol, Flint <i>r</i>	2d8	X2	100ft	6 lbs.	Bashing
Rail Gun Pistol <i>f</i>	3d8	X4	100ft	10 lbs.	Piercing
Rail Rifle <i>f</i>	3d8	X4	200ft	20 lbs.	Piercing
Rifle, Flint <i>r</i>	2d10	X2	200ft	12 lbs.	Bashing
Shot gun <i>m</i>	3d8 cone	X3	50ft	12 lbs.	Bashing
<i>Siege Weapons</i>					
Cannon, Small <i>r</i>	3d8	X3	200ft	50 lbs.	Bashing
Cannon <i>r</i>	4d8	X3	200ft	100 lbs.	Bashing
Detonation Cord <i>m</i>	3d6	X3	n/a	10 lbs.	Bashing
Gatling Gun <i>r Full Auto</i>	1d10 cone	X3	200ft	50 lbs.	Bashing
Laser Cannon <i>f</i>	4d10	X4	200ft	200 lbs.	Fire
Mini gun <i>m Full Auto</i>	2d8 cone	X4	200ft	50 lbs.	Bashing
Plasma Cannon <i>f</i>	4d10	X4	200ft	200 lbs.	Electricity
Pulse Cannon <i>f Full Auto</i>	2d8	X4	200ft	100 lbs.	Sonic
Rail Gun <i>f</i>	6d12	X4	400ft	500 lbs.	Piercing
Siege Cannon <i>r</i>	6d8	X3	100ft	200 lbs.	Bashing

Exotic Melee Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Light Weapons</i>					
Bladed Claw	1d6	X2	n/a	1 lb.	Slashing
Gun Gauntlet	1d6/2d8	X3	n/a	5 lbs.	Bashing
Kama @	1d6	X2	n/a	2 lbs.	Slashing
Nunchaku	1d6	X2	n/a	2 lbs.	Bashing
Sai	1d4	X2	n/a	1 lb.	Bashing
Siangham	1d6	X2	n/a	1 lb.	Piercing
<i>One handed Weapons</i>					
Chain, Dagger @ /D	1d8/1d4	19-20/x2	10ft /R	4 lbs.	Piercing
Khopesh	1d8	19-20/x2	n/a	12 lbs.	Slashing
Laser Sword	2d10	18-20/x3	n/a	5 lbs.	Slashing / Fire
Plasma Saber	2d10	18-20/x3	n/a	5 lbs.	Slashing / Electric
Sword, Bastard	1d10	19-20/x2	n/a	6 lbs.	Slashing
War Axe	1d10	X3	n/a	8 lbs.	Slashing
Whip @	1d3 ss	X2	10ft /R	2 lbs.	Slashing
Whip, Barbed @	1d6	X2	10ft /R	2 lbs.	Slashing
Whip, Chain @	1d8	X3	10ft /R	4 lbs.	Slashing
Whip, Dagger @ /D	1d6/1d4	19-20/x2	10ft /R	3 lbs.	Slashing
Whip, Laser @ *	1d12	19-20/x2	10ft /R	3 lbs.	Slashing / Fire
Whip, Plasma @ *	1d12	19-20/x2	10ft /R	3 lbs.	Slashing / Electric
Vibro Sword -2 ADS on hit	2d10	18-20/x4	n/a	10 lbs.	Slashing / Sonic
<i>Two-handed Weapons</i>					
Axe, Double /D	1d8/1d8	X3	n/a	15 lbs.	Slashing
Chain, Spike @	2d4	X2	15ft /R	10 lbs.	Piercing
Chain Sickle /D	1d6/1d8	X2	10ft /R	10 lbs.	Slashing
Chainsaw *	2d8	X4	n/a	12 lbs.	Slashing
Curve Blade	1d10	18-20/x2	n/a	7 lbs.	Slashing
Flail, Dire /D @	1d8/1d8	X2	n/a	10 lbs.	Bashing
Hooked Hammer /D @	1d8/1d6	X3, X4	n/a	6 lbs.	Bashing/Piercing
Johyo @	1d6	X2	15ft /R	1 lb.	Bashing
Sword, Twin /D	1d8/1d8	19-20/x2	n/a	10 lbs.	Slashing
3-part Staff /D	1d8/1d8	X3	n/a	8 lbs.	Bashing
Urgrosh /D	1d8/1d6	X3	n/a	12 lbs.	Piercing/Slashing

Exotic Ranged Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Ranged Weapons</i>					
Boomerang	1d6	X3	50ft	1 lbs.	Bashing
Bolas @	1d4 ss	X2	10ft	2 lbs.	Bashing
Chakram	1d6	X3	30ft	2 lbs.	Slashing
Crossbow, Repeating Heavy	1d10	19-20/x2	120ft	12 lbs.	Piercing
Crossbow, Repeating Light	1d8	19-20/x2	80ft	6 lbs.	Piercing
Dynamite	3d10 30'	n/a	50ft	1 lb.	Bashing
Fuma Shuriken	2d8	X2	30ft	5 lbs.	Slashing
Gauntlet, Spring	1d6	X2	20ft	4 lbs.	Piercing
Grenade	4d10 30'	n/a	50ft	2 lbs.	Bashing
Hand Crossbow	1d4	19-20/x2	30ft	2 lbs.	Piercing
Net	n/a	n/a	10ft	6 lbs.	n/a
Sling Staff	1d8	X3	80ft	3 lbs.	Bashing
<i>Firearms</i>					
500 Cal <i>m</i>	4d12	X3	100ft	15 lbs.	Bashing
Cryo Pistol <i>f</i>	3d10	X3	100ft	5 lbs.	Bashing / Ice
Cryo Rifle <i>f</i>	4d10	X4	200ft	10 lbs.	Bashing / Ice
Dart Gun <i>r</i>	1d6	X2	100ft	5 lbs.	Piercing
EWP Pistol <i>f</i> ^	3d6/6d6	X2, X4	100ft	5 lbs.	Bashing / Electronic
EWP Rifle <i>f</i> ^	3d8/6d8	X2, X4	200ft	10 lbs.	Bashing / Electronic
Flame Thrower * <i>m Full-Auto</i>	1d10 cone	X3	30ft	20 lbs.	Fire
Flare Gun <i>m</i>	2d6/1d6	X2	100ft	5 lbs.	Bashing / Fire
Gas Sprayer * <i>r Full-Auto</i>	n/a cone	n/a	30ft	15 lbs.	n/a
Grenade Launcher <i>m</i>	n/a	X2	200ft	10 lbs.	n/a
Harpoon Gun <i>r</i>	2d8	19-20/x4	100ft	10 lbs.	Piercing
Mini Gatling <i>r + Full-Auto</i>	2d8	19-20/x3	50ft	20 lbs.	Bashing
Net Launcher <i>r</i>	n/a	n/a	100ft	20 lbs.	n/a
Repeating Dart Gun <i>m Semi</i>	1d6	X2	100ft	20 lbs.	Piercing
Sniper Rifle <i>m</i>	3d8	X3	400ft	16 lbs.	Bashing
Tommy Gun <i>r Full-Auto</i>	2d6 cone	X2	50ft	10 lbs.	Bashing
Vibro Gun <i>f -2 ADS on hit</i>	3d10	X4	200ft	10 lbs.	Slashing/ Sonic
<i>Siege Weapons</i>					
Ampho <i>m damage per round</i>	6d12	X4	n/a	10 lbs.	Slashing / Fire
Bazooka <i>m</i>	3d10 20'	X3	100ft	30 lbs.	Bashing
C4 Brick <i>m</i>	6d8 20'	X4	30ft	1 lbs.	Bashing
EWP Cannon <i>f ss</i> ^	4d10/6d10	X2, X4	200ft	100 lbs.	Bashing / Electronic
EMP Missile <i>m radius</i>	50 mile	n/a	2000ft	50 lbs.	See description
Fission Cannon <i>f</i>	6d10 10'	X4	50ft	100 lbs.	Bashing/ Fire
M2 <i>m Full-Auto</i>	3d6 cone	X3	200ft	100 lbs.	Bashing
Sonic Disruptor <i>m</i>	6d6ss	X2	200ft	200 lbs.	Sonic
Shoulder Fired Missile <i>m</i>	6d6 20'	X4	200ft	50 lbs.	Bashing
Vibro Cannon <i>f -2 ADS on hit</i>	6d8 10'	X4	100ft	100 lbs.	Bashing / Sonic

^ - EWP weapons damage is greater against electronic machines, robots or cybernetics, when it hits a normal living target it acts a stun gun in damaging the targets END, but against mechanics it does double damage that is not subdual as the ammo is designed to first penetrate the armored shell and then discharge its electronic pulse.

Below is the description of each weapon, its craft DC to make and its BRP (Base Retail Price). In One Piece there are no set prices even on the same islands it's a matter of making deals and convincing a person to sell it to you or buy it from you around the BRP. These that can affect the prices are demands for the item or overstock in the supply. Quality and diplomacy also come into play as well as the player's reputation.

Weapon	Axe, double	Craft DC	75	BRP	500
A cruel weapon with blades placed at opposite ends of a long haft, an double axe is a double weapon.					

Weapon	Axe, throwing	Craft DC	45	BRP	100
A small axe properly weighted to be used as a thrown weapon.					

Weapon	Bat	Craft DC	30	BRP	50
A large wooden or metal stick shaped with precision.					

Weapon	Battle axe	Craft DC	45	BRP	2500
A massive axe used in battle designed to put the full force of the blow in the bladed edge.					

Weapon	Battle Fan	Craft DC	60	BRP	3000
This weapon appears to the untrained eye as nothing more than a beautifully crafted lady's fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp. When first entering melee using a war fan, you may attempt a Bluff check against an opponent's Sense Motive check. If you win the contest, you gain a +4 bonus on attacks made against that foe during the first round of combat.					

Weapon	Battle Umbrella	Craft DC	60	BRP	3000
A heavily weighted and strongly built umbrella that disguises its massive weight as a functional parasol / umbrella.					

Weapon	Bayonet	Craft DC	30	BRP	100
A bladed Knife placed on the end of a rifle to turn the weapon in a spear in close battle.					

Weapon	Bladed Claw	Craft DC	40	BRP	2500
A claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers. A Hooked hand is considered on version of this weapon, cannot be removed.					

Weapon	Bo Ken	Craft DC	20	BRP	2000
A finely crafted wooden sword made ether of solid wood or wooden reeds. The strong strike while powerful is non-lethal.					

Weapon	Broom	Craft DC	15	BRP	100
A simple long stick at one end and reed or straw brush on the other often used as a cleaning device but a true warrior knows the skill in using such a weapon.					

Weapon	Chain, Dagger	Craft DC	25	BRP	1000
When wielding the chain-and dagger, you gain a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe). You can also use this weapon to make trip attacks, gaining a +2 bonus on your trip attempt. If you are tripped during your own trip attempt, you can opt to drop the chain-and dagger instead of being tripped.					

Weapon	Chain, spike	Craft DC	45	BRP	750
A spiked chain is about 4 feet in length, covered in wicked barbs. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon.					

Weapon	Chainsaw	Craft DC	85	BRP	50,000
A complex machine that hacks its targets to pieces, The device however needs a fuel source to operate.					

Weapon	Chain Sickle	Craft DC	60	BRP	1000
A complicated weapon of a chain and weight on one end and a sickle on the other to cut at the target one wraps up in the chain.					

Weapon	Club	Craft DC	10	BRP	50
A simple stick that can be used to attack a target with great ease.					

Weapon	Curve blade	Craft DC	40	BRP	2000
Essentially a longer version of a scimitar, but with a thinner blade, the curve blade is exceptionally rare. You receive a +2 circumstance bonus to your Combat Maneuver Defense whenever a foe attempts to sunder your curve blade due to its flexible metal. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an curve blade sized for you, even though it isn't a light weapon.					

Weapon	Dagger	Craft DC	20	BRP	500
A dagger has a blade that is about 1 foot in length. You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body					

Weapon	Dagger, punch	Craft DC	25	BRP	500
A punching dagger's blade is attached to a horizontal handle that projects out from the fist when held.					

Weapon	Falchion	Craft DC	45	BRP	1500
A massive Curved blade that has its users making broad swinging storks at their targets.					

Weapon	Flail	Craft DC	45	BRP	1000
A flail consists of a spiked metal ball, connected to a handle by a sturdy chain.					

Weapon	Flail, dire	Craft DC	60	BRP	5000
A dire flail consists of two spheres of spiked iron dangling from chains at opposite ends of a long haft.					

Weapon	Flail, heavy	Craft DC	55	BRP	2000
Similar to a flail, a heavy flail has a larger metal ball and a longer handle.					

Weapon	Frying Pan	Craft DC	30	BRP	1000
A common kitchen tool and as many a scorned wives have found one deadly good weapon to put up a fight with. And once you're done you can cook with it.					

Weapon	Gauntlet	Craft DC	25	BRP	2000
This metal glove lets you deal lethal damage rather than non lethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets. Your opponent cannot use a disarm action to disarm you of gauntlets.					

Weapon	Gauntlet, Gun	Craft DC	80	BRP	10,000
A gauntlet with a built in gun system that is triggered by the movement of the hand, the gun has one shot but can be update to hold more.					

Weapon	Gauntlet, spike	Craft DC	45	BRP	3000
The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. Your opponent cannot use a disarm action to disarm you of spiked gauntlets.					

Weapon	Glaive	Craft DC	25	BRP	3000
A glaive is a simple blade, mounted to the end of a pole about 7 feet in length.					

Weapon	Great axe	Craft DC	45	BRP	5000
A Massive Axe that is welded by two hands to bring full force down upon it target.					

Weapon	Great club	Craft DC	20	BRP	100
A small tree or Large branch that has to be welded by two hands to bash the target.					

Weapon	Great sword	Craft DC	40	BRP	5000
This immense two-handed sword is about 5 feet in length.					

Weapon	Greaves	Craft DC	45	BRP	2500
Leg irons used to grant even more damage to kick based attacks.					

Weapon	Guisarme	Craft DC	45	BRP	3000
A guisarme is an 8-foot-long shaft with a blade and a hook mounted at the tip.					

Weapon	Halberd	Craft DC	45	BRP	2000
A halberd is similar to a 5-foot-long spear, but it also has a small, axe-like head mounted near the tip.					

Weapon	Hammer, light	Craft DC	30	BRP	500
A Common tool used to build objects and a great weapon in a pinch.					

Weapon	Hand axe	Craft DC	30	BRP	500
A tool used to chop wood and a decent weapon that strikes with great force.					

Weapon	Hooked Hammer	Craft DC	50	BRP	5000
A hooked hammer is a double weapon— an ingenious tool with a hammer head at one end of its haft and a long, curved pick at the other. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapons.					

Weapon	Kama	Craft DC	30	BRP	1000
Similar to a sickle, a kama is a short, curved blade attached to a simple handle.					

Weapon	Katana	Craft DC	35	BRP	2000
A common one sided blade sword is finely crafted and sought as the top quality of all swords. Its strong yet light weight blade make it precise and deadly.					

Weapon	Kendama	Craft DC	30	BRP	500
A child's toy of a ball with a handle that has two cups and a spike peg. Skilled fighters have found this tool as a good weapon in a pinch.					

Weapon	Khopesh	Craft DC	30	BRP	1500
You can use a khopesh to make trip attacks with its hook like blade. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped					

Weapon	Kodocha	Craft DC	35	BRP	2000
A toy hammer that's built to absorb the damage it causes making it a tool of punishment or training that does no lethal damage.					

Weapon	Kukri	Craft DC	30	BRP	1500
A kukri is a curved blade, about 1 foot in length.					

Weapon	Kunai	Craft DC	20	BRP	50
A diverse weapon in the ninja tool box, a small full metal blade similar to a dagger yet weighted for throwing, it has a needle eye at one end where one can attach thread and even explosive tags to get a better chance at taking out a target.					

Weapon	Lance	Craft DC	40	BRP	3000
A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.					

Weapon	Laser Sword	Craft DC	130	BRP	5000
A sword that has a short concentrated laser beam that makes up the blade, The Beam burns instead of cuts, requires powersource.					

Weapon	Long spear	Craft DC	25	BRP	1500
A long spear is about 8 feet in length.					

Weapon	Long sword	Craft DC	35	BRP	1500
This sword is about 3-1/2 feet in length.					

Weapon	Mace, heavy	Craft DC	30	BRP	1500
A heavy mace has a larger head and a longer handle than a normal mace.					

Weapon	Mace, light	Craft DC	20	BRP	1000
A mace is made up of an ornate metal head attached to a simple wooden or metal shaft.					

Weapon	Morningstar	Craft DC	30	BRP	1500
A Morningstar is a spiked metal ball, affixed to the top of a long handle.					

Weapon	Nunchaku	Craft DC	30	BRP	1500
A nunchaku is made up of two wooden or metal bars connected by a small length of rope or chain.					

Weapon	Paper Fan	Craft DC	10	BRP	10
A Simple and easily made weapon to train or punish people without harming them.					

Weapon	Pick, light	Craft DC	20	BRP	300
A small hammer at one end with a curved spike for light mining work.					

Weapon	Pick, heavy	Craft DC	30	BRP	1000
A Large two handed curved spike on two ends attached to a wooden handle used constantly by miners.					

Weapon	Plasma Sword	Craft DC	130	BRP	8000
A futuristic sword that's blade is a short constant stream of electricity.					

Weapon	Power Drill	Craft DC	55	BRP	30,000
A Shop tool used to build and drill holes into wood and metal. As a weapon it can tear at the target making holes in them by using a power source to do so.					

Weapon	Quarterstaff	Craft DC	15	BRP	20
A quarterstaff is a simple piece of wood, about 5 feet in length.					

Weapon	Ranseur	Craft DC	45	BRP	1500
Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.					

Weapon	Rapier	Craft DC	45	BRP	2000
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.					

Weapon	Sai	Craft DC	35	BRP	1500
A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. With a sai, you get a +2 bonus on Combat Maneuver Checks to sunder an enemy's weapon. Though pointed, a sai is used primarily to bludgeon foes and to disarm weapons.					

Weapon	Sap	Craft DC	10	BRP	50
A small flexible bag with a mass amount of weight placed inside used to knock out a target and mug them.					

Weapon	Scalpel	Craft DC	20	BRP	500
A fine tiny blade often used by doctors, This small blade can be used as a thrown weapon or in a hand to hand fight.					

Weapon	Scimitar	Craft DC	45	BRP	2000
A large one sided bladed edge sword used to strike the targets in large swinging motions. Also called a Cutlass.					

Weapon	Scythe	Craft DC	35	BRP	4000
A Large wooden farm tool used to cut grains. Its large slicing and fearful nature is said to be the choice weapon of Death Himself.					

Weapon	Short spear	Craft DC	20	BRP	500
A short spear is about 3 feet in length, making it a suitable thrown weapon.					

Weapon	Siangham	Craft DC	30	BRP	750
This weapon is a handheld shaft fitted with a pointed tip for stabbing foes.					

Weapon	Sickle	Craft DC	20	BRP	500
A small farm tool used by herbalists and those for weeding its curved hook blade cuts as it trips at the target.					

Weapon	Shiv	Craft DC	10	BRP	100
A small spike on a handle easily hidden or disguised as another small object. The most popular weapon found in prisons due to its easy craft and deadly use.					

Weapon	Spear	Craft DC	20	BRP	750
A spear is 5 feet in length and can be thrown.					

Weapon	Star knife	Craft DC	60	BRP	3000
From a central metal ring, four tapering metal blades extend like points on a compass rose. A wielder can stab with the star knife or throw it.					

Weapon	Sword, bastard	Craft DC	60	BRP	4000
A bastard sword is about 4 feet in length, making it too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.					

Weapon	Sword, short	Craft DC	30	BRP	1000
This sword is about 2 feet in length.					

Weapon	Sword, Twin	Craft DC	55	BRP	7500
A twin sword is a double weapon—twin blades extend from either side of a central, short haft, allowing the wielder to attack with graceful but deadly flourishes some even come with a lock to disconnect the two swords for two weapon fighting					

Weapon	3-part staff	Craft DC	55	BRP	5000
Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal length, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.					

Weapon	Tonfa	Craft DC	20	BRP	1000
A monk using a tonfa can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.					

Weapon	Trident	Craft DC	35	BRP	2500
A trident has three metal prongs at end of a 4-foot-long shaft. This weapon can be thrown.					

Weapon	Urgrosh	Craft DC	50	BRP	6000
A urgrosh is a double weapon—an axe head and a spear point on opposite ends of a long haft. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other becomes the off-hand weapon. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.					

Weapon	Vibrosword	Craft DC	130	BRP	7000
A futuristic sword that's blade while sharp vibrates as it cuts doing greater damage to the wounds it makes.					

Weapon	Wakashashi	Craft DC	25	BRP	1500
A small well-crafted dagger like blade. Its short and quick nature make it often the pair to a sword when dual welding					

Weapon	War axe	Craft DC	30	BRP	1000
A war axe has a large, ornate head mounted to a thick handle, making it too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a war axe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.					

Weapon	War hammer	Craft DC	30	BRP	1250
A massive ornate hammer designed for letting the most force behind every blow, It a two handed weapon and is martial, A larger creature can use it one handed					

Weapon	Whip	Craft DC	30	BRP	250
A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15- foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon.					

Weapon	Whip, Barbed	Craft DC	35	BRP	1000
A whip covered in sharp barbs throughout the whole whip so it tears at flesh it rakes across.					

Weapon	Whip, Chain	Craft DC	35	BRP	1250
A Whip made with a fine metal chain, making a stronger and harsher slam to the body					

Weapon	Whip, Dagger	Craft DC	40	BRP	2000
A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.					

Weapon	Whip, Laser	Craft DC	90	BRP	9000
A laser built weapon that bends and moves the whip lashing out fire from on what it hits.					

Weapon	Whip, Plasma	Craft DC	90	BRP	9000
A whip that lashes out a stream of electricity from its case.					

Weapon	Yo-yo	Craft DC	20	BRP	750
A child's toy built into a deadly weapon in properly trained hands.					

Weapon	Zanbato	Craft DC	60	BRP	10,000
A massive sword used to cut down horses and Calvary. The swords blade spans a 2 ½ feet wide and 8 ft long.					

Ranged

Weapon	Blowgun	Craft DC	10	BRP	250
Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.					

Weapon	Boomerang	Craft DC	20	BRP	750
A small Bent stick or cross shaped stick that can be thrown so it attacks its target and returns in the next round to its user.					

Weapon	Bolas	Craft DC	40	BRP	750
A bolas is a pair of weights, connected by a thin rope or cord. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas.					

Weapon	Butterfly knife	Craft DC	35	BRP	1000
A finely crafted and properly weighted throwing knife.					

Weapon	Chakram	Craft DC	35	BRP	1250
The chakram is a throwing disk about 1 foot in diameter, with a sharpened outer rim. A skilled user can cause the blade to return to them after being thrown.					

Weapon	Crossbow, Heavy	Craft DC	35	BRP	1500
You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one handed firing.					

Weapon	Crossbow, Light	Craft DC	35	BRP	1000
You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one handed firing.					

Weapon	Crossbow, Repeating	Craft DC	55	BRP	10,000
The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.					

Weapon	Dart, Thrown	Craft DC	10	BRP	200
A common item in bars and anywhere a dart board could be found for recreation					

Weapon	Dynamite	Craft DC	30	BRP	750
A common and dangerous tool for mining, these thrown weapons can cause serious damage to those around its explosive area. [Volatile] dropping even unlit will cause this weapon to explode.					

Weapon	Frisbee/discus	Craft DC	30	BRP	750
Thought to be a toy of the beach it has been used as a safe way to disarm and even attack people at a distance without creating sever damage to them.					

Weapon	Fuma Shuriken	Craft DC	50	BRP	2000
What looks like four curved daggers is actually a folded in massive shuriken, in its folded form it can be used as a one handed sword, but unfolded it flies through the air as a whirling blade of death.					

Weapon	Gauntlet, spring	Craft DC	40	BRP	5000
This gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible. This ridge of metal hides a spring-loaded mechanism that can expel a needle with great force, akin to a miniscule crossbow. You load the gauntlet by inserting a bolt in the hole and pulling back a hidden lever. Loading the spring loaded gauntlet is a move-equivalent action that provokes an attack of opportunity. You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent—this motion fires the gauntlet. A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting. The Ambidexterity feat lets someone avoid the -4 off-hand penalty.					

Weapon	Hand crossbow	Craft DC	60	BRP	7500
You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.					

Weapon	Javelin	Craft DC	30	BRP	750
A javelin is a thin throwing spear. Since it is not designed for melee, you are treated as non-proficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.					

Weapon	Longbow	Craft DC	20	BRP	1000
At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a Strength bonus, you can apply it to damage rolls when you use a composite longbow (see below), but not when you use a regular longbow.					

Weapon	Longbow, Composite	Craft DC	40	BRP	5000
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow. For purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.					

Weapon	Needle	Craft DC	10	BRP	100
A Large and sharpened metal rod used in skilled hands to be thrown at a target and hit vital spots					

Weapon	Net	Craft DC	20	BRP	1000
<p>A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a Non proficient one to do so.</p>					

Weapon	Short bow	Craft DC	20	BRP	750
<p>A short bow is made up of one piece of wood, about 3 feet in length. You need two hands to use a bow, regardless of its size. You can use a short bow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a short bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite short bow (see below), but not a regular short bow.</p>					

Weapon	Short bow, Composite	Craft DC	35	BRP	2500
<p>You need at least two hands to use a bow, regardless of its size. You can use a composite Short bow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite Short bow requires a Strength modifier of +0 or higher to use with proficiency. A composite short bow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite short bow. For purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite short bow is treated as if it were a short bow.</p>					

Weapon	Shot put	Craft DC	10	BRP	750
<p>Basically a small cannon ball used as sport to be thrown.</p>					

Weapon	Shuriken	Craft DC	15	BRP	500
<p>A shuriken is a small piece of metal with sharpened edges, designed for throwing. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.</p>					

Weapon	Sling	Craft DC	10	BRP	250
<p>A sling is little more than a leather cup attached to a pair of strings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapons were designed for a creature one size category smaller than you and you take a –1 penalty on attack rolls.</p>					

Weapon	Sling shot	Craft DC	20	BRP	750
<p>Thought to be a child's toy, this weapon proves otherwise as it allows for dangerous and sometimes deadly accuracy and its ammo can be a various array of dangers.</p>					

Weapon	Sling staff	Craft DC	40	BRP	1000
<p>Made from a specially designed sling attached to a short club, a half ling sling staff can be used by a proficient wielder to devastating effect. Your Strength modifier applies to damage rolls when you use a half ling sling staff, just as it does for thrown weapons. You can fire, but not load, a sling staff with one hand. Loading a sling staff is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a half ling sling staff, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls. A sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size.</p>					

Firearms

Weapon	AR-15	Craft DC	90	BRP	12,000
<p>A semi-automatic rifle with great accuracy and holding 20 rounds of ammo in a clip that can be increased.</p>					

Weapon	Bazooka	Craft DC	90	BRP	10,000
<p>A small hand held cannon requires a full round to fire. Holds one round.</p>					

Weapon	Blunderbuss	Craft DC	50	BRP	5000
<p>A Small horn shaped powder loaded flintlock pistol, gives one cone sprayed shots. Holds one round.</p>					

Weapon	Colt	Craft DC	55	BRP	7500
<p>The classic Westerner six shooter gun, holds 6 shots</p>					

Weapon	Cryo pistol	Craft DC	105	BRP	75,000
<p>A small strange pistol that shoots out a freeze ray blasting a target in bitter cold, a great weapon for super hero's /villains or futuristic combat when fire or electricity just won't do. Holds 6 rounds</p>					

Weapon	Cryo Rifle	Craft DC	120	BRP	90,000
<p>a more powerful and longer ranged version of the cryo pistol. Holds 10 rounds</p>					

Weapon	Dart Gun	Craft DC	35	BRP	2000
<p>A small one Handed gun that shoots out darts, ether normal or specialized ammo. Holds 1 Round</p>					

Weapon	Dragon Fire	Craft DC	45	BRP	5000
<p>A single use flame thrower, fuel is compacted in a pipe and bursts out a cone of fire, for 4+1d4 rounds. Holds one round, cannot be upgraded for more.</p>					

Weapon	EWP Pistol	Craft DC	80	BRP	25,000
<p>A pistol designed to launch an electronic pulse that does little damage (1/2 to humans) but does normal damage to robots and electronic machines. Holds 6 rounds.</p>					

Weapon	EWP Rifle	Craft DC	90	BRP	40,000
<p>Similar to the EWP Pistol but with greater damage and distance. Holds 4 rounds.</p>					

Weapon	500 Cal	Craft DC	80	BRP	10,000
<p>The largest possible hand gun. The gun requires 16 Strength to not do damage to the user from the kick back of the gun. Holds 6 rounds.</p>					

Weapon	Flame thrower	Craft DC	90	BRP	5000
A gas filled tank leading to a slow or open flame on the end of a stick pumped through and blasted in front of the user, The device is two handed.					

Weapon	Flare Gun	Craft DC	35	BRP	2500
A common gun at sea, not often used as a weapon but its use to signal for help. It can be used to start fires at a great distance as well.					

Weapon	45	Craft DC	70	BRP	9000
A powerful handgun that requires a 13 Strength to prevent damage to the user when fired. Holds 6 rounds.					

Weapon	Gas sprayer	Craft DC	40	BRP	7500
A Hose and pressurized tank filled with any number of types of gasses or drug based gases to be delivered on the battlefield unless the user wants to fall victim its strongly advised they get and use gas mask for themselves. The sprayer can house any potion, poisons, Acid, or some chemical weapons that have a liquid form					

Weapon	Hand Cannon	Craft DC	50	BRP	8000
one of the first pistols Flint lock based it takes 2 rounds to reload. Single shot.					

Weapon	Harpoon gun	Craft DC	60	BRP	5000
The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land. Even with the Exotic Weapon Proficiency (harpoon) feat, creatures smaller than Medium-size take a -2 penalty on their attack rolls due to the harpoon's weight and bulk. If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw against a DC equal to 10 + the damage dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). The harpooned creature can pull the harpoon from its wound if it has two free hands and it takes a full round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A character who succeeds on a Heal check (DC 15) can remove a harpoon without further damage.					

Weapon	Hunting Rifle	Craft DC	60	BRP	7000
A single shot rifle that holds 7 rounds and require the user to pull a lever to release each casing after firing					

Weapon	Laser Pistol	Craft DC	95	BRP	45,000
A small pistol that launches a concentrated blast of heat at massive speed, burning the target it hits. The Pistol holds 12 shots.					

Weapon	Laser Rifle	Craft DC	110	BRP	65,000
A larger version of the pistol, due to its size it has greater range and damage then the pistol, but it can only house 6 shots at a time.					

Weapon	LSAT	Craft DC	85	BRP	9000
A lightweight machine gun often carried by armed forces as a means to clear out targets with a few clips of ammo. The gun holds 100 rounds of ammo at a time.					

Weapon	M60	Craft DC	80	BRP	8000
A small submachine gun, used to spray the targets with a collection of bullets. The gun holds 30 rounds of ammo at a time.					

Weapon	Magnum	Craft DC	75	BRP	7500
One of the most powerful handguns available, its forceful blow causes weaker users (STR 10 or lower) to take subdual damage (1/2 that of the damage done with the gun) when using the gun. The gun holds 6 rounds.					

Weapon	Mini Gatling	Craft DC	75	BRP	50,000
A small Repeating rifle that can be carried but takes a full round action to stop and setup before using, and one action to pick up and move.					

Weapon	Musket, Flint	Craft DC	50	BRP	5000
A simple made Gun that is easy to make and repair. Takes a Full round action to reload a Musket. Unlike other guns it only has one type of ammo.					

Weapon	Net launcher	Craft DC	55	BRP	7000
A large rifle like gun that launches a large net at a target instead of throwing it at a target over a great distance. The gun is single shot and one shot with no way to increase the load rate of the gun.					

Weapon	Pin Musket	Craft DC	55	BRP	6000
Similar to the Flint Musket only it takes less time to reload between rounds the system is single shot.					

Weapon	Pistol Flint	Craft DC	55	BRP	4000
A single shot black powder pistol that is fired by a slow burning match hitting the powder.					

Weapon	Pistol 9mm	Craft DC	60	BRP	7500
A small single shot gun used to fire at a close distance. One Handed. Holds a 15 shot clip of ammo.					

Weapon	Pistol Pin load	Craft DC	50	BRP	4500
A simple single shot pistol with a pin firing system.					

Weapon	Pistol .22cal	Craft DC	55	BRP	6000
A small single shot, gun used to fire at a close distance. One handed. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.					

Weapon	Plasma Pistol	Craft DC	80	BRP	12,000
A small gun that fires blasts of electrical energy at a target, shocking the target on impact. The pistol holds up to 10 charges at a time.					

Weapon	Plasma Rifle	Craft DC	100	BRP	15,000
A rifle that is similar to the plasma pistol, only it does greater damage and has greater distance, but can only hold 5 charges at a time.					

Weapon	Pulse pistol	Craft DC	80	BRP	10,000
A small gun that unleashes a burst of sonic energy at such force it can crush a target with pure sound. The sonic properties of this gun allow the user to ignore some of a targets ADS score. The pistol holds up to 10 charges at a time.					

Siege

Weapon	Ampho	Craft DC	75	BRP	3000 per 1 pound
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A highly effective powder that once lit can melt through metal at intense heat in larger collections it acts like a more powerful version of dynamite but do to its powdery form it must be a placed charge.

Weapon	Battering Ram	Craft DC	5	BRP	100
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A large and heavy wooden or metal bar used by one or more people to bash open doors. Counts as a two handed club in melee terms.

Weapon	Ballista	Craft DC	35	BRP	15,000
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A crank operated crossbow that can quickly be reloaded and fired. But it's not limited to just crossbow bolts, as some Ballista's can be adapted to fire rocks and shot puts as well.

Weapon	C4 Brick	Craft DC	70	BRP	5000
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less volatile clay like brick of explosive that can be shaped to form. The explosive needs electronic triggers to set it off or can explode when shot with a fire arm.

Weapon	Catapult	Craft DC	15	BRP	15,000
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A large Wooden Structure that swings and tosses a stone or some other device upon a target from above.

Weapon	Cannon	Craft DC	20	BRP	30,000
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A massive gun placed upon the ground or rolled about by carts that blast a target with a giant metal ball.

Weapon	Cannon Small	Craft DC	25	BRP	30,000
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A more compact gun placed upon the ground or rolled about by carts that blast a target with a metal ball.

Weapon	Detonation Cord	Craft DC	50	BRP	7500
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A cord of safely controlled explosive that can be cut and taped to form around the place the player wants and can safely be lit. While the explosion isn't as big its placement is set perfectly to get the best damage to where it needs to be.

Weapon	EWP Cannon	Craft DC	120	BRP	150,000
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A massive cannon that on impact stands with two fold damage, the first level does small damage through the force of impact that effects all with bludgeoning force, the second stage is electronic magnetic pulse that damages robotics and electronics at greater amounts than it does to living targets.

Weapon	EMP Missile	Craft DC	80	BRP	250,000
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A missile launched to explode over an area and release a powerful magnetic pulse breaking down all electronics within a given area that is not properly shielded from EMPs.

Weapon	Fission Cannon	Craft DC	130	BRP	1,000,000
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A cannon that fires massively intense heat and radiation at a target doing sever damage to a target.

Weapon	Gatling Gun	Craft DC	45	BRP	10,000
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A small place able repeating cranked machine gun, that spreads a wave of bullets across an area.

Weapon	Laser Cannon	Craft DC	70	BRP	500,000
A large cannon that sends out a blast of sudden burning heat, the heat is so intense that it burns a hole through the target.					

Weapon	M2	Craft DC	60	BRP	300,000
A Large mounted machine gun that holds and fire countless numbers of rounds of ammo at a target. Due to the high rate of fire the gun strikes in a line, the player can take the gun and move it strafing people as it fires.					

Weapon	Mini gun	Craft DC	70	BRP	75,000
A large belt loaded machine gun that can fire streams of bullets at a target.					

Weapon	Plasma Cannon	Craft DC	95	BRP	400,000
A Large cannon that unleashes a powerful burst of electricity at the target exploding pure electricity.					

Weapon	Pulse Cannon	Craft DC	85	BRP	250,000
A large gun that fires a blast of pure sonic force that compressed and bursts the target it hits. The blast being sonic ignores a small amount of ADS of the targets it hits.					

Weapon	Rail gun	Craft DC	90	BRP	1,000,000
A Cannon that builds up and vibrates anything placed within before launching it beyond the speed of sound making the objects velocity thrust through at target tearing it apart in its wake.					

Weapon	S.F.M. (Shoulder Fired Missile)	Craft DC	65	BRP	80,000
A single use small and moveable missile that a person can fire from a standing position and move away quickly. Perfect for taking on military vehicles and getting away quickly after firing. These are single use weapons.					

Weapon	Siege Cannon	Craft DC	40	BRP	50,000
A massive cannon designed to blow away massive ships or city walls, the most powerful of the normal ammo loading firearms, the siege cannons massive force proves to be a dangerous threat to all in its sights					

Weapon	Siege Crossbow	Craft DC	25	BRP	45,000
A massive machine cranked crossbow, which launches a tree sized bolt at a target.					

Weapon	Sonic Disruptor	Craft DC	80	BRP	300,000
A massive subdual weapon that can cause sonic vibrations in targets causing them to double over in pain dropping to the ground. The weapon doesn't do physical lasting damage, and is a popular weapon of advanced police forces					

Weapon	Trebuchet	Craft DC	25	BRP	50,000
A large Machine built to launch a series of large crossbow bolts at a target					

Weapon	Wa'cha	Craft DC	55	BRP	20,000
A collection of several arrows with rockets, and explosives after the fuse goes off all the arrows rain down on one area.					

Weapon	Vibro cannon	Craft DC	115	BRP	350,000
This massive gun unleashes the a massive sonic wave that tears apart a target from the inside. Since the weapon does sonic damage the weapon ignores a small amount of ADS of the Target.					

Ammo

Ammo	Arrow	Craft DC	10	BRP	50
A normal arrow					

Ammo	Arrow, Barbed	Craft DC	15	BRP	100
A arrow that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm					

Ammo	Arrow, blunt	Craft DC	20	BRP	100
An arrow with a blunt end that does non-lethal damage to its target.					

Ammo	Arrow, chemical	Craft DC	40	BRP	200
An arrow built to carry and dose its target with a poison, potion, drug or chemical.					

Ammo	Arrow, Chi	Craft DC	50	BRP	250
An arrow that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					

Ammo	Arrow, Exploding	Craft DC	30	BRP	500
An arrow designed to carry explosives with it to explode in moments of impact doing +3d6 Damage					

Ammo	Arrow, Net	Craft DC	50	BRP	500
An arrow that upon hitting a target releases a net around a target entangling them with a DC 20 Reflex to avoid, 40 Escape Artist to get out					

Ammo	Arrow, Magic Spell	Craft DC	50	BRP	20,000
An arrow that once hitting releases a magic spell placed inside					

Ammo	Arrow, Trap	Craft DC	40	BRP	100
An Arrow that carries and releases a clamp based trap upon impact					

Ammo	Bolts	Craft DC	15	BRP	50
A normal crossbow bolt					

Ammo	Bolts, Barbed	Craft DC	25	BRP	150
A bolt that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm					

Ammo	Bolts, Blunt	Craft DC	40	BRP	150
A bolt with a blunt end that does non-lethal damage to its target					

Ammo	Bolts, Chemical	Craft DC	55	BRP	300
A bolt built to carry and dose its target with a poison, potion, drug or chemical.					

Ammo	Bolts, Chi	Craft DC	60	BRP	500
A bolt that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					

Ammo	Bolts, Exploding	Craft DC	75	BRP	750
A bolt designed to carry explosives with it to explode in moments of impact doing +3d6 Damage					

Ammo	Bolt, Net	Craft DC	50	BRP	1000
An bolt that upon hitting a target releases a net around a target entangling them with a DC 20 Reflex to avoid, 40 Escape Artist to get out					
Ammo	Bolt, Magic Spell	Craft DC	50	BRP	20,000
A bolt once hitting releases a magic spell placed inside					
Ammo	Bullet, Pistol	Craft DC	20	BRP	100
A normal bullet for a pistol					
Ammo	Bullet, Pistol Armor Piercing	Craft DC	45	BRP	500
A stronger and faster moving bullet that gets through 1 point of DR, changes attack from bashing to piercing which improves the critical range by double					
Ammo	Bullet, Pistol Chemical	Craft DC	65	BRP	1000
A Bullet with a liquid or gas filled section that releases on impact					
Ammo	Bullet, Pistol Chi	Craft DC	75	BRP	1500
A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Bullet, Pistol Hallow Point	Craft DC	55	BRP	500
A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel					
Ammo	Bullet, Pistol Rubber	Craft DC	40	BRP	250
A bullet that does Sub-dual damage instead of lethal					
Ammo	Bullet, Pistol Magic Spell	Craft DC	60	BRP	50,000
A bullet that once hitting releases a magic spell placed inside					
Ammo	Bullet, Rifle	Craft DC	20	BRP	100
A normal bullet for a rifle					
Ammo	Bullet, Rifle Armor Piercing	Craft DC	45	BRP	500
A stronger and faster moving bullet that gets through 1 point of DR, changes attack from bashing to piercing which improves the critical range by double					
Ammo	Bullet, Rifle Chemical	Craft DC	65	BRP	1000
A Bullet with a liquid or gas filled section that releases on impact					
Ammo	Bullet Rifle, Chi	Craft DC	75	BRP	1500
A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Bullet, Rifle Hallow Point	Craft DC	55	BRP	500
A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel					
Ammo	Bullet, Rifle Rubber	Craft DC	40	BRP	250
A bullet that does Sub-dual damage instead of lethal					

Ammo	Bullet, Rifle Magic Spell	Craft DC	60	BRP	50,000
A bullet that once hitting releases a magic spell placed inside					
Ammo	Bullets, sling	Craft DC	5	BRP	10
A small round polished rock used within a sling					
Ammo	Bullets, Sling Chemical	Craft DC	25	BRP	250
A small glass container that looks like a marble that cracks and releases a chemical on impact					
Ammo	Bullet, Sling Chi	Craft DC	40	BRP	500
A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Bullets, Sling Shot	Craft DC	5	BRP	10
A small round polished rock or metal ball bearing					
Ammo	Bullets, Sling Shot Barbed	Craft DC	20	BRP	100
A spiked ball bearing that can stick into its target doing 1 point of damage over time					
Ammo	Bullets, Sling Shot Chemical	Craft DC	25	BRP	250
A small glass container that looks like a marble that cracks and releases a chemical on impact					
Ammo	Bullet, Sling Shot Chi	Craft DC	40	BRP	500
A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Bullets, Sling Shot Explosive	Craft DC	40	BRP	500
A small explosive compound put together that on impact explodes doing +2d6 Damage					
Ammo	Darts, blowgun	Craft DC	10	BRP	100
A small dart used to be blown at the enemy with a blow gun					
Ammo	Darts, blowgun Chemical	Craft DC	30	BRP	200
A dart with an injection system to deliver poison drugs or chemicals on impact					
Ammo	Darts, blowgun Chi	Craft DC	45	BRP	500
A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Darts, Dart Gun	Craft DC	15	BRP	100
A small dart used to ether be thrown or shot from a dart gun					
Ammo	Darts, Dart Gun Chemical	Craft DC	30	BRP	200
A dart with an injection system to deliver poison drugs or chemicals on impact					
Ammo	Darts, Dart Gun Chi	Craft DC	45	BRP	500
A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Darts, Dart Gun Explosive	Craft DC	50	BRP	750
A dart that on impact can be triggered to explode. Doing more damage to a target, explosion does an additional +1d6 bashing					

Ammo	Shell, Cannon	Craft DC	20	BRP	300
A simple cannon shell designed to explode on impact.					
Ammo	Shell, Cannon, Chain	Craft DC	25	BRP	500
A cannon shell designed to burst open and unleash chains that swing and tear at targets in their path making the damage from the cannon go from bashing to slashing.					
Ammo	Shell, Cannon, Chi	Craft DC	50	BRP	20,000
A cannon shell designed to unleash a technique or raw chi out from the explosion.					
Ammo	Shell, Cannon, Explosive	Craft DC	30	BRP	1000
A cannon shell designed to have a more explosive impact spreading its damage to an area of 30ft, players in the area can make Reflex saves DC 17 to take half damage.					
Ammo	Shell, Cannon, Fragmental	Craft DC	25	BRP	500
A cannon shell designed to break apart and spread its damage across a coned area of 60' players in the path can make a reflex roll DC 17 to take half damage.					
Ammo	Shell, Cannon, Fire	Craft DC	30	BRP	1000
A shell designed to explode into a fire covering an area of 30ft, the players in the area can make a reflex save DC 17 to avoid damage.					
Ammo	Shell, Cannon Firework Small	Craft DC	10	BRP	200
A small shell fired off to explode into a small yet colorful explosive burst, while the damage is cut in half its bright light and colors help light up an area of 2000 ft and signal others.					
Ammo	Shell, Cannon Firework Large	Craft DC	25	BRP	500
A large shell fired off to explode into a small yet colorful explosive burst, the burst gives off a bright light and colors help light up an area of 5000 ft and signal others.					
Ammo	Shell, Cannon, Gas	Craft DC	60	BRP	3000
A cannon shell designed on impact to unleash gas across a 60ft area					
Ammo	Shell, Cannon, Magic	Craft DC		BRP	10,000
A cannon Shell designed on impact to unleash a powerful magical spell					
Ammo	Shell, Cannon, Net	Craft DC	40	BRP	750
A cannon shell designed to explode in the air launching a collection of nets to capture those in their path. DC 25 to avoid and 45 to escape the net. Each shell unleashes 8 nets.					
Ammo	Shell, Cannon, Shockwave	Craft DC	40	BRP	7,500
A cannon shell that is designed upon impact to create a massive sonic burst that trips those in a area that do not pass a DC 17 Reflex roll on top of normal damage.					
Ammo	Shell, Shot gun	Craft DC	30	BRP	200
A shot that sprays several bullets in a 60 ft cone					
Ammo	Shell, Shot gun Bean Bag	Craft DC	45	BRP	750
Causes Non-lethal damage instead of normal damage					
Ammo	Shell, Shot Gun Net	Craft DC	40	BRP	5000
A shell that once hitting releases a net entangling the target DC 25 Reflex, 45 Escape Artist					

Ammo	Shell, Shot Gun Seastone Net	Craft DC	60	BRP	50,000
A shell that once hitting releases a magic spell placed inside and a net that entangles a Fruit user causes their powers to not work and be effected by exhaustion. DC 25 Reflex, 45 Escape Artist					

Ammo	Shell, Shot Gun Shock	Craft DC	40	BRP	10,000
A shell that once hitting releases an electrical charge shocking the target into a stun for 1d6 rounds, Resistance save DC 25					

Ammo	Shell, Shot gun Slug	Craft DC	35	BRP	250
A heavy shot bullet causing the shotgun to shoot one powerful shot that can cut through 2/DR					

Gernades

Grenade	Blinding	Craft DC	50	BRP	5000
A ball filled with Pepper gas used to blind and choke a group of people for a longer time then the Flash Grenade. Resistance Save DC 25 vs Blindness 1d4 minutes, Resistance saves DC 15 vs. Prone					

Grenade	Chi	Craft DC	80	BRP	40,000
A grenade designed to house a chi technique within that upon exploding releases the technique in the explosive area.					

Grenade	Flash	Craft DC	30	BRP	2000
A ball that can explode in a massive bright flash causing all in its 30' radius to make a Resistance save DC 15 vs blindness for 1d4 rounds					

Grenade	Freeze	Craft DC	50	BRP	3000
A canister that holds a collection of Dry Ice inside and upon explosion launches the dry ice doing 6d6 Ice Damage					

Grenade	Gas	Craft DC	40	BRP	2500
A canister that explodes a gaseous chemical quickly in a 30ft radius					

Grenade	Glue	Craft DC	30	BRP	2000
A Grenade filled with a strong stick substance that upon explosion creates an area of stickiness DC 20 Reflex vs. can't move					

Grenade	Net	Craft DC	50	BRP	3000
A Grenade that upon explosion launches a net entangling all in the area DC 20 Reflex to avoid, DC 30 Escape Artist to escape the net.					

Grenade	Phosphorous	Craft DC	80	BRP	7500
A canister that fires off phosphorous and ignites it in one go doing massive fire damage of 6d6 to a 30ft radius					

Grenade	Poison	Craft DC	50	BRP	4000
A canister that upon being thrown explodes and releases a poisonous gas, The DC of the gas is based on the poison type and may increase the crafting DC and cost of the grenade					

Grenade	Shrapnel	Craft DC	60	BRP	6000
an Explosive grenade designed to send Metal or other shrapnel in a given area. The explosive is ½ that of a normal grenade but makes up for it with a larger radius that launches metal fragments in a 60 ft Radius Medical DC 30 damage is Piercing causes Bleeding damage.					
Grenade	Sleep	Craft DC	60	BRP	5000
a grenade filled with sleeping gas, upon its landing it releases the gas causing all in the area to make a DC 20 Resistance vs. Sleep save. Those that only pass the save by 5 become exhausted					
Grenade	Smoke	Craft DC	40	BRP	2500
A canister that explodes and brings up a cloud of obscuring smoke that grants both cover and prevents others from seeing in or out, it also can be used to signal a party in a distance. Area of 30ft radius					
Grenade	Shock	Craft DC	60	BRP	4000
A canister that explodes in an electrical discharge doing 6d6 in a 30'ft area					
Grenade	Sonic	Craft DC	60	BRP	5000
A canister that upon exploding releases a loud sonic boom that does 3d6 to a 30 ft area and requires a DC 15 Resistance save vs Deafness that lasts 1d6+1 rounds					
Grenade	Spell	Craft DC	80	BRP	40,000
A grenade designed to house a magical spell within that upon exploding releases the spell in the explosive area.					
Grenade	Water	Craft DC	20	BRP	2000
A Canister that upon being thrown explodes and bursts releasing a collection of water, this dowses 10 ft area of fire.					

Weapon Add-ons - a listing of weapon upgrade that effect how the weapon is used or seen by others

Add-on	Drilled Barrel	Craft DC	70	BRP	20,000
Grants any bullet when shot from this gun to do +5 damage at risk of destroying the gun (on the roll of a 1 Gun jams with a 25% chance of exploding)					
Add-on	Chamber	Craft DC	50	BRP	10,000
Grants any gun to shoot up to 6 rounds on pistols, 6 on shot guns and 8 on rifles					
Add-on	Chemically Treated Blade	Craft DC	45	BRP	1000
Blade has been (and may still be soaked) within a poison, Chemical or drug adding effects to the weapon					
Add-on	Clip	Craft DC	60	BRP	20,000
Grants any gun to shoot up to 10 rounds on pistols and 20 on rifles					
Add-on	Double Barrel	Craft DC	50	BRP	30,000
A second barrel to a weapon lets two shots get fired at once at one target at the same Attack roll.					
Add-on	Dry Cap	Craft DC	20	BRP	3000
Keeps the weapon dry and unaffected by the effects of water and weather on the weapon.					
Add-on	Firing Pin	Craft DC	20	BRP	3000
Converts Flintlock based weapons to pin based weapons.					
Add-on	Gun Rack	Craft DC	10	BRP	1000
Houses weapons on vehicles or buildings close by ready to fire counts as quick draw feat when nearby.					
Add-on	Hair Trigger	Craft DC	40	BRP	2000
Grants the ranged weapon a quick shot feature similar to the feat only dedicated to this weapon					
Add-on	Holster	Craft DC	20	BRP	1000
Grants the player the quick draw feat with the pistol loaded in it (only pistols or single handed ranged weapons)					
Add-on	Jagged Blade	Craft DC	55	BRP	5000
Causes a blade to do extra damage of +2 to its target as the blade now acts like a saw tearing at flesh and bone doing a DC 15 Medical check wounds. Only those that truly wish to make their targets suffer use this blade.					
Add-on	Jeweled Handle	Craft DC	40	BRP	10,000
Grants a +4 to Reputation roles, Player gains Marked defect till handled item is lost sold or removed					
Add-on	Inferred scope	Craft DC	75	BRP	50,000
Grants the weapon user the ability of Heat vision 200 ft. Letting them see targets behind most cover.					
Add-on	Laser Sight	Craft DC	50	BRP	10,000
Grants a +2 to hit on a ranged weapon covers 200ft range.					

Add-on	Lengthen Reach	Craft DC	DC 40	BRP	BRP x2 cost of weapon
Grants +5ft reach to the weapon, Melee only					

Add-on	Night Scope	Craft DC	60	BRP	20,000
Grants the weapon user dark vision 200ft while looking down the weapons site.					

Add-on	Powder Horn	Craft DC	15	BRP	200
Grants rapid reload with any flintlock pistol cutting the load time in half.					

Add-on	Repair Kit	Craft DC	30	BRP	5000
Helps restore and maintain a weapon or firearm. +20 Repair per use. Each kit holds 10 uses.					

Add-on	Scope	Craft DC	55	BRP	5000
Grants +50 ft on ranged weapon scope is attached					

Add-on	Sheath	Craft DC	25	BRP	2000
Can be used as secondary weapon equal to sword in bashing damage.					

Add-on	Slide	Craft DC	70	BRP	10,000
Grants a Gun/Crossbow Rapid reload feat (Only on that gun/ Crossbow)					

Add-on	Silencer	Craft DC	80	BRP	10,000
grants a gun its attached to silenced making no noise and allowing it to sneak attack with the weapon.					

Add-on	Armor Spikes	Craft DC	35	BRP	500
You can have spikes added to your armor, which allow you to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.) An enhancement bonus to a suit of armor does not improve the spikes' effectiveness.					

Add-on	Shield Spikes	Craft DC	25	BRP	500
These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack. An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.					

Add-on	Chi Flow	Craft DC	45	BRP	2000
This lets the wielder to infuse their weapon with chi granting it to do greater damage. Chi cost is 5 chi for a x2 damage from the weapon this included doubling the damage after a critical is scored					

Add-on	Lacrima	Craft DC	45	BRP	2000
Adding Lacrima crystal lets the player channel spells through their weapon.					

Add-on	Sea Stone Tip	Craft DC	45	BRP	2000
Adding Sea stone tip to the weapon, both allows the player to hit and stop, devil fruit based powers with a hit.					

Firearm types and what they mean

In addition to a firearms normal stats they also have a listing as follows Ancient, Revolutionary, Modern, Futuristic. Each category is based on the type of campaign setting is occurring, thus a fantasy game in medieval times is not likely to find a bazooka lying around. Likely blunderbusses are less likely to be found in a Futuristic campaign. But on top of the campaign setting the type determines certain issues and functions of the weapons.

Ancient – Requires gunpowder, ball and takes a full action to reload, failed rolls cause the player to roll the damage and the weapon takes the damage. The weapons have an HP of 20 and cannot be repaired, if the damage goes beyond the guns HP the player takes the damage as well, as the weapon explodes. No advancements other than scope can be added to weapon. Benefit low DC to craft weapon and ammo. These guns are really easy to build and reproduce provided one has the materials

Revolutionary – Requires gun powder and bullet, full round to reload for flintlock based ones, there are more advanced pin released which use modern bullets making reloading a standard action and rarer drum loaded guns granting six shots with a full round reload. The two types in this category have two different results in failures made with them. The flintlock on the roll of a one is a dud, or if the gun is damaged and/or in poor shape it can explode like the ancient ones. The Pin guns on a 1 gets jammed and requires a full round action to unjam. If the player does not unjam the gun the next shot will automatically damage the gun and possibly harm the player, all revolution made guns have an HP of 10.

Modern – Weapons of the modern era, These guns are powerful but have a tendency to jam easily. They require constant attention after use. But these guns are far better made and have a HP of 20.

Futuristic – Weapons of the future, these weapons can pull of amazing things and sometimes carry different forms of ammo if any ammo at all. These weapons on failures tend to shut down or die and need attention after prolonged use.

Weapon Abilities

A player can add abilities to weapons by using the Tier ability. The Weapons bonus mod limits the level the player can add to the weapon and a weapon can hold no more than 3 abilities at once totaling the max bonus the weapon has thus a +5 weapon can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima or chi is used to infuse magic into a weapon and is required to do magic based damage but they do not count towards the weapons abilities. Weapons can hold no more than three dials as well.

Level 1 (requires +1 weapon minimum)

Ability	<i>Binding</i>	Weapon Bonus Level Needed	+1
Weapon can grapple target at a +5 of the user skill			
Ability	<i>Eagar</i>	Weapon Bonus Level Needed	+1
Weapon is quick and ready for battle +2 Initiatives			
Ability	<i>Fortune</i>	Weapon Bonus Level Needed	+1
Weapon grants a +1 on all saves			
Ability	<i>Harmony</i>	Weapon Bonus Level Needed	+1
Players flaking with weapon gain a bonus of +4 instead of +2 normally			
Ability	<i>Focus</i>	Weapon Bonus Level Needed	+1
A monk can perform their class skill by using their element through this weapon			
Ability	<i>Bane</i>	Weapon Bonus Level Needed	+1
grants a +2 to rolls in dealing with a set target of the weapon			
Ability	<i>Keen</i>	Weapon Bonus Level Needed	+1
Critical range is doubled (x2 becomes 19-20, 19-20 becomes 18 -20, 18-20 becomes 16-20)			
Ability	<i>Defending</i>	Weapon Bonus Level Needed	+1
Weapon grants a bonus equal to weapon bonus in PS score			
Ability	<i>Mighty Cleaving</i>	Weapon Bonus Level Needed	+1
On a successful cleave that drops a target player can make a new cleave on a new target within 5 ft			
Ability	<i>Throwing</i>	Weapon Bonus Level Needed	+1
melee weapon can be thrown for 30ft			

Level 2 (requires +2 weapon minimum)

Ability	<i>Fierce</i>	Weapon Bonus Level Needed	+2
Weapon lets the player add DEX bonus to damage rolls			
Ability	<i>Corrosive</i>	Weapon Bonus Level Needed	+2
Weapon is tainted in acidic nature doing +1d6 damage			
Ability	<i>Quick Loading</i>	Weapon Bonus Level Needed	+2
Weapon can be reloaded in a lesser action then normal			
Ability	<i>Glimmer</i>	Weapon Bonus Level Needed	+2
Weapon has a prosperous glow to it acting as a touch, it can release a blinding flash DC (10+1/2 craft makers level) 1/per day			
Ability	<i>Singing</i>	Weapon Bonus Level Needed	+2
Weapon can perform a bardic performance of the users letting the player to perform one on their own or doing other actions			
Ability	<i>Merciful</i>	Weapon Bonus Level Needed	+2
Weapon does an additional +1d6 damage but all damage is sub dual.			
Ability	<i>Seeking</i>	Weapon Bonus Level Needed	+2
Weapon remove miss chance created by cover or displacement			
Ability	<i>Screaming</i>	Weapon Bonus Level Needed	+2
Weapon creates a disruption of bardic boosts by countering them at a DC of ½ the wielders level +10			

Level 3 (requires +3 weapon minimum)

Ability	<i>Extending</i>	Weapon Bonus Level Needed	+3
Weapons reach can be increased or decreased by ¼ the character level x5 ft			
Ability	<i>Stunning</i>	Weapon Bonus Level Needed	+3
Weapon upon hitting causes target to make Resistance save DC ½ user level +10 vs Stun			
Ability	<i>Resilient</i>	Weapon Bonus Level Needed	+3
Weapon is strong vs. corrosive attacks on it, +10 on Weapon Resistance save			
Ability	<i>Burst</i>	Weapon Bonus Level Needed	+3
Weapon releases a forceful burst on its strikes doing +1d8 damage, and on a critical, that damage increase by +2d8 [note the damage is straight force dial burst would be stacked on this]			
Ability	<i>Greater Cleave</i>	Weapon Bonus Level Needed	+3
Upon a successful cleave the player can keep making cleave attempts on targets till they fail to defeat a target			
Ability	<i>Returning</i>	Weapon Bonus Level Needed	+3
Thrown weapons return to the user in the next round from when they are thrown			
Ability	<i>Speed</i>	Weapon Bonus Level Needed	+3
Weapon boosts users speed by 30 ft, +2 on reflex rolls and grants an extra attack			

Level 4 (requires +4 weapon minimum)

Ability	<i>Wounding</i>	Weapon Bonus Level Needed	+4
Weapon does on critical +1d4 END damage			
Ability	<i>Knock back</i>	Weapon Bonus Level Needed	+4
Weapon attacks causes the target to make Resistance save (10 +1/2 player level) vs. begin pushed back 10 ft			
Ability	<i>Vicious</i>	Weapon Bonus Level Needed	+4
Weapon does +2d6 to target and 1d6 to user on successful strikes, damage to user is not multiplied on a critical hit but is on the target.			
Ability	<i>Chi Storing</i>	Weapon Bonus Level Needed	+4
Weapon can hold a Martial Artist technique, to be released at will by the user by infusing it with the chi at any point in the past, once used it needs to be recharged to use again			
Ability	<i>Mana Storing</i>	Weapon Bonus Level Needed	+4
Weapon can hold 50 Mana for the user to regain lost or used Mana			

Level 5 (requires +5 weapon minimum)

Ability	<i>Energy Aura</i>	Weapon Bonus Level Needed	+5
Weapon is infused with elemental properties, damage is elemental based instead of the set Bashing, Piercing or slashing also adds +1d6 (not including dials)			
Ability	<i>Force</i>	Weapon Bonus Level Needed	+5
Weapon release a powerful force of will doing +1d6 Force damage per user Will Bonus Score			
Ability	<i>Phantom strike</i>	Weapon Bonus Level Needed	+5
Weapon can launch a ranged touch strike of force at a distance of 60 doing the same affect and damage as if the weapon is hitting the target normally			
Ability	<i>Storm</i>	Weapon Bonus Level Needed	+5
a thrown or shoot weapon with this multiples the amount of attacks to a area doing x3 damage to a group in a 30ft area within the weapons range			
Ability	<i>Vorpal</i>	Weapon Bonus Level Needed	+5
Weapon on a successful critical severs the body of the target (GM rolls body part) depending on circumstances this could instantly kill the target with the blow.			

Curses

Weapons in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed weapons, its more often a player will find a cursed weapon in time. Once in their possession a player cannot get rid of a cursed weapon without passing it off to another (unless otherwise stated) Weapon curses are as follows.

Clumsy

Player has a high chance of dropping the weapon (on rolls of 1 – 3 of the to hit) a player will drop, or toss their weapon aside

Klutz

Players with this weapon are prone to fail at reflex rolls -5 to reflex

Sick

Players with this weapon are prone to disease poisons and other weaknesses that come from a lower Resistance – 5 to Resistance.

Weak

Players with this weapon are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted

Players with this weapon have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Blood seeker

Weapon seeks battle and when used will cause player to attack the nearest target till the target or they are defeated

Otaku

Weapon causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver

Weapon talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid

Weapon weakens the players Will -5 to will

Gaudy

Weapon look is horrible and causes the player to be pointed and laughed at -10 to social rolls

Blood Drinker

Weapon requires an amount of Hp from the user to do damage.

Chi Drinker

Weapon requires an amount of chi from the user to do damage

Cupid's Curse

Weapon causes user to make a save vs. being charmed by target they are attacking

Sync Damage

Weapon user must make a Will save (GM determines feels the damage they deal)

Reverb

Weapon does a small amount of damage back (1d6) to user upon doing damage to others

Heavy

Weapon weights at least 2 times as much as it normally would

Ugly Stick

Weapon causes the players Charisma a hit (set amount determined by GM)

Shrimp

Character shrinks down one Size category

Gender Switch

Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change

Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss

Hair grows at 6 inches a day or character loses all hair

Unskilled

Weapon actually grants a negative to aiding in a set skill

Big Spender

Weapon compels the player to give away or spend more money on purchasing items

Hunger

Weapon causes user to eat double their amount of food needed a day

Drowsy

Weapon causes user to sleep twice as long needing 16 hours rest.

Cold Storage

Weapon gives off cold making area around it 20% cooler

Hot Storage

Weapon gives off heat making area around it 20% warmer

Racist

The Weapon causes the player to change their race

Vulgar

The Weapon is sentient and likes to insult those around the wielder

Repulsion

Player causes others to make a DC 15 Will save verses a desire to get away from the player

Strange

The Weapon creates an odd effect when used, such as giving off noise or unleashing rose petals

Sticky

Weapon causes the players skin to be covered in a sticky sap requiring a DC 12 Reflex during tasks to avoid having stuff stuck to them, randomly

Slick

Weapon causes the players skin to be slippery in oil requiring them to make a DC 12 Reflex to hold onto an item / weapon, Randomly

Perverted

The Weapon causes the player to act perverted in some way unless they pass a Will save DC 15, Randomly

Foot In Mouth

The Weapon causes the player to say random insulting things to others unless they pass a DC 15 Will Save, Randomly

Stuck

The Weapon is stuck to the player and cannot be removed till the curse is removed

Skill Block

The Weapon makes one skill completely unusable

Defective

The Weapon places one random defect choice to the player, until the curse is removed

Magic Drinker

Player Must use up a small portion of mana to use the weapon

Envious

Player needs make a DC 15 Will save verses a desire to want what other have and take them by force if they have to

Attraction

Player causes others to make a DC 15 Will save verses a desire to be with the player

Confusion

The player can randomly suffer from Confusion effect on them.

Unfortunate

The player will lose 1/4 money randomly till curse is removed

Bad Taste

Player must make a Resistance Save during each meal vs. getting sick (Nausea effect) the effect lasts for 2 game hours but reoccurs after every meal.

Armor

Armor

(Note 1 when wearing armor you lose you Defense Bonus with out gaining the feat "We Need some Protection")

(Note 2 Skill Failure is the increase on the DC of skills that require free movement while wearing this armor. The Skills are Acrobatics, Climb, Escape Artist, Jump and Swim)

Armor				
Type	Bonus	Max DEX Bonus	Skill Fail	Weight
<i>Light Armor (Bone, Wood, and Bark, Armor cuts movement in half)</i>				
Padded	+1	8	0	10 lbs.
Reed	+1	5	10	5 lbs.
Leather Jacket	+1	6	n/a	5 lbs.
Leather Armor	+2	6	10	15 lbs.
Cord	+2	5	5	15 lbs.
Flak Jacket	+3	5	0	10 lbs.
Studded Leather	+3	5	15	20 lbs.
Bone	+3	4	15	20 lbs.
Wood	+3	4	15	15 lbs.
Chain Shirt	+4	4	20	25 lbs.
Bark	+2	5	15	15 lbs.
Bullet Proof Vest	+4	4	20	20 lbs.
<i>Medium (all armor minus, Shell, Hide and Ring cut movement in half)</i>				
Shell	+3	3	20	20 lbs.
Hide	+4	4	20	25 lbs.
Ring	+4	4	30	35 lbs.
Scale Mail	+5	3	25	30 lbs.
Chain Mail	+6	2	30	40 lbs.
Breast Plate	+6	3	25	30 lbs.
Samurai	+5	3	20	30 lbs.
Sports Armor	+6	4	25	20 lbs.
<i>Heavy (All armor cuts movement in half)</i>				
Splint Mail	+7	0	40	45 lbs.
Banded Mail	+7	1	35	35 lbs.
Half Plate	+8	0	40	50 lbs.
Full Plate	+9	-1	50	75 lbs.
Explosives Suit	+9	-2	50	50 lbs.
<i>Shields (Applies to players PS not ADS, Tower and Riot cut movement in half)</i>				
Buckler	+1	n/a	5	5 lbs.
Light Wood	+1	n/a	5	5 lbs.
Light Metal	+1	n/a	5	6 lbs.
Heavy Wood	+2	n/a	15	10 lbs.
Heavy Metal	+2	n/a	15	15 lbs.
Tower	+4	n/a	50	45 lbs.
Riot	+4	n/a	50	20 lbs.
Electronic Shields	+4	n/a	0	5 lbs.

Armor	Padded	Craft DC	20	BRP	5000
Little more than heavy, quilted cloth, this armor provides only the most basic protection.					

Armor	Reed	Craft DC	30	BRP	5000
Reed armor is the poor soldier's last resort. Tightly woven reeds cover the entire body, offering slightly more protection than normal clothes, although the reed is bulky and loud. The main advantage of reed armor is its low cost and light weight. Clever armor smiths sometimes weave thorns into the reeds, effectively creating spiked armor.					

Armor	Leather Jacket	Craft DC	30	BRP	5000
A padded jacket made with a leather hide covering. Light weight and stylish to boot.					

Armor	Leather Armor	Craft DC	40	BRP	7500
Leather armor is made up of pieces of hard boiled leather carefully sewn together.					

Armor	Cord	Craft DC	40	BRP	7500
Fibers of hemp or other natural material woven and knotted into a thick, tough fabric are the basis for cord armor. The armor forms a complete suit, hampering movement but offering decent protection without the use of metal or leather.					

Armor	Flak Jacket	Craft DC	40	BRP	10,000
This jacket built of cloth and strong materials to defend against powerful attacks					

Armor	Studded leather	Craft DC	45	BRP	9000
Similar to leather armor, this suit is reinforced with small metal studs.					

Armor	Bone	Craft DC	45	BRP	10,000
Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armor covers the torso but leaves the limbs free for better mobility.					

Armor	Wood	Craft DC	45	BRP	10,000
Similar to bone armor, wood armor is cloth or leather reinforced with strips of wood.					

Armor	Chain shirt	Craft DC	55	BRP	15,000
Covering the torso, this shirt is made up of thousands of interlocking metal rings.					

Armor	Bark	Craft DC	55	BRP	15,000
This armor is carefully crafted from the tough bark of ancient trees and is treated to prevent it from becoming brittle over time. Strips of bark are layered together over a quilted layer of felt or hide. Bark armor is more flexible than wooden armor but does not provide as much protection. Druids can wear bark armor without losing access to their spells and class features. Bark armor includes arm, leg, chest, and back protection, but it does not include gauntlets.					

Armor	Bullet Proof Vest	Craft DC	85	BRP	40,000
This lightweight and hide able armor protects the player from strong hits to their chest area. Formed of cloth and metal plates, it's a great form of armor. The down side is it is very difficult to repair when it is damaged, causing the one repairing the armor to match the craft DC of the armor.					

Armor	Shell	Craft DC	55	BRP	15,000
This armor is created out of specially treated tortoise shells and more exotic sea life. The armor making process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. Druids can wear shell armor without losing access to their spells or class features.					
Armor	Hide	Craft DC	20	BRP	10,000
Hide armor is made up of the tanned and preserved skin of any thick-skinned beast.					
Armor	Ring	Craft DC	35	BRP	17,500
Ring armor is composed of tough leather, heavily reinforced with hundreds of small metal rings. Ring armor is the precursor to chain mail and is commonly found in cultures that haven't discovered how to create that type of armor. It is a cheap and effective protection, popular among town guards.					
Armor	Scale mail	Craft DC	45	BRP	17,500
Scale mail is made up of dozens of small overlapping metal plates. The suit includes gauntlets.					
Armor	Chain mail	Craft DC	55	BRP	20,000
Unlike a chain shirt, chain mail covers the legs and arms of the wearer. The suit includes gauntlets.					
Armor	Breastplate	Craft DC	60	BRP	25,000
Covering only the torso, a breastplate is made up of a single piece of sculpted metal.					
Armor	Sports Armor	Craft DC	50	BRP	40,000
Strong sturdy armor worn by athletes used to protect their body from strong blows, crafted out of strong plastics, cloth, and metal.					
Armor	Splint mail	Craft DC	60	BRP	25,000
Splint mail is made up of metal strips, like banded mail. The suit includes gauntlets.					
Armor	Samurai	Craft DC	70	BRP	35,000
A collection of Reed, Wood and Cord Armor to make a full plated suit that is vastly easier to move around in than its metal counterpart.					
Armor	Banded mail	Craft DC	70	BRP	30,000
Banded mail is made up of overlapping strips of metal, fastened to leather backing. The suit includes gauntlets.					
Armor	Half-plate	Craft DC	75	BRP	45,000
Combining elements of full plate and chain mail, half-plate includes gauntlets and a helm.					
Armor	Full plate	Craft DC	80	BRP	75,000
This metal suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armor smith, although a captured suit can be resized to fit					
Armor	Explosives Suit	Craft DC	100	BRP	250,000
A full body suit of cloth and metal plates used to protect the user from explosives going off. Often worn by bomb defusing officers and military this suit is the strongest in personal armor.					

Shields

Shield	Buckler	Craft DC	20	BRP	2000
<p>This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's PS bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's PS bonus until your next turn. You can't make a shield bash with a buckler.</p>					

Shield	Shield light wooden /steel	Craft DC	35	BRP	5000 wood/ 10,000 steel
<p>You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.</p>					

Shield	Shield heavy wooden /steel	Craft DC	40	BRP	7500 wood/ 12,500 steel
<p>You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.</p>					

Shield	Tower	Craft DC	45	BRP	20,000
<p>This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your PS. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.</p>					

Shield	Riot	Craft DC	20	BRP	3000
<p>These light weight yet heavy defensive shields made of clear plastic or lightweight materials are tough and conceal the user fully like a tower shield.</p>					

Shield	Electronic Shields	Craft DC	100	BRP	500,000
<p>This advance technology creates an invisible protective barrier for the wearer, it can be placed anywhere allowing the user to have access to their hands. The main disadvantage is the shields require a power source and can drop when attacked by electronic pulse based weapons and occurrences breaking them completely.</p>					

Clothing

Underwear				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	5	50	Both	
Bra	30	300	Female	+2 Seduction
Sports Bra	20	200	Female	+2 Acrobatics
Panty	20	100	Female	+1 Seduction
Jockstrap	35	200	Male	+2 Acrobatics
Lingerie	35	500	Female	+4 Seduction
Leotard	30	200	Female	+4 Acrobatics
Corset	40	500	Female	-1 Unit of food needed a day
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Pants				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	20	200	Both	
Cargo	30	2500	Both	+10 Carrying weight
Camo	35	3000	Both	+4 Stealth
Leather	40	5000	Both	+1 ADS
Rubber	40	5000	Both	+5 Electricity Resistance
Jeans	30	2500	Both	+4 Craft Skill
Sweat	30	2500	Both	+2 Resistance Cold & +2 Acrobatics
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Shorts				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	20	400	Both	
Cargo	25	1500	Both	+5 Carrying Weight
Camo	30	2000	Both	+2 Stealth
Leather	35	2500	Both	+2 Earth Resistance
Hot Pants	35	2500	Female	+2 Seduction
Gym	20	1500	Both	+4 Acrobatics
Bloomers	20	1500	Females	+4 Acrobatics
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Skirts				
Name	Craft DC	BRP	Gender	Bonuses it grants
Mini	25	2000	Female	+2 Seduction
Maxi	20	2000	Female	
Pencil	25	3000	Female	+4 Profession Writer
Kilt	30	4000	Male	+4 Intimidate (when not wearing underwear)
Tennis	30	5000	Female	+2 Acrobatics, +1 initiative
Dancer	40	7500	Female	+4 Preform
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Shirt				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	20	100	Both	
Tank Top	25	200	Both	Doubles STR Bonus to Intimidate
Hawaiian	35	1000	Both	+5 Heat Resistance
Dress	30	1000	Both	+2 Diplomacy & Appraise
Punk	30	500	Both	+2 Intimidate & Streetwise
Joke T-shirt	30	300	Both	+4 Bluff
Fancy	+20	X2	N/A	
Designer	+40	X3	N/A	Doubles the bonus effect

Dresses				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	25	500	Female	
Noble	50	7000	Female	+2 Diplomacy & +2 Knowledge Nobility
Wedding	60	10,000	Female	+4 Seduction, Diplomacy, & +2 Will
Skater	30	5000	Female	+2 Acrobatics & Perform
Formal	40	1500	Female	+4 Diplomacy
Battle	50	10,000	Female	+2 PS
Folk	40	7500	Both	+2 Perform & +2 Knowledge Foreign culture
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Suits				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	25	500	Male	
Formal	40	1500	Male	+4 Diplomacy
Noble	50	7000	Male	+2 Diplomacy & +2 Knowledge Nobility
Tuxedo	60	10,000	Male	+4 Seduction, Diplomacy, & +2 Will
Business	30	5000	Male	+2 Appraise & Profession Shopkeeper
Magicians	50	10,000	Male	+4 Escape Artist & Perform
Speed	40	7500	Both	+4 any Craft
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Double the effect of bonus

Uniform				
Name	Craft DC	BRP	Gender	Bonuses it grants
Maid	35	7500	Both	+4 Search, Craft Cooking & Profession Homemaker
School	30	5000	Both	+4 All Knowledge's
Cheerleader	35	7500	Both	+4 Acrobatics, Perform & Jump
Police	35	7500	Both	+4 Search, Profession Officer & Knowledge Law
Camper	30	5000	Both	+4 Knowledge Nature, Survival & Profession Herbalist
Wait staff	35	7500	Both	+4 Diplomacy, Craft Cooking & Profession Bartender
Nurse /Doctor	35	7500	Both	+4 Medical, Knowledge Biology & Animal Empathy
Mechanic	35	7500	Both	+4 Craft Machines, Craft Vehicles & Knowledge Mechanics
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Double the effect of bonus

Coats				
Name	Craft DC	BRP	Gender	Bonuses it grants
Rain	35	2500	Both	+10 Water Resistance
Winter	40	3000	Both	+10 Cold Resistance
Shaw	35	2000	Both	+5 Cold Resistance
Trench	35	1500	Both	+5 Water Resistance
Duster	40	2000	Both	+5 Earth Resistance
Fireman's	50	7500	Both	+10 Fire Resistance
Biker's Jacket	50	7500	Both	+1 ADS & +4 Intimidate
Windbreaker	25	2500	Both	+5 Wind Resistance
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Socks				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	10	100	Both	
Knee High	20	200	Female	+2 Seduction
Thigh High	30	400	Female	+4 Seduction
Pantyhose	35	400	Female	+2 Seduction & +2 Diplomacy
Fishnet	40	500	Female	+4 Seduction
Tights	40	600	Both	+2 Acrobatics & Stealth
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Shoes				
Name	Craft DC	BRP	Gender	Bonuses it grants
Sandals	10	100	Both	
Shoes	20	1000	Both	+2 Jump
Boots	30	2000	Both	+2 Climb & any Profession
High Heels	45	2500	Female	+2 Seduction
Thigh Boots	55	5000	Female	+2 Seduction & Intimidation
Combat Boots	50	4500	Male	+2 Initiative
Climbing	50	4500	Both	+4 Climb
Dancers	40	3000	Both	+2 Stealth & +2 Performance
Work	45	3000	Male	+4 Any Profession
Riding	50	4500	Both	+4 Ride
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Swimwear				
Name	Craft DC	BRP	Gender	Bonuses it grants
Shorts	20	1000	Male	
Bikini	40	4000	Female	+4 Seduction / Intimidate for COM under 10
One Piece	35	2000	Female	+2 Seduction / Intimidate for COM under 8
Speedo	40	4000	Male	+4 Seduction / Intimidate for COM under 10
Old Time	20	1000	Both	+2 Knowledge History & Swim
Racing	50	5000	Both	+4 Swim & +10 Swim Speed
Wet Suit	45	5000	Both	+4 Swim
Dry Suit	60	7500	Both	+4 Swim & +5 Resist Cold
Sexy	50	5000	Both	+4 Seduction & +2 COM
School Suit	20	2000	Both	+2 Swim
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Hat				
Name	Craft DC	BRP	Gender	Bonuses it grants
Straw	15	500	Both	+2 Profession Farmer & Knowledge Nature
Stocking	15	500	Both	+2 Stealth & Disable Device
Pageboy	20	750	Both	+2 Gather Info & Streetwise
Top	25	1000	Male	+2 Diplomacy & Bluff
Cowboy	20	500	Both	+2 Survival & Profession Rancher
Bandana	5	100	Both	
Veil	15	1000	Female	+2 Disguise & Stealth
Helmet	40	2500	Both	+1 ADS
Sports Helm	45	3000	Both	+1 ADS & +2 Intimidate
Bike Helm	50	4000	Both	+1 ADS & +2 Ride
Combat Helm	55	5000	Both	+1 ADS & +2 Knowledge Military Science
Common	10	250	Both	
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Costume				
Name	Craft DC	BRP	Gender	Bonuses it grants
Joke	40	3000	Both	+2 Disguise
Object	40	3000	Both	+4 Disguise
Person	40	3000	Both	+4 Disguise
Sexy	50	7500	Both	+4 Seduction (can't wear other clothing)
Horse*	45	8000	Both	+4 Disguise (*= Requires two players to use)
Cosplay	60	10,000	Both	+2 Disguise & +2 Seduction or Intimidated
Military	45	10,000	Both	+4 Knowledge Military Science & Craft Vehicle
Mythical	45	10,000	Both	+4 Knowledge Religion & Knowledge Occult
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Gloves				
Name	Craft DC	BRP	Gender	Bonuses it grants
Rubber	15	200	Both	+5 Resist Water
Lace	20	500	Female	+2 Seduction & Gather Info
Long	25	1000	Female	+2 Diplomacy & Seduction
Driving	25	750	Both	+2 Drive & Pilot
Riding	25	750	Both	+4 Ride
Mitts	20	500	Both	+5 Resist Fire
Mittens	20	500	Both	+5 Resist Cold
Common	10	100	Both	
Arm Warmer	25	750	Female	+2 Acrobatics & +5 Resist Cold
Boxing	40	2000	Both	+ 2 Martial Arts & Intimidate
Martial Arts	40	2000	Both	+4 Martial Arts
Fingerless	30	1000	Both	+4 Disable Device
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Crown				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cloak	30	7500	Both	+2 Cold & Water Resistance
Poncho	30	7500	Both	+5 Water Resistance
Cape	15	1500	Both	+2 Resistance Wind
Gang Colors	20	1000	Both	+2 Intimidate & Streetwise
Scrubs	35	10,000	Both	+4 Medical
Apron, Kitchen	20	1000	Both	+4 Craft Cooking
Apron, Crafts	25	2500	Both	+4 any Craft skill
Apron, Welder	35	10,000	Both	+5 Fire Resistance
Wing Suit	60	75,000	Both	Slow Fall / Glide 30ft [STR check DC 20 to maintain glide]
Karate Gi	20	6000	Both	+4 Martial Arts
Waders	30	10,000	Both	+2 Resist Water, +4 Profession Fisherman
Overalls	30	10,000	Both	+4 Profession Farmer, Rancher, Herbalist
Bee Keepers Suit	40	20,000	Both	Protects body from insects, +4 Profession Rancher
Superhero Suit	40	15,000	Both	+4 Initiative & +1 ADS
Tutu	35	20,000	Both	+4 Perform & +1 initiative
Kimono	35	20,000	Female	+4 Knowledge Religion & Knowledge Foreign Culture
Bow Tie	30	5000	Male	+4 Use Technology & Knowledge Programing
Tie	25	3000	Both	
Scarf	20	2500	Both	+2 Resistance to cold
Hair Bow	15	1000	Female	
Pimp Hat	30	10,000	Both	+2% more treasure from battle
Nuns Outfit	35	25,000	Both	+4 Knowledge Religion
Racing Suit	35	30,000	Both	+4 Drive and Rive
Witch Robes	35	30,000	Both	+4 Knowledge Occult
Captains Hat	30	20,000	Both	+4 Pilot
Rubber Boots	40	50,000	Both	+5 vs Water / +10 vs electricity
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

The following require Craft Item not Craft Armor

Glasses				
Name	Craft DC	BRP	Gender	Bonuses it grants
Sun	25	2500	Both	+10 Resistance vs blindness
Goggles	35	2500	Both	See 60ft underwater (normally 30ft)
Monocle	40	5000	Male	+4 Appraise
Night Vision	60	20,000	Both	+4 Notice in the Dark (Dark vision 60ft)
Infrared	50	10,000	Both	+4 Notice in the Dark (Dark vision 30ft)
Reading	20	1000	Both	+4 Decipher Script & Forgery
Fashion	25	1500	Both	+4 Read Lips & Bluff
Nerd	25	2000	Both	+4 Use Technology & Knowledge Programing
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Necklace				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Choker	25	2500	Both	+2 Intimidate & Atonement
Common	30	5000	Both	
Locket	40	7500	Both	+2 Disable Device & Empathy
Noble	60	25,000	Female	+2 Knowledge Nobility & Diplomacy
Pendent	40	10,000	Both	+4 Knowledge Astrology
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Rings				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Wedding	60	25,000	Both	+2 Intimidate & Diplomacy
Signet	40	10,000	Both	+4 Knowledge Nobility
Mood	30	7500	Both	+4 Empathy
Class	40	10,000	Both	+4 Knowledge Skill
Common	30	5000	Both	
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Earrings				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Studs	25	1000	Both	+4 Atonement
Hoop	30	2500	Female	+4 Empathy
Ear cuff	50	10,000	Both	+2 Knowledge Occult & Concentration
Formal	45	7500	Female	+2 Diplomacy & Empathy
Dangle	40	5000	Female	+4 Taunt
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Belts				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500		
Sash	15	100		+2 Swim, Climb, & Jump
Weight	25	1000		+4 Strength Checks
Martial Arts	15	1000		+4 Martial Arts
Gun	45	5000		+2 Notice & +1 initiative
Climbing	35	2500		+4 Climbing
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Bracelet				
Name	Craft DC	BRP	Gender	Bonuses it grants
Sweatband	10	100	Both	+1 initiative
Cheap	15	500	Both	
Royal	50	10,000	Both	+4 Empathy
Armband	30	1000	Both	+1 PS
Charm	40	5000	Both	+2 to skill shown in charms attached up to 4
Bead	35	2500	Both	+2 Escape Artist, Medical and Drive
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Watch				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap			Both	
Common			Both	+4 Repair
Pocket			Male	+4 Pick Pocket & Repair
Computer			Both	+4 Use Technology & Knowledge Programing
Communicator			Both	+2 Use Technology & Knowledge Military Sciences
Log Pose			Both	+10 Navigate in Grandline
Eternal Pose			Both	+40 Navigate in Grandline
New World Pose			Both	+25 Navigate in Grandline
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Broach				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Common	30	5000	Both	+2 Repair & Craft Machines
Formal	40	10,000	Both	+2 Taunt & Bluff
Jeweled	50	10,000	Both	+2 Diplomacy & Bluff
Royal	60	25,000	Both	+2 Knowledge Nobility & Profession Politician
Badge	30	7500	Both	+2 Knowledge Law & Profession Officer
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Crown				
Name	Craft DC	BRP	Gender	Bonuses it grants
Paper	10	10	Both	+4 Bluff
Cheap	20	1000	Both	+2 Gather Info & Gamble
Fancy	40	20,000	Both	+4 Knowledge Noble
Tiara	50	50,000	Female	+4 Diplomacy
Jeweled	45	30,000	Both	+4 Profession Politician
Head Jewel	50	45,000	Female	+4 Empathy
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Mask				
Name	Craft DC	BRP	Gender	Bonuses it grants
Eye	20	1000	Both	+2 Disguise
Mouth	20	1000	Both	+2 Disguise
Full	30	2000	Both	+4 Disguise
Gas	60	10,000	Both	Allows one to breath in gases for 1 hour
Welders	45	5000	Both	+5 Resistance vs Blindness
Dive	45	10,000	Both	Allows one to breath for 1 hour under water
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Other				
Name	Craft DC	BRP	Gender	Bonuses it grants
Wig	40	10,000	Both	+4 Disguise
Toupee	20	5000	Male	+2 Disguise
Extensions	20	5000	Female	+2 Disguise
Cat Ears	30	7500	Both	+4 Empathy
Fake Wings	40	10,000	Both	+4 Jump
Hair Clip	10	500	Both	
Bunny Ears	35	7500	Both	+4 Notice
Leg Warmers	15	1000	Both	+2 Resistance Cold
Tail Fake	20	5000	Both	+4 Search
Fish Tail Fake	20	5000	Both	+4 Swim
Pimp Cane	40	10,000	Both	+1 BAB vs targets that owe you money
Ribbon *	40	20,000	Both	+10 vs element or attack types based on color
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Ribbons are a unique item, their color determines the type of defense it grants and it can be worn in any slot, but a player can only gain the effects of one ribbon at a time.

Ribbon colors Blue =Water Red = Fire Yellow = Electricity Green = Acid
 Purple = Poison Pink = Healing White = Holy Black = Unholy
 Brown = Earth Turquoise = Wind Gold = Bashing Silver = Slashing
 Bronze = Piercing Orange = Raw Magic/ Chi Light Blue = Ice

Armor Abilities

A player can add abilities to armor and clothing by using the Tier ability. The Armor bonus mod limits the level the player can add to the armor and a armor can hold no more then 3 abilities at once totaling the max bonus the armor has thus a +5 armor can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima is use to infuse and are required to do magic based damage but they do not count towards the armor abilities. Armor can hold no more then three dials as well.

Level 1 (requires +1 Armor minimum)

Ability	<i>Glamour</i>	Bonus needed for the ability	+1
Armor gives a Bonus to all social skills of +4			
Ability	<i>Slick</i>	Bonus needed for the ability	+1
Armor grants a +10 Escape Artist Bonus			
Ability	<i>Shadow</i>	Bonus needed for the ability	+1
Armor grants a +10 Stealth Bonus			

Level 2 (requires +3 Armor minimum)

Ability	<i>Element Resist</i>	Bonus needed for the ability	+3
Armor resists a set element type of damage by 10			
Ability	<i>Cushioned</i>	Bonus needed for the ability	+3
Armor reduces falling damage			
Ability	<i>Durable</i>	Bonus needed for the ability	+3
Armor grants player ADS +3			
Ability	<i>Alert</i>	Bonus needed for the ability	+3
Armor grants players a boost to Notice checks of +20			
Ability	<i>Night</i>	Bonus needed for the ability	+3
Armor grants a +20 Stealth Bonus			
Ability	<i>Grease</i>	Bonus needed for the ability	+3
Armor grants a +20 Escape Artist Bonus			
Ability	<i>Magic Absorbent</i>	Bonus needed for the ability	+3
Player can regain mana from spells cast on them (the spell effect still in in play) They absorb half the cost of the spell in mana for them.			
Ability	<i>Chi Absorbent</i>	Bonus needed for the ability	+3
Player can regain chi from techniques cast on them (the techniques effect still in in play) They absorb half the cost of the technique in chi for them.			

Level 3 (requires +5 Armor minimum)

Ability	<i>Element Absorbent</i>	Bonus needed for the ability	+5
Player heals from elemental attacks of a certain type			
Ability	<i>Restorative</i>	Bonus needed for the ability	+5
Player can store 100 HP to access later when needed			
Ability	<i>Chi Storage</i>	Bonus needed for the ability	+5
Player can store 100 chi to access later when needed			
Ability	<i>Mana Storage</i>	Bonus needed for the ability	+5
Player can store 100 mana to access later when needed			
Ability	<i>Life Preserver</i>	Bonus needed for the ability	+5
Armor floats in water			

Curses

Armors in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed Armors, its more often a player will find a cursed armor in time. Once in their possession a player can not get rid of a cursed armor with out passing it off to another (unless otherwise stated) armor curses are as follows.

Clumsy

Players with this armor when running need to make a Reflex roll DC 20 vs. tripping

Klutz

Players with this armor are prone to fail at reflex rolls -5 to reflex

Sick

Players with this Armor are prone to disease poisons and other weaknesses that come from a lower Resistance – 5 to resistance.

Weak

Players with this Armor are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted

Players with this Armor have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Otaku

Armor causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver

Armor talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end

Stupid

Armor weakens the players Will -5 to will

Gaudy

Armor look is horrible and causes the player to be pointed and laughed at -10 to social rolls

Heavy

Armor weights at least 2 times as much as it normally would

Ugly Stick

Armor causes the players Charisma a hit (set amount determined by GM)

Stiff Movement

Armor causes the player to loss 1d4 to their attack bonus as it is harder to move in it

Unskilled

Armor actually grants a negative to aiding in a set skill

Big Spender

Armor compels the player to give away or spend more money on purchasing items

Hunger

Armor causes user to eat double their amount of food needed a day

Drowsy

Armor causes user to sleep twice as long needing 16 hours rest.

Cold Storage

Armor gives off cold making area around it 20% cooler

Hot Storage

Armor gives off heat making area around it 20% warmer

Racist

The Armor causes the player to change their race

Vulgar

The Armor is sentient and likes to insult those around the wielder

Shrimp

Character shrinks down one Size category

Gender Switch

Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change

Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss

Hair grows at 6 inches a day or character loses all hair

Repulsion

Player causes others to make a DC 15 Will save verses a desire to get away from the player

Strange

The armor creates an odd effect when used, such as giving off noise or unleashing rose petals

Sticky

Armor causes the players skin to be covered in a sticky sap requiring a DC 12 Reflex during tasks to avoid having stuff stuck to them, randomly

Slick

Armor causes the players skin to be slippery in oil requiring them to make a DC 12 Reflex to hold onto an item / weapon, Randomly

Perverted

The Armor causes the player to act perverted in some way unless they pass a Will save DC 15, Randomly

Foot In Mouth

The Armor causes the player to say random insulting things to others unless they pass a DC 15 Will Save, Randomly

Stuck

The Armor is stuck to the player and cannot be removed till the curse is removed

Skill Block

The Armor makes one skill completely unusable

Defective

The Armor places one random defect choice to the player, until the curse is removed

Envious

Player needs make a DC 15 Will save verses a desire to want what other have and take them by force if they have to

Attraction

Player causes others to make a DC 15 Will save verses a desire to be with the player

Confusion

The player can randomly suffer from Confusion effect on them.

Unfortunate

The player will lose 1/4 money randomly till curse is removed

Bad Taste

Player must make a Resistance Save during each meal vs. getting sick (Nausea effect) the effect lasts for 2 game hours but reoccurs after every meal.

Items

Item	Craft	BRP	LBS	Item	Craft	BRP	LBS
Air mattress	25	4000	5	Laptop	70	40000	10
Air pump, portable	50	10000	20	Lighter	45	5000	½
Backpack	25	500	5	Life preserver	40	1500	2
Bait and Tackle	25	1000	3	Marbles	10	100	1
Ball	10	100	1	Matches	30	100	½
Battery, Small	45	2000	1	Messenger Bag	25	1000	3
Battery, Large	40	5000	15	Mirror	10	1000	½
Bedroll	30	1000	5	Mug	10	200	1
Bell	20	250	1	Mop / Broom	10	200	3
Binoculars	35	4000	3	Oil / Fuel Can	15	300	4
Binoculars (Night)	70	20000	5	Paper (pack 100)	10	100	1
Blanket	15	250	3	Personal Digi. Assist.	80	20000	2
Book, Large	15	1000	2	Perfume	25	1000	1
Book, Small	15	500	1	Pick, Miners	15	500	10
Bottle, Glass	20	100	1	Pillow	10	300	1
Bucket	20	200	2	Piton	5	100	½
Bullhorn	45	5000	1	Playing Cards	20	200	½
Caltrops	30	500	2	Pliers / Wire cutters	20	500	1
Camel Pack	40	10000	10	Pole 10ft	5	200	8
Camera, Digital	90	30000	2	Pot, Iron	10	500	4
Camera, Film	60	50000	10	Radio Portable	50	2500	2
Camera, Photo	45	10000	2	Ram, Portable	20	500	20
Candle	10	100	½	Rations, Trail (1 unit)	15	200	1
Canvas (sq. yrd.)	15	100	1	Rations, MRE (1 unit)	40	1000	½
Cell Phone	80	75000	1	Rope, Hemp 50 ft	15	200	10
Case, Watertight	35	3000	½	Rope, Silk 50 ft	20	500	5
Chain (per 10 ft.)	30	3000	10	Sack	15	100	1
Chalk	N/A	100	N/A	Satellite Phone	85	200000	3
Charcoal Sticks	5	100	N/A	Sealing Wax	N/A	100	1
Compact, Makeup	30	1500	½	Sewing Kit	10	300	N/A
Compass	35	4000	½	Shovel / Spade	15	500	8
Crowbar	25	1000	5	Signal Lamp	30	200	2
Film	40	3000	½	Signal Whistle	20	100	N/A
Firewood (Unit)	5	50	5	Sledge	15	500	10
Fish Net 25ft	20	500	5	Soap, Bar	10	100	1
Fishing Pole 100ft	25	200	5	Sextant	15	3000	2
Flash Light	40	1000	2	Skateboard	25	5000	2
Flask	25	100	1	Skates, Ice	35	20000	4
Flint and Steel	5	100	N/A	Skates, Roller	45	30000	4
Frist Aid Kit	40	2000	2	Snowboard	20	10000	4
Grappling Hook	25	500	4	Spyglass	30	2500	2
Hammer	25	200	2	Storage Drive	80	5000	½
Hammock	30	4000	10	Tape	15	100	1
Handbag / Purse	35	7500	5	Tape, Duct	25	200	1
Handcuffs	30	5000	2	Tarot Cards	25	500	½
Hip pouch	30	2000	2	Tent	20	2000	20
Hoe	15	2000	2	Tissues	10	200	N/A
Hourglass	30	1000	1	Vail, Glass	15	200	N/A
Ink Pen	20	200	N/A	Watch	40	5000	N/A
Ladder 10ft	25	2000	20	Water skin	20	1000	4
Ladder, Rope 10ft	35	4000	15	Whetstone	10	500	2
Lantern, Common	25	2000	1	Wire 10 ft	15	2000	2

Air mattress – A soft cushioned bed that is inflatable and even floats on water. Its compact size lets it be carried easier, Grants player effect “Well rested” +2 to attack rolls that day

Air pump, portable – A small machine, that is used to intake air and compress it through a hose

Backpack – A simple bag carried on the players back designed to hold up to 25 lbs of stuff.

Bait and Tackle – A collection of lures, hooks and line for fishing, +5 Prof. Fishing

Ball – A simple child's toy that is often used to train some pets, +2 Animal Empathy

Battery, Small – a small battery is for devices and tools that require a power source 5/units power

Battery, Large – a large power source for Machines, vehicles and buildings 25/units power

Bedroll – A simple rolled up cushioned mattress

Bell – a device that once placed on a target or used in a trap will ring alerting the player +10 Notice bells ring

Binoculars - +10 Notice over greater distance of 200ft

Binoculars (Night) – grants Night Vision +10 Notice over greater distance of 200ft

Blanket - +5 resist cold

Book, Large & Book, Small – A simple book

Bottle, Glass – Holds 3 units of liquid a can be sealed tight for transportation

Bucket – Holds 6 units of liquid

Bullhorn – The player can speak over greater distances / noise and be heard easier

Caltrops – small collection of tiny spike used to deter the movement of others or puncturing some vehicles tires, tacks do 1d4 damage till removed

Camel Pack – A backpack that carries liquid up to 15 units

Camera, Digital – A small device that takes pictures of things on a digital storage device, requires a power source

Camera, Film – A small device that films moving pictures and sound on a spool of film, it also can play back the film. Requires a power source

Camera, Photo - A small device that takes pictures using film that can be used to from photos

Candle – A small wax stick that can be used as a 10x10 light source

Canvas (sq. yrd.) – A roll of cloth that has multiple uses

Cell Phone – A small device for communication between other phones, this is a portable device that holds some info as well, requires a power source, +5 Use Tech

Case, Watertight – a container that is made to be water tight and prevent its contents from getting wet

Chain (per 10 ft.) – A strong and flexible collection of metal links that has a better strength hold on things than normal rope, but it makes up for it in weight.

Chalk – a small collection of sticks of chalk that can be used to mark things with it.

Charcoal Sticks – similar to Chalk but instead of white the ash remains mark in black

Compact, Makeup – a small collection of Makeup and a tiny mirror in a case, grants the player +2 to social rolls or +5 to disguise checks

Compass – a small device with a magnet that always points north, grants +5 Navigate

Crowbar – a metal bar used to act as a strong portable lever, +5 Open Locks

Film – a small roll of plastic that is used to collect photos or moving photos and sound.

Firewood (Unit) – simple dry deadwood used to create fires

Fish Net 25ft – a large net that can be tossed to gather large schools of fish, +10 Prof. Fishing

Fishing Pole 100ft – a stick with a spool of line and a hook used to catch fish, +5 Prof. Fishing/ Survival

Flash Light – a small tube device that sends out a 90ft cone of light, requires a power source

Flask – a small metal canister that can hold up to 2 units of a liquid

Flint and Steel – a small stick of steal and chunk of flint used to create sparks to light fires.

Frist Aid Kit – A box that houses a collection of bandages, alcohol, and tape to treat wounds, +10 Medical

Grappling Hook – A large metal hook that can have a rope or chain attached and thrown to grab an object or ledge and pull in or climb, +10 Climb

Hammer – a small hammer used to build things and devices, +10 Craft machines

Hammock – a collapsible bed that can be set up in trees through ropes.

Handbag / Purse – a small bag that goes across the players shoulder holds up to 10 lbs of items.

Handcuffs – a small set of metal bracelets attached by a chain and holding a lock. DC 40 Escape artist

Hip pouch – a small pouch used to hold items along the player's belt. Holds a collection of small items and / or money for the player. It can hold 5 lbs of items.

Hoe – a tool used in farming land. +10 Prof. Farming

Hourglass – a small glass device that is full of sand used to keep time for 1 hour.

Ink Pen – a small writing device that can be carried, it's used in official documents, +10 Forgery

Ladder 10ft – A wooden / metal collection of steps used to climb heights, +20 Climb

Ladder, Rope 10ft – A compact system of ropes and rods that is easy to carry, +20 Climb

Lantern, Common – a small container of oil and glass used as a safe light source that can be carried, it lights a 30x30 area.

Laptop – A small portable computer that the player can hold a collection of information on, +10 Use Tech

Lighter – A small device that can be used to light fires, requires fuel source.

Life preserver – A small vest used to keep a player afloat in water. +20 Swim

Marbles – a small collection of tiny stone balls, often used by children, they also can be used to as a trap to trip up others with a DC reflex of 20

Matches – a small set of twigs coated in chemicals that once struck they burst into a small flame that can be used to start fires. +10 Survival

Messenger Bag – A small bag that holds a collection of up to 15 lbs. of items.

Mirror – a small shard of glass that can be used to reflect light or look behind the player without turning around

Mug – a small metal cup that can hold 1 unit of liquid

Mop / Broom – a large stick with a collection of straw or cloth used to clean areas, +5 Prof. Maid

Oil / Fuel Can – a sealable metal canister that holds up to 10 units of liquid (often fuel)

Paper (pack 100) – a package of blank pages of paper

Personal Digital Assistant – a small hand held digital device that players can store and access information. +10 Use Tech.

Perfume – a small bottle of scents that are considered pleasant and alluring to others. +5 Seduction.

Pick, Miners – a small tool used to break away at rock to mine precious ores, +5 Prof. Miner

Pillow – a small cushion that helps the player relax, removes effects of stress after 8 hours of sleep.

Piton – Large metal spikes that can be driven into rock surfaces for climbing

Playing Cards – a collection of cards use to play games or gamble with +10 Gamble

Pliers / Wire cutters – A small tool used to disable devices, +10 Disable Device

Pole 10ft – a long stick used to test the ground safely for traps or to maintain balance in some acrobatic feats. +10 Acrobatics, +4 Reflex vs traps

Pot, Iron – A large metal container is used to help the player in cooking. +5 Craft Cooking

Radio Portable – A small device that can be hooked up to others small radios to communicate between each other.

Ram, Portable – a Small solid bar of metal or wood with handles that can be used to smash in doors, +10 Disable Device (locked doors only)

Rations, Trail (1 unit) – A collection of nuts, berries and dried meats

Rations, MRE (1 unit) – A collection of foods freeze dried, the meals are complete and only require hot water to create a full hot meal.

Rope, Hemp 50 ft – A simple rope, + 5 Use Rope

Rope, Silk 50 ft – A soft and lighter rope, +10 Use Rope

Sack – A large bag that a player can throw over their shoulder, holds up to 30 lbs.

Satellite Phone – A small communication device that can reach any other phone anywhere in the world no problem.

Sealing Wax – A block of wax that is usable to seal holes and seal documents. +5 Repair

Sewing Kit – A kit of needles, thread, buttons and others, +10 Craft Armor, +5 Repair.

Shovel / Spade – A tool used to dig holes and remove dirt or other types of materials. +10 Prof. Miner

Signal Lamp – A simple lamp with a series of doors blocking the light to release a flash of light that signals light in a form of code. +10 Decipher Script

Signal Whistle – A small whistle that a person can blow to alert others to their location +10 Notice to others finding user

Sledge – A large hammer used to nail in spikes or destroy objects or walls. +10 Demolitions

Soap, Bar – A simple bar of soap that helps clean oneself or objects +5 Prof. Maid

Sextant – A measuring tool for use to guide oneself by the stars, +5 Navigate, +5 Knowledge Astrology

Skateboard - A board to ride across roads and solid ground at a greater rate of speed and maneuverability

Skates, Ice - A pair of shoes with blades on the feet to ride across ice at a greater rate of speed and maneuverability, the also can be used as a bladed gauntlet on the feet

Skates, Roller – A pair of shoes with wheels on the feet to ride across roads and solid ground at a greater rate of speed and maneuverability

Snowboard – A board to ride across snowy plains at a greater rate of speed and maneuverability

Spyglass – A long collapsible tube with glass lenses, that grants the player better vision across greater distances, +10 Notice up to 100ft further

Storage Drive – A small plug in device that stores digital information, and transmits it quickly to places.

Tape – A light sticky substance that is used to bind objects together.

Tape, Duct – A strong and durable, yet easy to use tape designed to help repair things, +10 Repair

Tarot Cards – A set of cards that a player can use to try and predict a series of events by the placement of the cards drawn. +5 Knowledge Astrology

Tent – A collection of cloth, spikes and poles to protect oneself from the weather as they rest in their travels.

Tissues – Soft paper often used to prevent the spread of disease.

Vial, Glass – Small glass containers that hold 1 unit of a liquid, very fragile.

Watch – Keeps track of the time of the day for the user.

Water skin – A small flexible water tight bag, which houses up to 8 units of liquid.

Whetstone – A small stone used to keep blades sharp. +5 Craft Weapons / +5 repair Slashing and Piercing weapons only.

Wire 10 ft – A thin metal wire that can conduct electricity through it, its small yet strong form is also very sharp should a target try to move through it. DC 30 Notice to spot the wire.

Special Substances and Kits

Item	BRP Cost	Weight	Craft DC
Acid (flask)	1000	1 lb.	20
Phosphorous	2500	1 lb.	20
Holy water (flask)	250	1 lb.	N/A
Smoke bomb	200	1/2 lb.	30
Stink Bomb	500	1 lb.	30
Chemical Bearings	300	½ lb.	60
Flare Stick	1000	1 lb.	50
Training Weights	2500	20 lbs.	30
Relic	20000	1 lbs.	70
Holy Symbol	100	2 lbs.	10
Alchemist's lab (portable)	2000	40 lbs.	80
Artisan's tools	500	5 lbs.	60
Climber's kit	800	5 lbs.	50
Disguise kit	500	8 lbs.	50
Gun Tools	1500	3 lbs.	50
Magnifying glass	1000	1 lb.	25
Musical instrument (portable)	500	3 lbs.	30
Merchants Gear	200	5 lb.	35
Toolbox	500	15 lb.	30
Dairy/ Journal (blank)	150	3 lbs.	20
Spice Rack	200	5 lbs.	30
Survey tools	1000	5lbs.	35
Thieves' tools	300	1 lb.	40
Den Den Camera	1000000	10 lbs	60
Den Den Projector	10000	10 lbs	90
Den Den White	5000000	10 lbs	90
Den Den Black	5000000	1 lb	80
Portable Den Den Mushi	2500	1 lb	40
Den Den Mushi	7500	3 lbs.	20

Acid (flask) - A liquid that burns its victims with its touch slowly eating away at them, doing 1d6 a

round till acid is cleaned off

Phosphorous - A bag of a fine white powder that when lit on fire burns with a great intensity doing 3d6 damage where its spread

Holy water (flask) - Blessed water from a priest or holy area, it is said to hold great power vs. the Undead

Smoke bomb - a small ball that releases a lot of smoke covering a 10ft area when used, most commonly used as a quick escape effect in theater

Chemical Bearings - A small glass ball that can hold chemical and be released when bearing is shattered

Flare Stick - A small stick that burns hot and slowly. Its commonly used as a signal for help, but its time limit of 30 minutes a stick and its difficult nature to burn out allows it to be a good fire starter and hand held torch

Scroll – A blank scroll that can have a technique, or sealed item, to it.

Training Weights - Weights that can be strapped to the body along the legs, arms and belt to boost the characters training and strength exercises, after weeks of keeping this on the player can at times gain a Strength Boost of +1 or more, and Speed Boost of 10 or more.

Lacrima – magic that has crystallized, it can be found in mines and is said to be from people's bodies when they die the Mana in their body seeps in the earth and crystallizes.

Relic – a small device forged from some event of great historic/ noble or religious means all +10 social rolls when using these devices based on their past.

Holy Symbol – a small symbol of one's religious following that can be used to channel holy energy through. Holy attacks effects are doubled through Holy symbol.

Alchemist's lab (portable) - A set of chemical tools that can allow simple chemicals be made on the road (Without this making chemicals without a lab is impossible)

Artisan's tools - A set of fine tools allowing the player to do intricate details on crafted items +5 On craft (weapon, Items, Armor)

Climber's kit - A small pick, Rope, Pitons, And Crampons within this kit used to help the climber reach their destination. +5 Climb

Disguise kit - A kit of wigs, Mustaches, Makeup and other devices to change the look of a persons face +5 Disguise

Gun Tools – A set collection of replacement parts and devices use to maintain the upkeep of firearms. Needed to repair/ fix broken firearms.

Magnifying glass - A small glass used to appraise or even forge documents by reading the small text +Forgery / +5 Appraise

Musical instrument (portable) - A small or medium instrument that can be carried with one self (Required when performing Instrument)

Merchants Gear - A collection of scales, Calculators and a secure brief case +5 Diplomacy on

Sale and purchases

Toolbox - A metal box with hammers, Nails, Screwdrivers, Drills and screws, Used for repairs and building large things, +5 Repair / Craft Vehicle

Dairy/ Journal (blank) - A small empty book

Spice Rack - A collection of various common and popular spices for cooking +5 Cooking

Survey tools - Rulers, Measuring tools used to figure out land scale and distance +5 Navigation

Thieves' tools - Tools that contains lock picks and mirrors to aid in breaking into locked places (without these tools Picking locks can not be performed)

Den Den Camera – A large Den Den Mushi that can capture image and sound from the creatures eyes crafted from a live creature called a Den Den

Den Den Projector – A Massive Den Den Mushi that projects the signal of a Den Den Camera on a screen crafted from a live creature called a Den Den

Den Den White – A regular sized all white Den Den Mushi used to scramble a signal to not have the signal taped crafted from a live creature called a Den Den

Den Den Black - A small all black Den Den Mushi used to tap signals of other Den Den Mushi crafted from a live creature called a Den Den

Portable Den – A small and compact Den Den Mushi to call has a limited range of 200 miles.

Radio Comm. (Den Den Mushi) – A small snail like creature that sits in a placed location and can be used to communicate with others across the world through wireless signals the faces of the Den Den mimic the ones of the person on the other line.

Food and its Healing abilities

As stated before food in the game is a way to gain back some Hp and Mana/ Chi. The amount returned is based on the units of food and any other bonuses the cook has to place into it. Each person is in need for survival to eat 1 -3 units of food a day. (example: 1 lb. apples = 1 unit) So unless a player is not eating for some reason they will always have healing from the day for each meal they eat. A single unit of food offers 2 Hp and 2 Mana/ Chi back. But its important to know that each character unless stated by a ability /defect has a limit of eating their END score in units per meal. Thus a player with a END score of 10 could only eat 10 units and gain back 20 Hp and 20 Mana/ Chi per meal, if they do nothing but eat all day they would only recover 60 Hp and 60 Mana/ Chi. (Mind you Chi restore to full after a full nights rest, and you heal your END mod + level as well.)

How to use Magic Items

In this game many characters have magic Items, when using this skill it requires the user to activate with the skill (all classes gain this skill). Once Activated the magic item uses the mana stored in the device to cast or activate a spell. Once the mana is depleted the item is useless till the player expends their own mana to replenish the item. Most items from the start hold 50 mana but there are ways to increase and decrease this number upon the crafting of items. Some items may hold spells the user doesn't even know how to use but can with the expense of mana. Thus a Fire mage can cast ice spells with a item that is set up with ice spells as its set power. In order to craft a magic item the person making the item need a Lacrima (ether pure magic, set type) If the Lacrima is pure then the item can be made to any type of magic the crafter inscribes into the item. If it's a set type such as Lighting Lacrima then the item takes on powers and spells of

lighting magic. Magic Weapons only do offensive spells, Armor Defensive and Ability, Items covers all types of magic.

Items can be anything that fits in the characters 24 slots. Slots are 8 Finger slots, 2 Wrist Slots, 4 Earring Slots, 1 Neck slot, 1 Belt Slot, 1 Head slot. 2 Arms, 2 Ankles, and lastly 1 Other slot. While clothing such as shoes, capes shirts and such they are considered armor slots. However a player can only activate one spell at a time.

Some items maintain a magical presence offering aid in some way, others may trigger when the player is in need of it such as falling from a height will activate a slow fall spell. While other items such as weapons and some items are activated when the user triggers it to release the spell.

Items can also be used to house Chi in the same way it uses mana.

Item Abilities

A player can add abilities to item by using the Tier ability. The item bonus mod limits the level the player can add to the item and a item can hold no more then 3 abilities at once totaling the max bonus the item has thus a +5 item can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima is needed to infuse magic and is required to do have magic items gain spells but they do not count towards the items abilities. Item can hold no more then three dials as well.

Level 1

Ability	<i>Summon Vermin</i>	Item Bonus Level Needed for Ability	+1
Item can summon forth a swarm of vermin (insects, rats, ect.) 1/day			
Ability	<i>Slow fall</i>	Item Bonus Level Needed for Ability	+1
Item while in possession lessens falling damage by 20 ft			
Ability	<i>Glowing</i>	Item Bonus Level Needed for Ability	+1
Item gives off a light source similar to a torch for 6 hours 1/day			
Ability	<i>Defensive</i>	Item Bonus Level Needed for Ability	+1
Item boosts the Player AC by the level of the item			
Ability	<i>Personal Tent</i>	Item Bonus Level Needed for Ability	+1
Item can be used to protect self from all weather conditions			
Ability	<i>Charming</i>	Item Bonus Level Needed for Ability	+1
Item lets player 1/day charm a target at DC 15 Will save			

Level 2

Ability	<i>Pocket Storage</i>	Item Bonus Level Needed for Ability	+3
Item can hold other things without added weight of 20 units of weight			
Ability	<i>Technique Storage</i>	Item Bonus Level Needed for Ability	+3
Chi can be placed in item for a technique to be used at a later time			
Ability	<i>Mana Storage</i>	Item Bonus Level Needed for Ability	+3
Mana can be placed in item for a spell to be used at a later time			
Ability	<i>Flowing</i>	Item Bonus Level Needed for Ability	+3
Item stores up to 1 gallon of fresh water (can be other normal fluid) 1/day			
Ability	<i>Feeding</i>	Item Bonus Level Needed for Ability	+3
Item produces 1 unit of edible mush 1/day			
Ability	<i>Improving</i>	Item Bonus Level Needed for Ability	+3
Item grants double the normal bonus it gives to a skill			
Ability	<i>Element Resist</i>	Item Bonus Level Needed for Ability	+3
Armor resists a set element type of damage			
Ability	<i>Alert</i>	Item Bonus Level Needed for Ability	+3
Armor grants players a boost to Notice checks of +20			

Level 3 (requires +3 weapon minimum)

Ability	Saving	Item Bonus	Level Needed for Ability	+5
1 Chosen Save of the Player is Boosted by +1 for every 10 points above the items DC in crafting				
Ability	Boosting	Item Bonus	Level Needed for Ability	+5
1 Chosen Stat of the Player is Boosted by +1 for every 10 points above the items DC in crafting				
Ability	Restorative	Item Bonus	Level Needed for Ability	+5
Player can store 100 HP to access later when needed				
Ability	Chi Storage	Item Bonus	Level Needed for Ability	+5
Player can store 100 chi to access later when needed				
Ability	Mana Storage	Item Bonus	Level Needed for Ability	+5
Player can store 100 mana to access later when needed				
Ability	Regenerating	Item Bonus	Level Needed for Ability	+5
Item that has a power source restores itself in 1 day				
Ability	Flying	Item Bonus	Level Needed for Ability	+5
Item can be ride able and flies in the air for 2 miles 1/day				

Curses

Items in time can develop curses, ether though its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed items, its more often a player will find a cursed item in time. Once in their possession a player can not get rid of a cursed item with out passing it off to another (unless otherwise stated) items curses are as follows.

Klutz

Players with this item are prone to fail at reflex rolls -5 to reflex

Sick

Players with this item are prone to disease poisons and other weaknesses that come from a lower Resistance – 5 to Resistance.

Weak

Players with this item are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted

Players with this item have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Otaku

Item causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver

Item talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid

Item weakens the players Will -5 to will

Gaudy

Item looks is horrible and causes the player to be pointed and laughed at -10 to social rolls

Heavy

Item weights at least 2 times as much as it normally would

Ugly Stick

Item causes the players Charisma a hit (set amount determined by GM)

Unskilled

Item actually grants a negative to aiding in a set skill

Complicated

Item is so complex using it takes long time

Big Spender

Item compels the player to give away or spend more money on purchasing items

Hunger

Item causes user to eat double their amount of food needed a day

Drowsy

Item causes user to sleep twice as long needing 16 hours rest.

Cold Storage

Item gives off cold making area around it 20% cooler

Hot Storage

Item gives off heat making area around it 20% warmer

Racist

The item causes the player to change their race

Vulgar

The item is sentient and likes to insult those around the wielder

Shrimp

Character shrinks down one Size category

Gender Switch

Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change

Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss

Hair grows at 6 inches a day or character loses all hair

Repulsion

Player causes others to make a DC 15 Will save verses a desire to get away from the player

Strange

The item creates an odd effect when used, such as giving off noise or unleashing rose petals

Sticky

Item causes the players skin to be covered in a sticky sap requiring a DC 12 Reflex during tasks to avoid having stuff stuck to them, randomly

Slick

Item causes the players skin to be slippery in oil requiring them to make a DC 12 Reflex to hold onto an item / weapon, Randomly

Perverted

The Item causes the player to act perverted in some way unless they pass a Will save DC 15, Randomly

Foot In Mouth

The Item causes the player to say random insulting things to others unless they pass a DC 15 Will Save, Randomly

Stuck

The Item is stuck to the player and cannot be removed till the curse is removed

Skill Block

The item makes one skill completely unusable

Defective

The Item places one random defect choice to the player, until the curse is removed

Envious

Player needs make a DC 15 Will save verses a desire to want what other have and take them by force if they have to

Attraction

Player causes others to make a DC 15 Will save verses a desire to be with the player

Confusion

The player can randomly suffer from Confusion effect on them.

Unfortunate

The player will lose 1/4 money randomly till curse is removed

Bad Taste

Player must make a Resistance Save during each meal vs. getting sick (Nausea effect) the effect lasts for 2 game hours but reoccurs after every meal.

Crafting Items Rules

Crafting Items, Weapons and Armor.

When one crafts such objects they need the following

- 1 Skill high enough to make the object that they seek to make the DC
- 2 Materials to make the object (ie leather armor one needs about 10 units of leather)
- 3 tools to make the object (this is not necessary but useful in the look and keeping the DC low)
- 4 Time (crafting objects take time based on the DC of the item the time may be hours to weeks)

Other things involved

tiers levels – the tiers aid in the crafting skill rolls and also change the end result effect. Such tiers as Crazy Glue converts the roll of 20 on an item from a master piece to a Magical bonus to an item, armor or Weapon.

+1 on items and what they mean. While the bonus on Armor and Weapons is seen for what the object gains on items it represents one of the following resale value being one category higher, Items magical properties count as caster level +1 for spells, or the Hardness of the item is 1 higher in its ac.



Dials		
Axe Dial	Liquid Dial	Seed Dial
String Dial	Sound Dial	Shadow Dial
Ball Dial	Image Dial	Smoke Dial
Heat Dial	Flavor Dial	Vearth Dial (Earth Dial)
Light Dial	Jet Dial	Vacuum Dial
Cold Dial	Mist Dial	
Flame Dial	Sonic Dial	Modified
Cloud Dial	Toxic Dial	Iron Cloud Dial
Breath Dial	Venom Dial	Sticky Dial
Freeze Dial	Arrow dial	Surprise Dial
Impact Dial	Spark Dial	Slick Dial
Reject Dial	Shock Dial	Video Dial
Water Dial	Sun Dial	Geysier Dial

Dials have multiple uses based on how the creatures of Sky Mollusks that once called the shells home have adapted to their environments and their overall age which has increased the size of the dial. Dials can be engineered into machines, Weapons, Items, Vehicles Armor or used in their raw for to generate the use of their unique abilities. Finding / buying dials is based on it commonality, Common = highly likely to find, Uncommon = may not be it stock but may still be found easily, Rare = Item is not found that often and isn't available at many times, Super Rare = Item is not believed to exist and is a unheard of find.

Dial Type	Axe Dial	Dial overall Effect	Contains a blast of sharp wind that can cut objects	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d4 damage in a 10ft arch, ranged touch		
Small	3	1d8 damage in a 30ft arch, ranged touch		
Medium	6	1d12 damage in 60 ft arch, ranged touch		
Large	6	2d10 damage in 60 ft arch, ranged touch		
Huge	8	3d10 damage in 60ft arch, ranged touch		
Colossal	8	4d10 damage in 60ft arch, ranged touch		
Dial Value	300 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Popular tool used by people on sky Islands			

ANEHT AREN PER ARENK CNRKAHEM EP KMHT NXNTHX FICNE SXMMNRT PER NCKEFTM FHM AREM HPE XET TE IBERIEFTN KPRRX

Dial Type	String Dial	Dial overall Effect	creates a strong clear thin string that takes a DC 30 to break on average	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds up to 100 ft String		
Small	3	Holds up to 200 ft String		
Medium	6	Holds up to 300ft String		
Large	6	Holds up to 600ft String		
Huge	8	Holds up to 800 ft String		
Colossal	8	Holds up to 1000ft string		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	These dials can be set up or combined to form nets or trip wire traps			

Dial Type	Ball Dial	Dial overall Effect	creates a 5x5x5 ball of cloud that can float items of great weights, or even be set up to be used as an explosive with the crafting of it in weapon form	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 2 balls per use		
Small	3	Holds 4 balls per use		
Medium	6	Holds 6 balls per use		
Large	6	Holds 8 balls per use		
Huge	8	Holds 10 balls per use		
Colossal	8	Holds 12 balls per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	Ball Dial does not work outside of High altitude environments			

Dial Type	Heat Dial	Dial overall Effect	Used primarily to cook or heat things it can also be used to form a weapon that can do burning damage upon impact	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d4 fire attack , or unleashes cooking heat for 1 hour per use		
Small	3	1d6 fire attack , or unleashes cooking heat for 2 hours per use		
Medium	6	1d8 fire attack , or unleashes cooking heat for 3 hours per use		
Large	6	1d12 fire attack , or unleashes cooking heat for 6 hours per use		
Huge	8	2d10 fire attack , or unleashes cooking heat for 12 hours per use		
Colossal	8	3d10 fire attack , or unleashes cooking heat for 24 hours per use		
Dial Value	200 per, size category increase by x2	Dial Rarity	Common	
Special Note	These dials are weaker than flame dials but their heat is perfect for cooking and warming homes with.			

Dial Type	Light Dial	Dial overall Effect	A dial often used to maintain a heatless light source	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Creates 30ft light source for 1 hour per use		
Small	3	Creates 30ft light source for 2 hours per use		
Medium	6	Creates 60ft light source for 4 hours per use		
Large	6	Creates 60ft light source for 8 hours per use		
Huge	8	Creates 90ft light source for 12 hours per use		
Colossal	8	Creates 120ft light source for 24 hours per use		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common	
Special Note	The dial can be fixed to unleash its full use of light in one burst causing all within 30ft to make a Resistance Save DC 15+2 per size			

Dial Type	Cold Dial	Dial overall Effect	Used to chill items or cool things done in the form of refrigeration or AC but it can also be built into a weapon to do cold damage
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	1d4 cold attack , or unleashes cold air for 1 hour per use	
Small	3	1d6 cold attack , or unleashes cold air for 2 hours per use	
Medium	6	1d8 cold attack , or unleashes cold air for 3 hours per use	
Large	6	1d12 cold attack , or unleashes cold air for 6 hours per use	
Huge	8	2d10 cold attack , or unleashes cold air for 12 hours per use	
Colossal	8	3d10 cold attack , or unleashes cold air for 24 hours per use	
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common
Special Note	Not as strong as Freeze Dials, Cold Dials are used more often as long term source for cooling food or homes		

Dial Type	Flame Dial	Dial overall Effect	Used as a weapon or to light fires, this dial contains and releases a flame upon its activation
Dial Size	Dial Uses Per day	Effect per size	
Tiny	3	1d6 fire attack , or an ongoing flame for 1 hour per use	
Small	3	1d12 fire attack , or an ongoing flame for 2 hours per use	
Medium	3	2d8 fire attack , or an ongoing flame for 4 hours per use	
Large	3	2d12 fire attack , or an ongoing flame for 8 hours per use	
Huge	3	3d12 fire attack , or an ongoing flame for 12 hours per use	
Colossal	3	4d12 fire attack , or an ongoing flame for 24 hours per use	
Dial Value	2000 per, size category increase by x2 value	Dial Rarity	Uncommon
Special Note	Flame dials are too focused on heat to be a good source of heat for cooking		

Dial Type	Milky Dial	Dial overall Effect	Creates a collection of milky cloud which makes a cloud path one can walk on if thrown or launched by arrows
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Creates a 5ft wide path for 100ft	
Small	3	Creates a 5ft wide path for 200ft	
Medium	6	Creates a 10ft wide path for 400ft	
Large	6	Creates a 10ft wide path for 800ft	
Huge	8	Creates a 20ft wide path for 1200ft	
Colossal	8	Creates a 20ft wide path for 2400ft	
Dial Value	200 per, size category increase by x2 value	Dial Rarity	Common
Special Note	This dial only works at higher altitudes		

Dial Type	Breath Dial	Dial overall Effect	Stores a smell, helpful if you store such things as gas or oxygen to aid in a vacuum or water area where air is needed
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Blows air at rate of 10ft per use, lasts 10 minutes	
Small	3	Blows air at rate of 20ft per use, lasts 20 minutes	
Medium	6	Blows air at rate of 40ft per use, lasts 30 minutes	
Large	6	Blows air at rate of 80ft per use, lasts 1 hour	
Huge	8	Blows air at rate of 120ft per use, lasts 2 hours	
Colossal	8	Blows air at rate of 240ft per use, lasts 4 hours	
Dial Value	500 per, size category increase by x2 value	Dial Rarity	Common
Special Note	These dials are commonly used in transportation or wavers, and in items like cloud skates or cloud boards		

Dial Type	Freeze Dial		Dial overall Effect
			Used to freeze items or as a weapon, the freeze blast comes out in a cone of 60ft doing 2d6 cold, Building it into weapons takes skill
Dial Size	Dial Uses Per day	Effect per size	
Tiny	3	1d6 Ice attack , or an ongoing ice cold air for 1 hour per use	
Small	3	1d12 Ice attack , or an ongoing ice cold air for 2 hours per use	
Medium	3	2d8 Ice attack , or an ongoing ice cold air for 4 hours per use	
Large	3	2d12 Ice attack , or an ongoing ice cold air for 8 hours per use	
Huge	3	3d12 Ice attack , or an ongoing ice cold air for 12 hours per use	
Colossal	3	4d12 Ice attack , or an ongoing ice cold air for 24 hours per use	
Dial Value	2000 per, size category increase by x2 value	Dial Rarity	Uncommon
Special Note	Stronger then Cold dial making it unfitting for cooling homes, but it's still used in the creation of freezers on top of weapons.		

Dial Type	Impact Dial		Dial overall Effect
			Used as a combination as a defense and offensive weapon, It takes major skill to place this item in a weapon but the dial itself can be used to absorb one attack (must be declared before they are attacked) and can keep on taking up damage to a limit per shell this damage can be release afterwards at one time upon a touch attack doing the damage absorbed
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Absorbs and releases up to 1d6 damage	
Small	3	Absorbs and releases up to 2d6 damage	
Medium	6	Absorbs and releases up to 3d6 damage	
Large	6	Absorbs and releases up to 4d6 damage	
Huge	8	Absorbs and releases up to 5d6 damage	
Colossal	8	Absorbs and releases up to 6d6 damage	
Dial Value	1000 per, size category increase by x2 value	Dial Rarity	Uncommon
Special Note	Impact Dials do 1/10 the damage back on users when used in gloves or bare handed		

Dial Type	Reject Dial		Dial overall Effect
			Similar to the Impact dial only it multiplies the damage by 10 and the user gets half the damage back upon them, (THESE DIALS ARE REALLY RARE 1 in 1000 chance of being found)
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Absorbs and releases up to 1d12 damage	
Small	3	Absorbs and releases up to 2d12 damage	
Medium	6	Absorbs and releases up to 4d12 damage	
Large	6	Absorbs and releases up to 8d12 damage	
Huge	8	Absorbs and releases up to 12d12 damage	
Colossal	8	Absorbs and releases up to 24d12 damage	
Dial Value	9000 per, size category increase by x2 value	Dial Rarity	Super Rare
Special Note	Reject Dials do ¼ of the damage back on the users		

Dial Type	Water Dial	Dial overall Effect	Contains a small amount of water
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Holds 1 gallon of water , blast does no damage	
Small	3	Holds 5 gallons of water, blast does 1d4 damage	
Medium	6	Holds 10 gallons of water, blast does 1d8 damage	
Large	6	Holds 20 gallons of water, blast does 2d8 damage	
Huge	8	Holds 40 gallons of water, blast does 3d8 damage	
Colossal	8	Holds 80 gallons of water, blast does 4d8 damage	
Dial Value	200 per, size category increase by x2 value	Dial Rarity	Common
Special Note	Often used to provide fresh water sources, but also can be used to extinguish small fires		

Dial Type	Liquid Dial	Dial overall Effect	Contains a collection of water (roll 1d100 to determine how many gallons it can contain) it can be added to a weapon to create an attack that slams the target with the contents at once damage
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Holds 10 gallons of water, blast does 1d8 damage	
Small	3	Holds 50 gallons of water, blast does 3d12 damage	
Medium	6	Holds 100 gallons of water, blast does 5d12 damage	
Large	6	Holds 200 gallons of water, blast does 10d12 damage	
Huge	8	Holds 400 gallons of water, blast does 20d12 damage	
Colossal	8	Holds 800 gallons of water, blast does 40d12 damage	
Dial Value	800 per, size category increase by x2 value	Dial Rarity	Rare
Special Note	Users have to make a STR check for each dial equal to the dice in the blast of the water. To not be pushed back from the force of the blast.		

Dial Type	Sound Dial	Dial overall Effect	Records sound and voices, This while has little use in weapons can be used in devices to create a distraction
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Records 1 minute of sound per use	
Small	3	Records 5 minutes of Sound per use	
Medium	6	Records 10 minutes of sound per use	
Large	6	Records 20 minutes of sound per use	
Huge	8	Records 40 minutes of sound per use	
Colossal	8	Records 80 minutes of sound per use	
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common
Special Note	Placing these dials up one can have the recorded message play back in a loop when the apex of the shell is press down.		

Dial Type	Image Dial	Dial overall Effect	Records images publishing it on paper, much like a camera
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Records 1 photos per use	
Small	3	Records 5 photos per use	
Medium	6	Records 10 photos per use	
Large	6	Records 20 photos per use	
Huge	8	Records 40 photos per use	
Colossal	8	Records 80 photos per use	
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common
Special Note	More of a gimmicky device then the other dials the image dial is handy for getting information or take images of people for recognizance		

Dial Type	Flavor Dial	Dial overall Effect	Records a taste or flavor, almost no use outside the kitchen but its ability to copy flavors without the actual spices or ingredients makes this dial highly prized
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Dial unleashes a cloud of scent for 10ft, lasts 1d4+1 rounds	
Small	3	Dial unleashes a cloud of scent for 30ft, lasts 1d4+1 rounds	
Medium	6	Dial unleashes a cloud of scent for 30ft, lasts 1d6+1 rounds	
Large	6	Dial unleashes a cloud of scent for 60ft, lasts 1d6+1 rounds	
Huge	8	Dial unleashes a cloud of scent for 60ft, lasts 1d8+1 rounds	
Colossal	8	Dial unleashes a cloud of scent for 30ft, lasts 1d8+1 rounds	
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Common
Special Note	Often used to store spices and flavors for food, this dial can also be used to unleash gases and other smells to distract or harm someone.		

Dial Type	Jet Dial	Dial overall Effect	Creates a blast of air, Often used in movement based devices it's not used in weapons often but can to create a greater damage by granting greater speed behind the weapon
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Moves object at a Speed of 10ft per 10 minutes, per use	
Small	3	Moves object at a Speed of 20ft per 20 minutes, per use	
Medium	6	Moves objects at a Speed of 40ft per 40 minutes, per use	
Large	6	Moves objects at a Speed of 80ft per 80 minutes, per use	
Huge	8	Moves objects at a Speed of 120ft per 120 minutes, per use	
Colossal	8	Moves objects at a Speed of 240ft per 240 minutes, per use	
Dial Value	7000 per, size category increase by x2 value	Dial Rarity	Super Rare
Special Note	Most often used to make fast moving vehicles, however it can be attached to weapons to increase the speed and damage of a weapon by +1 per every 10ft of movement the weapon provides in added damage.		

Dial Type	Mist Dial	Dial overall Effect	Creates a Mist or Fog that allows cover, over 60ft radius
Dial Size	Dial Uses Per day	Effect per size	
Tiny	2	Creates a mist covering 20ft, granting a 20% miss chance	
Small	3	Creates a mist covering 40ft, granting a 20% miss chance	
Medium	6	Creates a mist covering 60ft, granting a 25% miss chance	
Large	6	Creates a mist covering 80ft, granting a 25% miss chance	
Huge	8	Creates a mist covering 100ft, granting a 30% miss chance	
Colossal	8	Creates a mist covering 120ft, granting a 30% miss chance	
Dial Value	300 per, size category increase by x2 value	Dial Rarity	Common
Special Note	Primarily a dial for use in war and Stealth.		

Dial Type	Sonic Dial	Dial overall Effect	Contains a blast of sound that burst out in a cone shaped cone	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10ft cone 1d6 sonic damage, DC 10 Reflex for half		
Small	3	10ft cone 2d6 sonic damage, DC 12 Reflex for half		
Medium	6	30ft cone 3d6 sonic damage, DC 14 Reflex for half		
Large	6	30ft cone 4d6 sonic damage, DC 16 Reflex for half		
Huge	8	60ft cone 5d6 sonic damage, DC 18 Reflex for half		
Colossal	8	60ft cone 6d6 sonic damage, DC 20 Reflex for half		
Dial Value	1000 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	Users need to make a Resistance save equal to the Reflex DC after each use or be deafened for 1d4+1 rounds			

Dial Type	Toxic Dial	Dial overall Effect	Contains a chemical inside that can used as a splash attack, or effect damage when built into a weapon	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	1	Unleashes Chemical Weapon or poison 10ft area		
Small	2	Unleashes Chemical Weapon or poison 10ft area		
Medium	3	Unleashes Chemical Weapon or poison 30ft area		
Large	4	Unleashes Chemical Weapon or poison 30ft area		
Huge	5	Unleashes Chemical Weapon or poison 60ft area		
Colossal	6	Unleashes Chemical Weapon or poison 60ft area		
Dial Value	800 per, size category increase by x2 value	Dial Rarity	Uncommon	
Special Note	If the user uses this un protected / without a way to protect themselves from the poison or chemical they also must roll saves versus the attack			

Dial Type	Venom Dial	Dial overall Effect	Contains a chemical inside that can be sprayed in a 30ft cone, and its shares the effects of the chemical.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Unleashes Chemical Weapon or poison 10ft area, DC increased by 2		
Small	3	Unleashes Chemical Weapon or poison 10ft area, DC increased by 4		
Medium	4	Unleashes Chemical Weapon or poison 30ft area, DC increased by 6		
Large	5	Unleashes Chemical Weapon or poison 30ft area, DC increased by 8		
Huge	6	Unleashes Chemical Weapon or poison 60ft area, DC increased by 10		
Colossal	7	Unleashes Chemical Weapon or poison 60ft area, DC increased by 12		
Dial Value	5500 per, size category increase by x2 value	Dial Rarity	Super Rare	
Special Note	If the user uses this un protected / without a way to protect themselves from the poison or chemical they also must roll saves versus the attack			

Dial Type	Arrow Dial	Dial overall Effect	Similar to axe dial only instead of a slash attack it's a line attack.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Does 1d8 ranged touch attack , 100ft , 1 arrows		
Small	3	Does 2d8 ranged touch attack, 150ft , 2arrows		
Medium	6	Does 3d8 ranged touch attack, 300ft, 3 arrows		
Large	6	Does 4d8 ranged touch attack, 600ft , 4 arrows		
Huge	8	Does 5d8 ranged touch attack, 1200ft, 5 arrows		
Colossal	8	Does 6d8 ranged touch attack, 2400ft, 6 arrows		
Dial Value	300 per, size category increase by x2 value	Dial Rarity	Uncommon	
Special Note	The dial unleashes 1 arrow per size each arrow does, 1d8 damage, the larger shells unleash multiple arrows that can strike other targets or one chosen one.			

Dial Type	Spark Dial		Dial overall Effect	A small dial used to house a light steady charge of electricity, can be used in many things
Dial Size	Dial Uses Per day	Effect per size		
Tiny	1	Holds 1 power use, electric shock does 1d4 damage		
Small	2	Holds 2 power use, electric shock does 1d8 damage		
Medium	3	Holds 4 power use, electric shock does 2d6 damage		
Large	4	Holds 8 power use, electric shock does 3d8 damage		
Huge	5	Holds 12 power use, electric shock does 4d8 damage		
Colossal	6	Holds 24 power use, electric shock does 5d8 damage		
Dial Value	400 per, size category increase by x2 value	Dial Rarity	Uncommon	
Special Note	The dial does not have to be hooked up to machines to power things; a player can just touch the dial to the machine to power it.			

Dial Type	Shock Dial		Dial overall Effect	A dial that contains a large jolt of electricity that's not very useful outside of weaponry
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 3 power use, electric shock does 2d8 damage		
Small	3	Holds 6 power use, electric shock does 4d8 damage		
Medium	6	Holds 9 power use, electric shock does 6d8 damage		
Large	6	Holds 12 power use, electric shock does 8d8 damage		
Huge	8	Holds 15 power use, electric shock does 10d8 damage		
Colossal	8	Holds 30 power use, electric shock does 12d8 damage		
Dial Value	7500 per, size category increase by x2 value	Dial Rarity	Super Rare	
Special Note	Unlike Spark dial using the Shock dial on Machines / Robots and such will cause overcharged damage unless the dial is built into powering the device.			

Dial Type	Sun Dial		Dial overall Effect	A dial that has absorbed the rays of the sun and produces a light and warm equal to the time of year the dial absorbed, handy for those looking to make season based greenhouses.
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Unleash 1 hour of sunlight and warmth per use/ +5 cold resistance		
Small	2	Unleash 2 hours of sunlight and warmth per use/ +5 cold resistance		
Medium	2	Unleash 4 hours of sunlight and warmth per use/ +10 cold resistance		
Large	2	Unleash 6 hours of sunlight and warmth per use/ +10 cold resistance		
Huge	2	Unleash 8 hours of sunlight and warmth per use/ +15 cold resistance		
Colossal	2	Unleash 10 hours of sunlight and warmth per use/+15 cold resistance		
Dial Value	5000 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	The dial has no real use in combat but is useful in agriculture / creating warmth in cold			

Dial Type	Seed Dial		Dial overall Effect	A Dial that holds a collection of sharp pointy seeds that can be shot at a target doing 1d2 damage
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Releases 2 seeds per use		
Small	3	Releases 4 seeds per use		
Medium	6	Releases 8 seeds per use		
Large	6	Releases 16 seeds per use		
Huge	8	Releases 32 seeds per use		
Colossal	8	Releases 64 seeds per use		
Dial Value	2500 per, size category increase by x2 value	Dial Rarity	Uncommon	
Special Note	The dial is normally empty but placing a seed within it can replicate a seed it gets programed with. Craft Items DC 20 removes seed choice to empty it again.			

Dial Type	Smoke Dial	Dial overall Effect	A Dial that upon activation releases a smoky haze granting a area a mischance of hitting, Plus it can cause a target to make a resistance save vs choking. The area of this dials effect is 60ft	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10% Miss chance, DC10 Resist save vs losing a turn to choking		
Small	3	10% Miss chance, DC12 Resist save vs losing a turn to choking		
Medium	6	25% Miss chance, DC14 Resist save vs losing a turn to choking		
Large	6	25% Miss chance, DC16 Resist save vs losing a turn to choking		
Huge	8	50% Miss chance, DC18 Resist save vs losing a turn to choking		
Colossal	8	50% Miss chance, DC20 Resist save vs losing a turn to choking		
Dial Value	750 per, size category increase by x2 value	Dial Rarity	Uncommon	
Special Note	Dial is often thrown or fired from weapons to set up a smoke screen.			

Dial Type	Shadow Dial	Dial overall Effect	A Dial bathed in pure darkness creates an area of 30ft of pure darkness of which no light can penetrate, offers all inside full cover bonus, plus increases resistance to heat. The area of this dials effect is 60ft.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10% Miss chance, lasts 1 hour for and grants +5 Heat Resistance		
Small	3	10% Miss chance, lasts 2 hour for and grants +5 Heat Resistance		
Medium	6	20% Miss chance, lasts 4 hour for and grants +10 Heat Resistance		
Large	6	20% Miss chance, lasts 6 hour for and grants +10 Heat Resistance		
Huge	8	30% Miss chance, lasts 8 hour for and grants +15 Heat Resistance		
Colossal	8	30% Miss chance, lasts 10 hour for and grants +15 Heat Resistance		
Dial Value	2000 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	The Dial can be set up to cool or shade an area or used to unleash a area of pure darkness, causing those within to struggle around to see things.			

Dial Type	Vearth Dial	Dial overall Effect	The Dial unleashes a collection of earth in chunks launching it and doing bashing damage as it goes.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	1d10, 60ft ranged touch		
Small	3	2d10, 120ft ranged touch		
Medium	6	3d10, 180ft ranged touch		
Large	6	4d10, 240ft ranged touch		
Huge	8	5d10, 300ft ranged touch		
Colossal	8	6d10, 360ft ranged touch		
Dial Value	4000 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	Each die of damage counts as one chunk of earth, that can be launched at a different target doing 1d10 damage a chunk.			

Dial Type	Vacuum Dial	Dial overall Effect	This Dial is similar to a Breath dial but creates a vacuum based drawing in objects and dirt.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Sucks air at rate of 10ft per use, lasts 10 minutes		
Small	3	Sucks air at rate of 20ft per use, lasts 20 minutes		
Medium	6	Sucks air at rate of 30ft per use, lasts 30 minutes		
Large	6	Sucks air at rate of 40ft per use, lasts 1 hour		
Huge	8	Sucks air at rate of 50ft per use, lasts 2 hours		
Colossal	8	Sucks air at rate of 60ft per use, lasts 4 hours		
Dial Value	100 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	The dial can move objects equal to their distance in lbs.			

Altered Dials

Dial Type	Iron cloud	Dial overall Effect	Stored in a milky dial iron cloud which acts similar to barbed wire, columns or iron spikes yet it can be set to shoot out as a trap	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds up to 100 ft, of barbed wire that does 1d4 damage		
Small	3	Holds up to 200 ft, of barbed wire that does 2d4 damage		
Medium	6	Holds up to 400 ft, of barbed wire that does 3d4 damage		
Large	6	Holds up to 600 ft, of barbed wire that does 4d4 damage		
Huge	8	Holds up to 800 ft, of barbed wire that does 5d4 damage		
Colossal	8	Holds up to 1000 ft, of barbed wire that does 6d4 damage		
Dial Value	2000 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	Each damage die per counts as an extra wire meaning each dial can unleash 1 or more wires at a time depending on its size.			

Dial Type	Sticky Dial	Dial overall Effect	A liquid advanced dial that unleashes a Sticky substance along an area with the DC and area increasing each increment	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10ft area, Reflex DC 12 vs Can't Move		
Small	3	30ft area, Reflex DC 14 vs Can't Move		
Medium	6	60ft area, Reflex DC 16 vs Can't Move		
Large	6	90ft area, Reflex DC 18 vs Can't Move		
Huge	8	120ft area, Reflex DC 20 vs Can't Move		
Colossal	8	150ft area, Reflex DC 25 vs Can't Move		
Dial Value	2500 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	A handy dial to equip on vehicle to deter others following them.			

Dial Type	Surprise Ball	Dial overall Effect	An advanced version of Ball dial that unleashes a ball cloud that has a random item or effect.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 2 balls per use		
Small	3	Holds 4 balls per use		
Medium	6	Holds 6 balls per use		
Large	6	Holds 8 balls per use		
Huge	8	Holds 10 balls per use		
Colossal	8	Holds 12 balls per use		
Dial Value	4500 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	Like the Ball dial this dial does not work outside of High altitude environments			

Dial Type	Video Dial	Dial overall Effect	A unique image and audio recording dial that is primarily used for info gathering, and recording info.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Records up to 1 hour per use		
Small	3	Records up to 2 hours per use		
Medium	6	Records up to 4 hours per use		
Large	6	Records up to 6 hours per use		
Huge	8	Records up to 8 hours per use		
Colossal	8	Records up to 10 hours per use		
Dial Value	5000 per, size category increase by x2 value	Dial Rarity	Super Rare	
Special Note	Records both visual and audio info that can be replayed using up on of its uses.			

Dial Type	Slick Dial	Dial overall Effect	A liquid advanced dial that unleashes a slick along an area with the DC and area increasing each increment	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	10ft area, Reflex DC 12 vs trip		
Small	3	30ft area, Reflex DC 14 vs trip		
Medium	6	60ft area, Reflex DC 16 vs trip		
Large	6	90ft area, Reflex DC 18 vs trip		
Huge	8	120ft area, Reflex DC 20 vs trip		
Colossal	8	150ft area, Reflex DC 25 vs trip		
Dial Value	2500 per, size category increase by x2 value	Dial Rarity	Rare	
Special Note	A handy dial to equip on vehicle to deter others following them.			

Dial Type	Geyser Dial	Dial overall Effect	The combination of a heat and liquid dial unleashes a spray of scolding water.	
Dial Size	Dial Uses Per day	Effect per size		
Tiny	2	Holds 1 gallon of water , blast does no damage, 1d4 heat damage		
Small	3	Holds 5 gallons of water , blast does 1d4 damage, 2d4 heat damage		
Medium	6	Holds 10 gallons of water , blast does 1d8 damage, 3d4 heat damage		
Large	6	Holds 20 gallons of water , blast does 2d8 damage, 4d4 heat damage		
Huge	8	Holds 40 gallons of water , blast does 3d8 damage, 5d4 heat damage		
Colossal	8	Holds 80 gallons of water , blast does 4d8 damage, 6d4 heat damage		
Dial Value	7500 per, size category increase by x2 value	Dial Rarity	Super Rare	
Special Note	This dial is used both for attacks, but also can be used for hot water and creating hot springs			



Ussop uses Impact Dial vs. Luffy

Adding abilities:

When one wants to add ability to an item the player needs both the tier level to add the ability and must roll a craft check +10 the DC of the item made. These alterations take only 3 hours at the most. But grant the abilities of the item/weapon/armor. If the roll fails the item can become cursed.

Crafting Potions/ Chemicals

When creating potions the weaker potions use one or two ingredients while the more advanced use three or four, the following listing states the DC of Potions and the ingredients / type ingredients (when they can use vague items) All potions take about a full day of extracting the pure essence to gain the benefit of the ingredients

WARNING:

Important to note that despite the listings below not all ingredients nor the actual process of crafting such things in real life are provided so please for your own safety do not repeat these in real life. It is stupid and foolish to try and repeat any of these processes in real life so don't do it. We at Imbria Arts are not legally or labile responsible for you trying to repeat these. So it's best you leave it up to a role played fantasy not a reality. Thank You

Basic Potions name – (DC to craft potion) – Potions effect

Major and Minor chemicals needed

Listing of chemicals for creating potion

Rare to gain item that has legends about granting an effect that mimics a potion's effect

Potion types

Stat Boosting Potions

Potions that effect stat boosts and increases

Name	Craft DC	Effect
Strength Potion Minor	40	Boosts Strength Score for 1d10 rounds by +2 1 Minor + 1 Major
Strength Potion Major	80	Boosts Strength Score for 1d10 rounds by +4 3 Minor + 1 Major
Strength Potion Restore	50	Restores long term strength damage by +1 2 Minor + 2 Major
Minor Ingredient	Calcium, Banana, Meat/Fish/Beans/Nuts, Kale, Milk	
Major Ingredient	Testosterone, Animal Heart, Giants Blood	
Rare Item	Giant's Flesh, Steroid	

Name	Craft DC	Effect
Dexterity Potion Weak	40	Boosts Dexterity Score for 1d10 rounds by +2 1 Minor + 1 Major
Dexterity Potion Basic	80	Boosts Dexterity Score for 1d10 rounds by +4 3 Minor + 1 Major
Dexterity Potion Restore	50	Restores long term dexterity damage by +1 2 Minor + 2 Major
Minor Ingredient	Sugar, Molasses, Pepper, Pea, Feather	
Major Ingredient	Caffeine, Ghost Chili Pepper, Tar	
Rare Item	Cocaine, Cheetah Whisker, Sprite's Wings	

Name	Craft DC	Effect
Endurance Potion Weak	40	Boosts Endurance Score for 1d10 rounds by +2 1 Minor + 1 Major
Endurance Potion Basic	80	Boosts Endurance Score for 1d10 rounds by +4 3 Minor + 1 Major
Endurance Potion Restore	50	Restores long term Endurance damage by +1 2 Minor + 2 Major
Minor Ingredient	Milk, Hops, Red meat, Eggs, Pine needle	
Major Ingredient	Iron Powder, Animal Stomach, White Charcoal ash	
Rare Item	White Cockroach, Stuffed Orc Stomach	

Name	Craft DC	Effect
Intelligence Potion Weak	40	Boosts Intelligence Score for 1d10 rounds by +2 1 Minor + 1 Major
Intelligence Potion Basic	80	Boosts Intelligence Score for 1d10 rounds by +4 3 Minor + 1 Major
Intelligence Potion Restore	50	Restores long term intelligence damage by +1 2 Minor + 2 Major
Minor Ingredient	Fish Oil, Nuts, Ginseng, Fish	
Major Ingredient	Dog Hair, Walnut, Cow brains	
Rare Item	Owl Brains, Computer program	

Name	Craft DC	Effect
Wisdom Potion Weak	40	Boosts Wisdom Score for 1d10 rounds by +2
Wisdom Potion Basic	80	Boosts Wisdom Score for 1d10 rounds by +4
Wisdom Potion Restore	50	Restores long term Wisdom damage by +1 2 Minor + 2 Major
Minor Ingredient	Holly, Pine Needles, Peppermint, Egg	
Major Ingredient	Wormwood, Holy Oil, Lily petals	
Rare Item	Holy Water	

Name	Craft DC	Effect
Charisma Potion Weak	40	Boosts Charisma Score for 1d10 rounds by +2 1 Minor + 1 Major
Charisma Potion Basic	80	Boosts Charisma Score for 1d10 rounds by +4 3 Minor + 1 Major
Charisma Potion Restore	50	Restores long term Charisma damage by +1 2 Minor + 2 Major
Minor Ingredient	Mint, Alcohol, Vanilla, Honey, Vinegar	
Major Ingredient	Fluoride, Perfume, Marble	
Rare Item	Moon pearl, Snake tongue	

Name	Craft DC	Effect
Spirit Potion Weak	40	Boosts Spirit Score for 1d10 rounds by 1 Minor + 1 Major
Spirit Potion Basic	80	Boosts Spirit Score for 1d10 rounds by 3 Minor + 1 Major
Spirit Potion Restore	50	restores long term spirit damage by +1 2 Minor + 2 Major
Minor Ingredient	rosemary, mineral oil, egg, bread, wine, olive	
Major Ingredient	Wormwood, Holly berry, Lambs blood	
Rare Item	Rosary Beads, Holy Relic	

Name	Craft DC	Effect
Comely Potion Weak	40	Boosts Comely score by +2 for 1d10 rounds 1 Minor +1 Major
Comely Potion Basic	80	Boosts Comely score by +4 for 1d10 rounds 3 Minor +1 Major
Comely Potion Restore	50	restores long term damage to comely score by +1 1 Minor +2 Major
Minor Ingredient	Aloe, Honey, Milk, Cinnamon, Cocoa, Butter, Heavy Cream	
Major Ingredient	Talc, Perfume, Pearl, Rose Petals	
Rare Item	Nymph's Tears, Fey Flesh	

Skill Boosting Potions- Boost certain Skills as Listed below

Social = Bluff, Diplomacy, Intimidate, Taunt, Seduction, Disguise, Gamble, Perform, Profession

Thief = Open Locks, Demolitions, Disable Devices, Pick Pocket, Stealth, Escape Artist

Motion = Drive, Ride, Pilot, Animal Empathy, Concentration

Athletic = Climb, Acrobatics, Swim, Jump, Martial Arts, Use Rope

Visual = Notice, Appraise, Search, Decipher Script, Craft, Forgery, Read Lips

Info = Gather Info, Research, Navigate, Medical, Repair, Use Tech

Knowledge= Knowledge skills

Connection = Animal Empathy, Empathy, Atonement, Control Shape

These potions when created effect one of the skills they cover by mixing in a slip of paper with the name of the skill in the brew to be dissolved

Name	Craft DC	Effect
Social Potion Minor	20	Grants the user a +5 to the potions set skill for 1d10 min 1 Minor + 1 Major
Social Potion Major	40	Grants the user a +10 to the potions set skill for 1d10 min 2 Minor + 2 Major
Minor Ingredient	Vanilla, Rose Water, Cinnamon, Cream	
Major Ingredient	Alcohol, Perfume, Chocolate	
Rare Item	Wine, Wishbone	

Name	Craft DC	Effect
Athletic Potion Minor	20	Grants the user a +5 to the potions set skill for 1d10 min 1 Minor + 1 Major
Athletic Potion Major	40	Grants the user a +10 to the potions set skill for 1d10 min 2 Minor + 2 Major
Minor Ingredient	Eggs, Milk, Wheat, Fruit, lemon grass	
Major Ingredient	Grass, protean, Bone Meal, Citrus	
Rare Item	Protean Powder, Wheat Germ	

Name	Craft DC	Effect
Motion Potion Minor	20	Grants the user a +5 to the potions set skill for 1d10 min 1 Minor + 1 Major
Motion Potion Major	40	Grants the user a +10 to the potions set skill for 1d10 min 2 Minor + 2 Major
Minor Ingredient	Carrot, Lettuce, Tomato, Meat, Milk, Sea weed	
Major Ingredient	Catnip, Sugar cane, Cat Tail (plant), Minnow	
Rare Item	Toy Mouse, laser pointer	

Name	Craft DC	Effect
Thief Potion Minor	20	Grants the user a +5 to the potions set skill for 1d10 min 1 Minor + 1 Major
Thief Potion Major	40	Grants the user a +10 to the potions set skill for 1d10min. 2 Minor + 2 Major
Minor Ingredient	Sand, Cat Hair, Wheat, Tobacco, Oil	
Major Ingredient	Talcum, Feather, Kerosene, Sulfur	
Rare Item	Flash powder, Cat's Paw	

Name	Craft DC	Effect
Visual Potion Minor	20	A Visual skill bonus of +5 for 1d10 min. 1 Minor + 1 Major
Visual Potion Major	40	A Visual skill bonus of +10 for 1d10 min. 2 Minor + 2 Major
Minor Ingredient	Carrots, Sand, Butterfly wings, Thyme	
Major Ingredient	Ruby, Seaweed	
Rare Item	Ruby Glasses	

Name	Craft DC	Effect
Info Potion Minor	20	An Information skill bonus of +5 for 1d10 min. 1 Minor + 1 Major
Info Potion Major	40	An Information skill bonus of +10 for 1d10 min. 2 Minor + 2 Major
Minor Ingredient	Mud, Chalk, Bone Meal, Olive, Spearmint	
Major Ingredient	Beet, Emerald, Clay, Pineapple,	
Rare Item	Phone book	

Name	Craft DC	Effect
Knowledge Potion Minor	20	A Knowledge skill bonus of +5 for 1d10 min. 1 Minor + 1 Major
Knowledge Potion Major	40	A Knowledge skill bonus of +10 for 1d10 min 2 Minor + 2 Major
Minor Ingredient	Fish Oil, Nut, Vitamin C, Walnut, Soy, Grapes, Thyme	
Major Ingredient	Owl's Tongue, Powdered Elephant Tusk, Mammal Brains	
Rare Item	Help Guide/ How To book	

Name	Craft DC	Effect
Connection Potion Minor	20	A Connection skill bonus of +5 for 1d10 min. 2 Minor or 1 Major
Connection Potion Major	40	A Connection skill bonus of +10 for 1d10 min. 2 Minor +1 Major
Minor Ingredient	Plantain, Sweet Sagewort, Thyme	
Major Ingredient	Sapphire, Seaweed,	
Rare Item	Crystal Ball,	

Name	Craft DC	Effect
Heal Minimum	10	Heals 1d6 damage 2 Minor
Heal Minor	30	Heals 2d6 damage 1 Major + 1 Minor
Heal Basic	50	Heals 3d6 damage 1 Major + 2 Minor
Heal Major	70	Heals 4d6 damage 1 Major + 3 Minor
Heal Sever	90	Heals 5d6 damage 2 Major +3 Minor
Minor Ingredient	Aloe, Cabbage, Vitamin C, Poppy flower, Celery, Milk, Salt, Asparagus, Thyme	
Major Ingredient	Morphine*, Willow Bark, Troll Blood, Salamander Skin, Jack-O-Lantern (Mushroom)	
Rare Item	Fairy water, Holy Tree Sap, Nano-bots	

*-Morphine is a powerful drug, in using it to craft healing potions, it adds its drug healing effect to the potion with the threat of addiction being increased by +10

Name	Craft DC	Effect
Restoration (level) Minor	35	removes temporary level drain 1d4 levels 1 Minor +1 Major
Restoration (level) Major	70	removes full level drain of 1 level 3 Minor +1 Minor
Minor Ingredient	Pumpkin, Honey, Pear, Iron, methanol, rosemary	
Major Ingredient	Angel Feather, Chlorophyll, Eucalyptus oil, Catnip	
Rare Item	Angel Tears, Mentholated ointment, Mummy's Hand	

Name	Craft DC	Effect
Regeneration Minor	40	Regenerates health over time +1 for 1d10 rounds 2 Minor +1 Major
Regeneration Major	80	Regenerates health over time +1 for 1d10 minutes 2 Minor + 2 Major
Minor Ingredient	Aloe, Calcium, Sodium Metal, Clay	
Major Ingredient	Troll Flesh, Nano-bots, Magically infused blood, Salamander tail	
Rare Item	Troll Heart, Gollum Clay shard	

Name	Craft DC	Effect
Antidote Potion Weak	20	Removes poisons/venom DC 15 or lower 1 Minor + 1 Major
Antidote Potion Basic	40	Removes poisons/venom DC 30 or lower 2 Minor +1 Major
Antidote Potion Strong	70	Removes all poisons/venom 2 Minor + 2 Major, or 3 Majors
Minor Ingredient	Cow's Blood, Horse Meat, Eggs, Seaweed	
Major Ingredient	Yarrow, Venom, Spider Eggs, Ipecac Syrup, Castor Oil	
Rare Item	Dragon Eggs, Dryad Sap	

Name	Craft DC	Effect
Vaccine Weak	20	Removes diseases DC 15 or lower (that can be cured) 1 Minor + 1 Major
Vaccine Basic	40	Removes diseases DC 30 or lower (that can be cured) 2 minor + 1 Major
Vaccine Strong	70	Removes all diseases (that can be cured) 2 Minor +2 Major, or 3 Major
Minor Ingredient	Yogurt, Vinegar, Alcohol, Zombie Skin, Chamomile	
Major Ingredient	Cow's Blood, tobacco, Salt, Yarrow, Ginger	
Rare Item	Mouse Blood, Phoenix tears	

Name	Craft DC	Effect
Speed Potion Weak	25	Boost Users Speed by 30 for 1d8+1 Rounds 1 Minor + 1 Major
Speed Potion Strong	50	Boosts Users Speed by 60 for 2d8+1 Rounds 2 Minor +2 Major
Minor Ingredient	Caffeine, Red Peppers, Cricket Legs, Bean Sprouts, Wheat Grass	
Major Ingredient	Jalapeno Peppers, Chicken Bone, Tofu	
Rare Item	Pegasus Feather, Ghost Chili Pepper	

Name	Craft DC	Effect
Mana Potion Minor	10	Restores 1d6 mana 2 Minor
Mana Potion Major	30	Restores 2d6 mana 1 Major + 2 Minor
Mana Potion Sever	50	Restores 3d6 mana 2 Major +2 Minor
Minor Ingredient	Potato, Wine, Mushroom, Wheat, Powdered Geo, Cheese	
Major Ingredient	Phosphorous, Iron Sulfate, Lacryma, Spider Silk	
Rare Item	Blood Lacryma, Dragon's Blood	

Name	Craft DC	Effect
Chi Potion Minor	10	Restores 1d6 chi 2 Minor
Chi Potion Major	30	Restores 2d6 chi 1 Major + 2 Minor
Chi Potion Sever	50	Restores 3d6 chi 2 Major + 2 Minor
Minor Ingredient	Rice, vinegar, radish, Pepper, Ginseng	
Major Ingredient	Bears stomach, Burning Ash, Hero's Blood	
Rare Item	Ninja Scroll, Martial Arts Sutra	

Name	Craft DC	Effect
Resistance Potion Minor	20	Grants the user +2 to resistance saves for 1d4 hours 2 Minor
Resistance Potion Major	40	Grants the user +4 to resistance saves for 1d8 hours 1 Major + 2 Minor
Resistance Potion Sever	60	Grants the user +6 to resistance saves for 1d12 hours 2 Major + 2 Minor
Minor Ingredient	Citrus Fruit, Cabbage, Red Meat, wine, marshmallow Flower, Boabab pulp	
Major Ingredient	Mummy's Dust, Vitamin, Walnuts, Fish, Ginger	
Rare Item	Vampire's Dust,	

Name	Craft DC	Effect
Reflex Potion Minor	20	Grants the user +2 to resistance saves for 1d4 hours 2 Minor
Reflex Potion Major	40	Grants the user +4 to reflex saves for 1d8 hours 1 Major + 2 Minor
Reflex Potion Sever	60	Grants the user +6 to reflex saves for 1d12 hours 2 Major + 2 Minor
Minor Ingredient	Rubber, Bean Sprouts, Oil, Grass, Raspberry, Seaweed	
Major Ingredient	Sap, Worm, Willow bark, Eel	
Rare Item	Leopard Meat, Bee's Wings	

Name	Craft DC	Effect
Willpower Potion Minor	20	Grants the user +2 to Will saves for 1d4 hours 2 Minor
Willpower Potion Major	40	Grants the user +4 to Will saves for 1d8 hours 1 Major + 2 Minor
Willpower Potion Sever	60	Grants the user +6 to Will saves for 1d12 hours 2 Major + 2 Minor
Minor Ingredient	Lavender, Pineapple, Rosemary, Sage, Spearmint, Sweet Sagewort	
Major Ingredient	Amethyst, Blackberry	
Rare Item	Ectoplasm	

Other Potions

The ingredients needed for these potions require 2 or more of the choices not all. Those listed with Minor and Major can be made from 1 minor + 1 major or just the Rare item. Adding other ingredients increase the effect or DC of the item by 2 for the Minor, 5 for Major and 10 for rare items, however adding more of one item alone will not increase the DC.

Name	Craft DC	Effect
Heal Blindness	30+	Removes Blindness effect the higher the craft roll the higher the DC that the potion can heal.
Minor Ingredient	Potato, Carrot, Iodine, Catnip	
Major Ingredient	Ruby, Cat's Eye (stone), Animal's eyes	
Rare Item	Bat's eye	

Name	Craft DC	Effect
Heal Deafness	30+	Removes Deafness effect the higher the craft rolls the higher the DC that the potion can heal.
Minor Ingredient	Corn, Honey Suckle, Mineral Oil, Grass	
Major Ingredient	Animal's ear, Trumpet Flower	
Rare Item	Wolf Ear	

Name	Craft DC	Effect
Heal Mute	30+	Removes Mute effect, the higher the craft roll the higher the DC that the potion can heal.
Minor Ingredient	Castor oil, Lemon, Nitrogen, Sugar	
Major Ingredient	Goat Lung, Allium	
Rare Item	Mouse tongue	

Name	Craft DC	Effect
Spell Empower	40	Boosts the players magical attack in one of three ways controlled by dissolving a piece of paper with one of three words on it, "stronger / farther / potent" With "stronger" the dice damage or effect is 1 and ½ times its result, with "farther" it increases the area of effect for the spell by double, and if it is labeled "potent" the DC of the attack is increased by +1 for every 10 above the DC of the potion. The potion can only house one of these words and is good for one use, when it is used the player expels 3 times the mana per use of the potion
Minor Ingredient	Bat Wings, spider legs, Mushrooms, Spanish Moss	
Major Ingredient	Pumpkin, Mandrake, Newt	
Rare Item	Lacrima,	

Name	Craft DC	Effect
Power Empower	40	Boosts the players power attack in one of three ways controlled by dissolving a piece of paper with one of three words on it, "stronger / farther / potent" With "stronger" the dice damage or effect is 1 and ½ times its result, with "farther" it increases the area of effect for the power by double, and if it is labeled "potent" the DC of the attack is increased by +1 for every 10 above the DC of the potion. The potion can only house one of these words and is good for one use, when it is used the player expels 3 times the mana per use of the potion.
Minor Ingredient	Raspberry, Blackberry, Hops, Sea Weed, Plantain, Rosemary, Spearmint	
Major Ingredient	Garlic, Licorice, Pokeweed,	
Rare Item	First addition Action Figure,	

Name	Craft DC	Effect
Chi Empower	40	Boosts the players Technique in one of three ways controlled by dissolving a piece of paper with one of three words on it, "stronger / farther / potent" With "stronger" the dice damage or effect is 1 and ½ times its result, with "farther" it increases the area of effect for the technique by double, and if it is labeled "potent" the DC of the attack is increased by +1 for every 10 above the DC of the potion. The potion can only house one of these words and is good for one use, when it is used the player expels 3 times the mana per use of the potion.
Minor Ingredient	Radish, Rice, Sea Weed, Noodles	
Major Ingredient	Watermelon, Squid, Boar Meat	
Rare Item	Bear Stomach	

Name	Craft DC	Effect
Vitamin	20	Increase the players immunity effects raising their Resistance by +4 vs disease.
Minor Ingredient	Calcium, Carrot, Sodium, Magnesium	
Major Ingredient	Citrus, Cabbage, Zinc	
Rare Item	Boar's Stomach	

Name	Craft DC	Effect
Dark Vision	40	Grants the user 1d6 hours of dark vision 60ft
Minor Ingredient	Carrot, Phosphorous, Iodine	
Major Ingredient	Bat ear, Cave Fungus, Glow Worm	
Rare Item	Goblins Eye	

Name	Craft DC	Effect
Pain Killer	20	Reduces the pain one is feeling granting the effect of the feat Ignore Pain for 1d6 hours. (Depending on the Crafting the potion may be highly addictive)
Minor Ingredient	Willow Bark, *Cannabis, *Alcohol, Aloe	
Major Ingredient	*Morphine, Troll Blood, Novocain, Ginger	
Rare Item	*Bath Salts (Drug), Gollum Heart	

*- are addictive substances see their listing in the drugs section for their addiction rate and side effects

Name	Craft DC	Effect
Suggestion	30	Charms the user into performing a suggestive action or task for 1d6 hours DC 20 Will vs suggestion to resist the effect
Minor Ingredient	Vanilla bean, Lilac, Chocolate	
Major Ingredient	Rose Oil, Bacon, Alcohol	
Rare Item	Siren's Lung	

Name	Craft DC	Effect
Love	50	Charms the person that ingests the potion for 1d6 hours to the next target they see. DC 25 Resistance to resist the effect.
Minor Ingredient	Rose Oil, Lotus oil, Cinnamon, Celery, Cowage, Thyme	
Major Ingredient	Vanilla, Chocolate, Oyster, Animal pheromone	
Rare Item	Nymph's Blood	

Name	Craft DC	Effect
Sleep	40	The one hit with this poison must make a save or fall into a deep sleep that would require them to make saves to get out of. DC 20 Resist
Minor Ingredient	Alcohol, Peppermint, Chamomile, Hops, Lavender	
Major Ingredient	Bed Bug Wings, Nitrous Oxide, Poppy Leaves	
Rare Item	Chloroform, Fairy's Arrows	

Name	Craft DC	Effect
Awaken	30	Wakes a subject from a sleep, by granting them a +15 bonus on Will save to wake from a sleep.
Minor Ingredient	Jalapeno, Ice, Chocolate, Fish Eye	
Major Ingredient	Coffee bean, Sugar, Hot Sauce, Wasabi	
Rare Item	Espresso, Caffeine Pill	

Name	Craft DC	Effect
Stun	40	hit a target with the potion and it stuns a target for 1d10 rounds DC 20 Resist
Minor Ingredient	Ginger, Sage, Thyme,	
Major Ingredient	Clay, Spearmint	
Rare Item	Amber	

Name	Craft DC	Effect
Petrify	75	Turns the flesh of the subject hit with this potion into a stone husk, the effects last till the potions effects are removed, DC 20 Resist vs Petrify
Minor Ingredient	Clay, Pokeweed, Thyme, Water Lily	
Major Ingredient	Mandrake, Amber, Pumice	
Rare Item	Cockatrice Feather	

Name	Craft DC	Effect
Restore Flesh	30	Returns flesh to normal state, or replaces damaged skin, removes effects of Petrification chemicals / attacks. Granting them the chance at a reroll of the save at a +15
Minor Ingredient	Pig skin, Glue, Rubber, Mud, Palm Oil	
Major Ingredient	Aloe, Coco Oil, Snake Skin, Lizard Skin	
Rare Item	Mummy Flesh, Weeping Stones, Mandrake Root	

Name	Craft DC	Effect
Resistance Cold	50	Grants the user +5 Cold resistance for 1d8 hours
Minor Ingredient	Pokeweed, Reindeer Moss, Rosemary	
Major Ingredient	Iceland Moss, Sweet Sagewort,	
Rare Item	Reindeer Antler, Red Slime (creature remains)	

Name	Craft DC	Effect
Resistance Heat	50	Grants the user +5 Heat resistance for 1d8 hours
Minor Ingredient	Garlic, Grape Fruit, Licorice, Ice, Salt Water, Sage	
Major Ingredient	Clay, Seaweed, Pineapple, Dry Ice, Spearmint	
Rare Item	Blue Slime (creature remains)	

Name	Craft DC	Effect
Release	45	Breaks a person free of stun, or illusionary effects. By letting them reroll the save with a +10 to the save.
Minor Ingredient	Castor Oil, Grape Fruit, Rosemary, Thyme, Water Lily	
Major Ingredient	Boo phone (plant), Lavender, Pineapple, Wasabi	
Rare Item	Anaconda Snake Skin	

Name	Craft DC	Effect
Resistance Curse	25	Removes the effects of a curse temporarily for 1d6 hours.
Minor Ingredient	Olives, Cranberry, Lily, Orchid, Cherry Blossom	
Major Ingredient	Holly Berries, Chicken Blood, Goat Meat, Garlic	
Rare Item	Holy Oil, Holy Symbol	

Name	Craft DC	Effect
Blessed	50	Fully removes the effects of Curses from a player, (including cursed items as long as they drop the item and not pick it back up)
Minor Ingredient	Evergreen, Olives, Cranberry, Chicken Feathers, Blood	
Major Ingredient	Holy Oil, Rosemary, Holly, Mistletoe	
Rare Item	Holy Talisman, Relic	

Name	Craft DC	Effect
Levitation	50	Allows the user to move their normal walking speed through the air lasts for 1d12 minutes.
Minor Ingredient	Dill, Lavender, Sage, Thyme, Feather	
Major Ingredient	Water Lily, Fairy Wings	
Rare Item	Pixie Dust	

Name	Craft DC	Effect
Invisibility	75	Grants the drinker invisibility for 1d4 hours
Minor Ingredient	Dill, Lemon, Grape Fruit	
Major Ingredient	Licorice, Pokeweed,	
Rare Item	Chameleon Hide, Vampire Dust	

Name	Craft DC	Effect
Water Breathing	50	A potion that grants the player a way to breath under water for 1d6 minutes.
Minor Ingredient	Grapes, Mint, Eucalyptus, Chamomile	
Major Ingredient	Blowfish Meat, Marshmallow (Flower), Reed, Fish Gills	
Rare Item	Mermaid's Lung, Oxygen Tank	

Name	Craft DC	Effect
Medication	15	A simple collection of chemicals to help stave off incurable diseases or mental disorders
Minor Ingredient	Oranges, Cabbage, Carrots, Tomato, Yarrow, Grapes	
Major Ingredient	St. John's Wart, Marshmallow (flower), Bone Meal	
Rare Item	Corpse Flesh, Animal Liver	

Name	Craft DC	Effect
Slow	35	The potions effect will cause a target to slow down to a single action type per round, and /or -1 attack per round.
Minor Ingredient	Slug, tar, Snail, Glue, Hops, Lavender	
Major Ingredient	Sloth Hair, sap, Honey, Amber	
Rare Item	Royal Jelly	

Name	Craft DC	Effect
Depressant	30	Causes a target to mellow out or calm down, removing effects of berserk or even rage from a character.
Minor Ingredient	Hops, Wheat, Corn, Grapes	
Major Ingredient	Alcohol, Mushrooms, Mercury, Spearmint	
Rare Item	Mourners Veil, Black Rose	

Name	Craft DC	Effect
Anti-depressant	30	Removes the effects of Depression (1 day for those suffering from disability)
Minor Ingredient	Cinnamon, Dandelion fluff, Rain water, Sugar	
Major Ingredient	Okra, St. John's Wart, Chocolate, Cowage	
Rare Item	Whoopee Cushion	

Name	Craft DC	Effect
Rage	30	Creates the effect of the Rage Ability for 1d6+1 rounds
Minor Ingredient	Wolf Blood, Pepper, vinegar, beer, Bread	
Major Ingredient	Wolverine's Tooth, Badger Blood, Pollen	
Rare Item	Bulls Eye	

The following listed alchemical crafting requires all ingredients and there are no rare item listed for them (that is not to say the GM make create ones)

Drugs

Many drugs listed have only one recipe to craft so all items listed are required, addictions marked with + means the DC is increased with each new dosage of the drug by +2 Unless otherwise stated all drugs require a Resistance save roll. All drugs prolonged use effect End, Com, Cha, Int at a rate of -1 for 10 uses of the substance, with the exception of Alcohol or Caffeine with effect based on the excessive amounts per day

Name	Craft DC	Effect
Cocaine	30	grants a plus +4 Dex for 1d4 hours then drops to slowed,
Addiction	DC 20+	Cocoa leaf, Alcohol, Sugar

Name	Craft DC	Effect
Hashish	20	Creates an inhalable product that cause disorientation (-20 Navigation) and possible psychotic episodes (DC 15 Resistance), and increased rate of failing fear based checks (-6 fear checks). Benefits, reduces pain, 1d8 healing effect.
Addiction	DC 5+	Cannabis, paper, Pollen, Resin

Name	Craft DC	Effect
Morphine/Heroin	50	Grants 5d6 healing and pain killing
Addiction	DC 20+	Poppy Seed, Water, Alcohol

Name	Craft DC	Effect
Meth	70	It relaxes the user granting them -6 vs sleep effects, Hallucinogenic (DC 20 Will), Dizziness DC 30 Will, Prolonged use does -1 COM per week of use, -1 INT per week of use, -1 END per month of use
Addiction	DC 30+	Ammonia, Sulfur, Aluminum, Acid, Sodium

Name	Craft DC	Effect
Opium	20	Creates a relaxing sensation with a possible hallucinogenic dream like effect (DC 15 Will)
Addiction	DC 25+	Poppy, Latex, Water

Name	Craft DC	Effect
Ecstasy	90	Insomnia +20 vs Spell spells and effects, character is in a state of euphoria for 1d8+1 hours, Disorientation -20 Navigation, Paranoid behavior -6 vs Fear effects, Prolonged use causes Hallucinations DC 20 Will, -1 STR per month of use and -1 END per month
Addiction	DC 20+	Talcum Powder, Caffeine, Sassafras Oil

Name	Craft DC	Effect
Bath Salts	90	Benefit it creates a high pain tolerance in the user, the negative is Hallucinations DC 30 Will, Aggressive behavior to others DC 20 Will
Addiction	DC 30+	Sassafras Oil, Khat Leaves

Alcohol – (See each types listing, the purity increases the DC by 5) – Depressant removes hyperactive effects, +8 Social rolls. Large doses lead to slurred speech, difficulty moving, blurred vision, Exhaustion the number next to the name is the purity of the drink, [special note: Absinth is known to cause visions at larger doses]

Name	Craft DC	Effect
<i>Absinth 7</i>	DC 45+	2+ weeks fermenting
Addiction	DC 15+	Anise, Wormwood, Fennel, Water

Name	Craft DC	Effect
<i>Beer 2</i>	DC 30+	2+ weeks fermenting
Addiction	DC 5+	Hops, Barley, Water, Yeast

Name	Craft DC	Effect
<i>Brandy 5</i>	DC 35+	6+months fermenting
Addiction	DC 10+	Fruit, Water, Wood

Name	Craft DC	Effect
<i>Gin 5</i>	DC 35+	2+ weeks fermenting
Addiction	DC 10+	Sugar Beets, Juniper Berries, Water

Name	Craft DC	Effect
<i>Sake 4</i>	DC 30+	1+ year fermenting
Addiction	DC 5+	Rice, Water, Sugar

Name	Craft DC	Effect
<i>Shine 5</i>	DC 40+	2+ weeks fermenting
Addiction	DC 10+	Corn, Sugar, Water, Copper

Name	Craft DC	Effect
<i>Whiskey 3</i>	DC 40+	2+ years fermenting
Addiction	DC 10+	Grain, Yeast, Water, Sugar/syrup, wood

Name	Craft DC	Effect
<i>Wine 1</i>	DC 30+	4+ years fermenting
Addiction	DC 5+	Grapes, Water, Wood

Name	Craft DC	Effect
<i>Vodka 4</i>	DC 35+	1+ week fermenting
Addiction	DC 10+	Potato, Sugar, Water

Name	Craft DC	Effect
Caffeine	10	Alertness feat, +4 Notice, for 1d6 hours, with fatigue afterwards
Addiction	DC 10+	Tea leaves/ Chocolate/Cocoa bean, Sugar, Water

Name	Craft DC	Effect
Testosterone	20	Boosts STR +4 per use for 1d8 hours, Prolonged use +1 STR, aggressive behavior, -1 END per year of use of large dosage. Develops body hair, hair loss for head, lower voice (in females) Increased Libido. (used for sex change female to male)
Addiction	DC 20+	Bull Urine, Caffeine, Protean

Name	Craft DC	Effect
Estrogen	20	Breast Growth, +1 COM per year of use, -1 STR per year of use Decreased Libido. (Used for sex change male to female)
Addiction	10+	Soy, Horse (female) Urine, Spearmint

Name	Craft DC	Effect
LSD	40	takes 3 days to create, drug creates hallucinations and flashbacks, in action the user is mostly motionless with a few fits of reaction to their visions
Addiction	20+	Poison Mushroom, Water, Resin

Name	Craft DC	Effect
Nicotine	10	A low quality stimulant granting the early user the effect of the feat Alertness for 1d3 hours. After multiple uses however this ability no longer becomes effective. Prolonged use does damage to END by 1 per year of use
Addiction	10+	Tobacco, Tar, Paper

Name	Craft DC	Effect
Energy Steroid	60	A powerful steroid mainly controlled and used by Merfolk and Fishmen, the pill increases the persons STR, END and DEX by four times its rate. This lasts for 2d10 rounds, Prolonged use will promote Muscle growth (boosting STR over time in weeks) however will weaken their END on equal level. Long term users or over use ages the subject by years equal to the amount of pills that they take. (Nicknamed ES, or Tanatebao's Treasure) Prolonged use does damage to END by 1 per week of use, Long term subject ages 1 year per use of drug.
Addiction	20+	Red Kelp, Kraken Skin, Tar, Gelatin

Poisons

Additional choices can be found in the plant guide, and mixed to add higher DC's or other effects. Unless otherwise stated all poisons require a resistance save roll when it's used on a target.

Name	Craft DC	Effect
Ricin	20 Craft, for Safety	1d6 END per hour till removed DC 20 Resistance, the poison is an airborne inhalant or can be processed in food or liquid.
Ingredient	Castor Bean, Stone	

Name	Craft DC	Effect
Mercury	20	1d6 END per day till removed, DC 25 Resistance, the poison is a long acting over time death but is difficult to remove from the body
Ingredient	Cinnabar (Mineral), Water, rubber	

Name	Craft DC	Effect
Tetrodotoxin	50/80	A natural toxin formed on many toads, and some sea life, the poison in its raw form is highly dangerous and deadly, it requires safe handling which is why in the raw poison form it's a DC 50 to gather, refine and handle. It does 1d4 END a minute till it's removed. It can also be chemical altered to create a paralysis poison but it takes great skill and delicate handling to manage. It will do 1d20 hours of paralysis once refined.
Ingredient	Octopus / Toad / Jelly Fish or other poisonous wild life, Rubber, Glass, Alcohol	

Name	Craft DC	Effect
Polonium	0 craft, 80 safely carry	1d6 END per hour till medically removed DC 30 Resistance, Radioactive material Polonium is deadly radioactive material
Ingredient	Polonium (Mineral), Water, alcohol	

Name	Craft DC	Effect
Cyanide	20	Cyanide does 1d12 END Damage per dose, it takes long time to remove but will naturally pass the system in a week's time without new doses. DC 15 Resist.
Ingredient	Apple Seed, Stone, Gelatin	

Name	Craft DC	Effect
Botulinum	30	Botulinum is often used in cosmetic surgery, but is a paralyzing poisoning that causes paralysis in low doses and death in higher doses. 1d8 hours for paralysis or 1d4 END in poison effect. To use it for surgery it's a Medical DC 60 to use it correctly without getting poisoned and it improves ones Comeliness by +1d6 for 1 months
Ingredient	Fat, Fungus, Glass	

Name	Craft DC	Effect
Arsenic	20	Arsenic does 1d6 END per hour till removed DC 15 Resistance, the poison is crafted and refined from a natural material blended in water and foods for a stealthy use.
Ingredient	Arsenic (Mineral), Water, Salt, Rice	

Chemical Creations/ Weapons

The DC's on many of these represent making a safe way to carry and use such weapons not how difficult they are made. Each is a set recipe no choice mixtures. Unless otherwise stated all weapons require a resistance save roll when it's used on a target.

Name	Craft DC	Effect
Mustard Gas	40	Releases a deadly toxic cloud of gas that does 1d10 END damage
Ingredient	Mustard Powder, Vinegar, heat source	

Name	Craft DC	Effect
Chlorine Gas	50	Releases a deadly toxic gas that is known to both damage metal as well as flesh. Does 1d12 END Damage including machines
Ingredient	Hydrochloric Acid, Pyrolusite	

Name	Craft DC	Effect
Hydrochloric Acid	10 craft, 30 contain safely	A strong acidic liquid that burns and dissolves several things including flesh doing 6d6 acid damage
Ingredient	Sulfur, Salt, Water	

Name	Craft DC	Effect
Napalm	50	A gooey substance that when light burns bright and is hard to remove +3d6 fire in addition of what the fire source already does makes fire an auto hit as well.
Ingredient	Gasoline, Cellulose, Starch	

Name	Craft DC	Effect
Cesium Bomb	60	releases a small explosion doing 2d8 damage
Ingredient	Water, Cesium	

Name	Craft DC	Effect
Fulminated Mercury	80	A small explosive that requires no fire source to explode doing 3d6, can be thrown as an ignition source
Ingredient	Mercury, Acid, Ethanol	

Name	Craft DC	Effect
Sodium Bomb	50	A small yet violent explosion that is powerful enough to break walls
Ingredient	Sodium (metal), Water	

Name	Craft DC	Effect
Thermite Bomb	90	Causes a massive explosion that does 8d6 damage
Ingredient	Sand, Ice, Aluminum	

Name	Craft DC	Effect
Spark rod	60	The chemical compound ignites and shoots out sparks of fire doing 2d8 fire
Ingredient	Dry Ice, Magnesium	

Name	Craft DC	Effect
Sodium Chlorine Bomb	80	Intense section of heat that can melt heat 6d10 fire damage
Ingredient	Salt, Chlorine, Water	

Name	Craft DC	Effect
Smoke Bomb	30	creates a 30ft cloud of smoke granting concealment
Ingredient	Liquid Nitrogen, Water	

Name	Craft DC	Effect
Fire rain	60	create a stream (line attack 20ft) of fire 2d6
Ingredient	Zinc, Ethanol, Oxygen	

Name	Craft DC	Effect
Sulfur Bomb	20	creates a powerful stench that causes a target to be repulsed by the smell
Ingredient	Sulfur, Water, Oxygen	

Name	Craft DC	Effect
Snow Bomb	30	Creates an eruption of fake snow doing 1d6 cold
Ingredient	Waterlock (A sodium residue from boiling Acid), Water	

Name	Craft DC	Effect
Nitrous Oxide	60	A small dose causes a target to go into a uncontrolled laughter for 1d6+1 rounds, DC 20 Resist, Higher doses knocks a target unconscious for 1d4 hours. Prolonged use of the product is known to cause Hallucinations DC 20 Resist, Addiction 10+
Ingredient	Fertilizer, Water, Phosphate	

Name	Craft DC	Effect
Nitroglycerin	50	A highly explosive and dangerous chemical goo that is often used to craft dynamite. Does 2d6 damage. Easily triggered explosive such as sudden impact, loud noise or movement can set it off.
Ingredient	Fertilizer, Acid, Fat/Oil	

Name	Craft DC	Effect
Chloroform	40	A chemical liquid used to knock a person unconscious doing 1d12 temporary END damages a round it is inhaled directly. The damage heals at a rate of 1 per ten minutes after use. (Note: Once target reaches 0 they pass out, prolonged exposure of longer than 10 minutes after passing out will kill the target through suffocation)
Ingredient	Acetone, Ethanol	

Name	Craft DC	Effect
Rumble Ball	25	A small ball of medicine that when used by Zoan types allows them access to alternate forms from their three basic forms, often focusing on one Stat or attack type. The chemical balls have no effect on other devil fruit types or non- devil fruit users. The effects last for 1 minute a level for the user. They can be halted after being submerged in water. Using three within the same day will cause the target to go into a berserk fury form or Monster form as it is called.
Ingredient	Cherry Blossom, Mint oil, Bone Meal, Rubber	

Name	Craft DC	Effect
Cherry Powder	50	a fine pink powder that can be used to stain moisture in the air which dyes the snow or rain the cloud produces pink for snow , red for rain. It creates a psychological effect on those that see it. Rain – Fear, the rain is called blood rain is falling and people see it as a bad omen. Snow – Peace, removes detrimental side effects of mental issues.
Ingredient	Cherry Blossom, Peach Pit, Silver	

Name	Craft DC	Effect
S.A.D.	100	A very complicated and powerful concoction, in its raw form it's a poisonous gas that petrifies those that inhale (DC 40 END) it is also highly flammable. Despite the deadliness of the chemical it, the major advantage is when the chemical is sprayed or hits fruit, it has a 1 in 10 chance to create a fake devil fruit. Sad can be injected into fruit bearing trees to create multiples of fruit types.
Ingredient	Sea stone, Alcohol, Nitrogen	

Name	Craft DC	Effect
Dance Powder	40	A fine green powder that creates clouds and promotes rain in an area as the powder is burned. It is an illegal substance in the world as it takes moisture from surrounding areas to cause rain. That moisture dries up. Creates Rain in 10 mile area, takes moisture from 200 miles away.
Ingredient	Silver, Dry Ice, Sea weed, Corn Meal	

Name	Craft DC	Effect
Gelatin	10	A chemical compound that forms a weak plastic like substance that can house medicines, powders or served with desert.
Ingredient	Bone meal, water	

Name	Craft DC	Effect
Marker Paint	15	A chemical oil that once a target is hit stains it with a clear oil that can be spotted with night vision or a radio easily, Targets hit have a -50 to Stealth from people with that technology. (The player can keep ether the Phosphorous and Astatine out but it loses ether the visual (Phosphorous) or radio (Astatine))
Ingredient	Olives, Phosphorous, Gelatin, Astatine	

Name	Craft DC	Effect
Kerosene /Gasoline	20	A refined process of oil, to create a clean burning oil, along with a powerful and plentiful fuel source. When the oil is refined it creates ether. Kerosene is useful for lamps, and heating, while gasoline can be used to fuel vehicles and machines. 1 use of the craft skill converts 1 unit of oil to 1 unit of ether. Kerosene fire does 2d6, gasoline fire does 4d6.
Ingredient	Oil, Water, Fire	

Name	Craft DC	Effect
Sticky Bomb	25	A chemical explosive that coats a large area in sticky goo, the chemical compound creates a DC 20 Reflex area of 30 ft.
Ingredient	Tar, Honey, Flour, Water, Sap	

Name	Craft DC	Effect
Slick Bomb	30	A chemical explosive that coats a large area in a very slick substance, the chemical creates a DC 20 Reflex vs trip of a 30ft area.
Ingredient	Eel Skin, Oil, Gelatin, Banana	

Name	Craft DC	Effect
Molotov Cocktail	25	A fire bomb that spreads flames upon impact, the fire does 2d6 to a 30ft area DC 15 Reflex.
Ingredient	Gasoline, Glass, Rope, Gelatin	

Name	Craft DC	Effect
Sneeze Bomb	20	A collection of a powdery irritant that causes those within the area to cough and sneeze causing them to lose a turn to deal with their involuntary reactions. DC 15 Resistance vs losing a turn to sneezing / coughing to a 30ft area
Ingredient	Pollen, Dust, Ash, Pepper	

Name	Craft DC	Effect
Hydro Bomb	15	A small compounded collection of water and chemicals, It dowses the area in water and compounds extinguishing flames or splashing targets in the area.
Ingredient	Water, Carbon Dioxide, Salt	

Name	Craft DC	Effect
Dry Ice	30	Condensed Carbon Dioxide gas, it has two very key uses, first it delivers extreme cold damage of 2d10 a round, almost instantly freezing anything exposed to it, second it can form a low lined fog effect covering a 30ft area causing a 25% miss chance within the cloud. It is created by fermentation process exposed to carbon dioxide and Nitrogen.
Ingredient	Fertilizer, Alcohol, Smoke	

Name	Craft DC	Effect
Liquid Nitrogen	60	Nitrogen gas condensed to a liquid state that has a cooling effect so sever it does 4d10 cold damage to anything splash by it. A distilled product.
Ingredient	Fertilizer, Oxygen, Steel, Rubber	

Name	Craft DC	Effect
Glow Rod	40	A small collection of chemicals that react with each other and give off a faint glow for 10 feet
Ingredient	Phosphorous, Alcohol, Iron, Copper	

Name	Craft DC	Effect
Luminol	50	A clear chemical spray used to detect traces of blood and bodily fluids as well as trace amounts of iron or copper. It can also be sprayed on minerals to make them glow in the dark.
Ingredient	Acid, Sodium, fertilizer	

PHHCH AEPH PER AEPHCK CNRKAHEM EP KMHT NXHTTHX FTCHS SXIMHTTET PER NCKMFTMH FHM AFRM HPE XET TE IMBRIFAERTH KPM RDX

Building Rules

If you are building a building or a vehicle the set up with the rolls are the same. The rules towards those builds are covered here in this section, granting materials, bonuses that certain builds grant and unique additions to each build be they offensive or defensive. The benefit of these rules is for players to build fortress or transportation. Or for the GM to have to help figure out a lairs defenses against a players attacks, any bonuses the players or NPCs gain in the buildings and more.

Builds are an important addition to games for those that want to build fortress, homes, cities, vehicles or just to have the stats on hand for the group to handle things like, breaking and entering of locations, or attacking a strong hold or vehicle. The builds are broken into categories and processes.

Step 1:

Build Exterior (Figure out the DC by adding the builds DC and the Materials DC, requires supplies) A new roll is made each day of the build

Step 2:

Build Interior Rooms (Figure out the DC by adding the rooms dc and the materials DC, requires supplies)

Step 3:

Add Weapons, additional Defenses, Power, Engines and extras

Step 4:

Add up bonuses from Materials, building crafting results and, other bonuses and defects to get the stats of the build

Step 5:

Place Items, supplies and production for some rooms.

Green Lightning RPG Building Sheet

Building Name:				Building Type:			
Size:		Land size:	0000 ft x0000 ft	# Floors		Flag:	
HP:		Max HP:		Repair Points			
Min Staff #		Power Supply:		Power Usage:			

Armor					
Base PS	+ Size Bonus	+Nat. Defense	+Bonus	+Magic	=Total PS
Material ADS	+Defenses	+DR	+Bonus	+Magic	= Total ADS

Attacks (Note this is the chart to figure the Base attack of the transport you add this # with the attack of the Character who is operating the cannons [For cannons] or Piloting/ Driving [For Ramming])

Weapon	BAB	+Mod	+Magic	+Character	= Total	Crit	Damage
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00

Land Resources	Effect:

Special Abilities:	Effect:

PNEHT AEPN PER AEPNR CNRKAPEM EP KMHT NXNTHHX FTONE SXMINTE PER NDNFTMH FIM AERM HPE XET TE IMBRIEERTH KPM REX

Green Lightning RPG Build Vehicle Sheet

Transport Name:		Transport Type:	
Size:	Scale: 000 ft x 000 ft	# Decks	Flag:
HP:	Max HP:	Repair Points	
Min Crew #	Power Supply:	Power Usage:	
Movement Rate	Builds Reputation	# Escape Vessels	

Armor					
Base PS	+ Speed Bonus	+Mod	+Bonus	+Magic	=Total PS
Base ADS	+Material	+DR	+Bonus	+Magic	= Total ADS

Attacks (Note this is the chart to figure the Base attack of the transport you add this # with the attack of the Character who is operating the cannons [For cannons] or Piloting/ Driving [For Ramming])								
Weapon	BAB	+Speed	+Mod	+Magic	+Character	= Total	Crit	Damage
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00

Speed					
Base Speed	+Material	+Mod	+Bonus	+Magic	=Total
Maneuverability:	# Masts:	Turning Engine	Engine:		

Special Abilities:	Effect:

A N E C H A R P E R A E T I C I N K A N A M P P R M M T I X N T H X F T C N E S O M I N T E P E R I C A E T M H P E X E T T E I M B R I A A R T S C O M

Protection Score

All builds much like a Player character have a Base start PS score of 10

On Transports:

Depending on the Speed Bonus every 10 in the speed the transports gains a +1 to PS, Materials also add to the ADS of the transport.

On Buildings:

Buildings have bonuses caused by the environment it's placed in, A building perched on a mountain top is more exposed then one tucked away in the mountain.

Base Attack Bonus**On Transports**

Transports Base Attack Bonus is set by the player operating its guns for Range and Pilot/ Drive/ Ride for Melee attacks, however there can be other modifying factors to raise the ships Base Attack Bonus.

On Buildings:

Buildings like their ADS gain boosts based on their placement to their Base Attack. A building up high with a clear view has a better chance at attack then one hidden away

Movement Rate:

The base speed of moving through the build, that effects the player's movement in times of haste.

Maneuverability:

How many rounds it takes to make a 90 degree turn at full speed in a Transportation

Speed Bonus:

A Fast transport is harder to hit. For every 10 points in total speed the ship gets a +1 to its PS, Thus a ship with a speed of 160 gains a +6 to their PS. The speed Bonus also applies to the transports base attack bonus.

Figuring out the Hp

All builds start with 100 Hp depending on the craft roll on the frame depends on a boost of +1 Hp for every Number over 20 Result, -1 for every number under 10 of the result. Also figured in was the material bonus Hp can be regenerated through basic repairs with a Repair skill check which grants the skill result back in HP (this uses one of the Repair limit uses)

Number of Masts (only for ships)

While on Tiny Ships only get One mast making no difference in its speed every ship from small to Colossal lets you have a max number of masts and each mast grants you +10 to Speed Bonus but extra masts means extra work thus more crew

Reputation Bonus (Buildings Only)

Reputation is increased with the size of buildings, larger buildings attract more attention and will bring in other businesses and attention aiding the party in buying things they need, finding info, getting help from people and more.

Defenses (Buildings Only)

Defensive Walls can be built around a property to boost the buildings ADS, Other things like guard towers and posts or protection from unique kinds of attacks.

Sizes

Along with each build is a real life example of the size

A Size Determines its Base Speed (on Transports), Base PS, Base Maneuver (on Transports) , number of min crew, number of decks/floor, max number of masts (on Ships), and total space per deck / floor.

Special: Each Material has a unique property that comes out with skilled crafting (Natural 20 on the roll the build gains a Build Ability or on the result of a natural 1 it gains Build Defect these can not be removed or achieved by a players special abilities and will still go to the build should they not meet the DC to build)

Material Bonus: Each Material grants a bonus to a skill in that room

Land Size and Defense: (Buildings only)

Based on the land acquired certain layouts offer bonuses to defense, or aid in other ways the land plots are often sold by towns in sizes

Terrain Defenses	Bonus
Swamp / Sinkholes	+4 PS Bonus vs. land based attacks
Canyons / Caverns	+4 PS Bonus vs. Air and land attacks
Hills / Mountains	+4 PS Bonus vs. Land attacks, and a +4 Attack
Woods / Jungle	+4 PS bonus vs. Air attacks
Water	+4 PS vs. Land attacks, +4 Attack on Land and Water targets

Land Resources (Building Builds only)

Land Purchased or gained in the game tend to have different resources to gain form the land.

Resource	Benefit
Mine	Mineral resources (Mining)
Farmland	Food Resources, Herbs
Forrest	Wood, Herbs
River /pond/lake	Fresh water, fish
Ocean	Fish, Harbor
Quarry	Materials Stone (Mining)
Swamp/ Moore	Fish, Wood, Herbs
Field	Ranching, Food resources, Herbs
Urban	Info, Money, Research Materials
Cavern	Materials, Food Resources (mushrooms) Herbs
Canyon	Materials (stone)
Tundra	Materials (Ice)
Mountain	Materials, Food Resources, Herbs
Graveyard / Catacombs	Bones, Artifacts
Desert / Sand	Materials, Herbs

Once one owns land they can assign or even hire tasks of the house to people they live with, themselves or people from nearby. Letting their property acquire funds while they adventure

Transport Sizes (Note the decks #, mast, and crew only apply to ships, spacecraft, aircraft)

Size	Examples	Build DC for size	Time to build
Tiny	Small Sailing, Bicycle	10	1 Week
Base Speed	Base PS	Base Maneuver	Max Mast #
160	16	1	1
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
1	75 x 50	5x5	

Size	Examples	Build DC for size	Time to build
Small	Fishing boat, Car	15	2 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
150	15	2	2
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
2	100 x 75	10 x10	

Size	Examples	Build DC for size	Time to build
Medium	Small Yacht, SUV	20	3 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
140	14	3	3
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
3	125 x 100	20 x10	

Size	Examples	Build DC for size	Time to build
Large	Small Freight, Big Rig	25	4 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
130	13	4	4
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
3	150 x 125	40x10	

Size	Examples	Build DC for size	Time to build
Huge	Freight Ship, Plane	30	5 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
120	12	5	5
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
4	200 x 175	50 x25	

Size	Examples	Build DC for size	Time to build
Gargantuan	Battleship, Train Car	40	6 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
110	11	6	6
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
5	400 x 250	100 x50	

Size	Examples	Build DC for size	Time to build
Colossal	Aircraft Carrier, Rocket	50+	7 + weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
100	10	7	7+
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
6 +	500 x 300 +	200 x100 +	

Building Sizes

Size	Examples	Build DC for size	Time to build
Tiny	Hut, Small Shop	15	1 week
Base PS	Land Size	Max Occupancy	Max # of Defenses
17	60x60	4	1
Floors	Scale (Home)	Scale (Building)	
1	50	50x50	

Size	Examples	Build DC for size	Time to build	
Small	Small House, Corner Store	15	2 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
16	150x150	10	2	1
Floors	Scale (Home)	Scale (Building)		
1 ½	100x50	100x100		

Size	Examples	Build DC for size	Time to build	
Medium	Medium House, Large Store	20	3 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
15	250x250	50	3	2
Floors	Scale (Home)	Scale (Building)		
2	200x100	200x200		

Size	Examples	Build DC for size	Time to build	
Large	Large House, Apartment Building	25	4 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
14	500x500	100	4	3
Floors	Scale (Home)	Scale (Building)		
3	300x300	400x400		

Size	Examples	Build DC for size	Time to build	
Huge	Mansion, Warehouse	30	5 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
13	1000x1000	200	5	4
Floors	Scale (Home)	Scale (Building)		
4	500x500	800x800		

Size	Examples	Build DC for size	Time to build	
Gargantuan	Castle, Cathedral, Office Building	40	6 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
12	2000x2000	500	6	5
Floors	Scale (Home)	Scale (Building)		
5	1250x1250	1600x1600		

Size	Examples	Build DC for size	Time to build	
Colossal	Palace, Military complex, Compound	50+	7+ weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
11	3000x3000+	1000+	7+	6+
Floors	Scale (Home)	Scale (Building)		
6	2500x2500+	2500x2500+		

Repair

Buils have a set limit to how much they can have parts repaired, if the build goes beyond its repair limit total then parts or even the whole build has to be replaced the determination on if the build can have a replacement or not is done on a roll of a d6 results of 1-2 it can no longer be replaced or fixed a new build is needed, 3-6 the part can be replaced and the build gains a 1d8 to its repair limit. A player can choose instead of repairing even before the repair limit is reached to replace but at no point can it go beyond its original Repair limit.

Repair Points: Is the Difficulty for repairing the build/ finding the materials. A build made with a low Repair Points will find it harder to repair and might have to be completely replaced All builds start with a basis of 20 RP points

Quality by the numbers with Crafting rolls above the DC			
Result of Roll	Build day quality	Supply Cost by day	Extras
Below DC	Fail	supply lost	Extra day to build
DC matched or roll 1	Useless	supply used	Extra day to build
01-20 above DC	Fair	supply used	No extra
21-30 above DC	Good	supply used	Cuts build time by day
31-40 above DC	Great	supply used	Day cut & double bonus of build
41-50 above DC	Grand	½ supply used	Day cut & double bonus of build
50+ DC	Godly	½ supply used	Day cut, Double bonus, Unique ability
Roll Nat 20	Unlocks Materials Special Ability		

Material	Build DC	Building Exterior	Building Interior	Transport Exterior	Transport Interior
Bone	50	Yes	Yes	Yes	Yes
Brick	10	Yes	Yes	No	Yes
Cement	10	Yes	Yes	No	Yes
Clay	10	Yes	Yes	No	Yes
Cloth	0	Yes	Yes	Yes	Yes
Crystal	70	Yes	Yes	No	Yes
Dirt/ Mud	10	Yes	Yes	No	No
Fur	20	Yes	Yes	No	Yes
Glass	40	Yes	Yes	Yes	Yes
Gold	30	Yes	Yes	No	Yes
Hide	20	Yes	Yes	Yes	Yes
Holy Wood	20	Yes	Yes	Yes	Yes
Ice	10	Yes	Yes	No	Yes
Iron	10	Yes	Yes	Yes	Yes
Leather	20	Yes	Yes	Yes	Yes
Living Wood	70	Yes	No	Yes	No
Natural Wall	5	Yes	Yes	No	No
Other	Varies	Yes	Yes	Yes	Yes
Paper	0	No	Yes	No	Yes
Petrified Wood	70	Yes	Yes	No	Yes
Plastic	50	Yes	Yes	Yes	Yes
Rubber	10	Yes	Yes	Yes	Yes
Scales	40	Yes	Yes	Yes	Yes
Scrap Wood	30	Yes	Yes	Yes	Yes
Silver	40	Yes	Yes	No	Yes
Steel	20	Yes	Yes	Yes	Yes
Stone	40	Yes	Yes	No	Yes
Straw	10	Yes	Yes	No	Yes
Thatched Reed	10	Yes	Yes	Yes	Yes
Wood	0	Yes	Yes	Yes	Yes

Bone - A light weight and easy to find material yet hard to craft, harvest and near impossible to repair. Bone however grants a special bonus to those willing to dare use it as a material. It grants a built a special Fear Check to all that see it. Overall Bone is a bad choice unless you wish to bring fear those that look upon your Transport or Home.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	+2	+10	-10	3/Bashing
Special				
Fear DC 15 Will when Spotted				
Interior				
Creepy Room – Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Intimidate	50	1000 a unit	Graveyard/ catacombs (Search)	

Brick - Mud Based blocks made easily out of materials found throughout the world. Cheap and strong material used to make strong durable walls. Due to its leaky nature it's not a viable material for exterior building but good for strong interior walls.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	N/A	N/A	+5	10/Bashing
Special				
Study Walls – Even as the build is falls apart sections will remain standing leaving less needed to repair				
Interior				
Rough Look – the Difficulty of social rolls is increased by 5 in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Cooking	10	300 a unit	Near Water (Craft Item Brick DC 15)	

Cement – A mix of stone and sand to form study walls that tend to weight down transports. Yet is a easy to repair material.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+5	N/A	N/A	+10	8/Bashing
Special				
Study Walls – Even as the build is falls apart sections will remain standing leaving less needed to repair				
Interior				
Rough Look – the Difficulty of social rolls is increased by 5 in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Machine	10	200 a unit	Quarry (Craft Item Cement DC 30)	

Clay - A Slimy watery mud that can be easily found and shaped to form strong walls when it dries. Its cost is relatively cheap and the material is found in most rivers and creeks. Due to its water based construction it a useless material for exterior of ships.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	+5	8/Slash & Bash
Special				
Quick Rebuild – These walls are easy to reshape and move about to change or repair build				
Interior				
Shape Walls – Walls can be formed to tell stories +10 Performance				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Craft Item	10	200 a unit	Near River/ Creek (Survival/ Mining)	

Cloth - A Common Material that can be brought through out the world. Used much like the way paper is only it's a stronger material and holds a bit better over time. The cost of the material is low due to its simplicity in manufacturing.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+3	+20	+5	1/ slashing
Special				
Insulated Walls - +5 Cold Resistance in this room				
Interior				
Thin Wall – Notice checks can still be made easily out side the room suffering only DC of 10				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival		300	Ranch (Rancher/ Craft Item Cloth 20)	

Crystal – Natural formation of chemicals from the earth that slowly grow from their closeness to water, crystal while rare and hard to find in large quantities has a unique ability to be strong and at times be able to carry a electrical charge.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-20	5 / Bashing
Special				
Power Storage – Crystals can store electrical power for use of powered devices 1 charge per 10 units				
Interior				
Mystical Room - +10 Knowledge Occult and Knowledge Astrology in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Machine	70	7000 a unit	Caves (Profession Miner)	

Dirt / Mud – The easy way to build walls by gathering the dirt around and bulling a wall from a solid mound.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	+10	10
Special				
Indoor Garden – plants / food can be grown inside and provide x2 production of supplies				
Interior				
Living room - Room has fertile ground and is set to grow plants at half growth rate				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof. Farmer	10	0 a unit	Every where (None)	

Fur – High quality and warm collection of Furs help keep the cold out and give a fancy look to the walls

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	N/A	N/A	-5	2 / Slashing
Special				
Survivors Wall – Grants a Stealth Bonus to its outside walls of +10, Inside as well if person wears hides				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival	20	7000 a unit	Wild (Survival)	

Glass - A fine craftsman item while weak in its protection brings out a high quality in the builds look and design. Since glass is made from Sand it makes the material cost almost near nothing, but the build can't take much damage and rarely can be repaired with out having to replace it.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+6	+10	Can't / replace	5/ Bashing
Special				
1 Way Mirror – Within the walls of these glass those inside can see thru those outside see a reflection				
Interior				
Impressive Look - +10 Intimidation in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Notice	40	1000 a unit	Beach/ Dessert (Craft Item Glass 30)	

Gold - Much like silver it's a highly sought metal, more expensive and higher praise to the metal. Its massive cost and highly sought value makes this metal some of the most expensive material that can be built with. It also is so dense its weight is known to slow down a transport.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-20	10/ 5 bashing
Special				
Snob – grants a +5 to ones Reputation as they are considered a show off and snob				
Interior				
Grand Room – Social rolls gain a +10 bonus in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Appraise	30	500,000 a unit	Mines (profession Miner)	

Hide - A material similar in make like leather only it maintains a warm fur lining giving a room a good insulation material. The material is just as difficult to gain enough to make and exterior building material yet is quite useful in the interior.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+3	+20	-5	5/ Fire
Special				
Survivors Wall – Grants a Stealth Bonus to its outside walls of +10, Inside as well if person wears hides				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival	20	3000 a unit	Wild/ Ranch (Survival/ Prof. Rancher)	

Holy Wood - Holy wood is a blessed wood by a religion. Its said the wood is blessed by a god or deity. Its blessing grants a comforting feeling to those inside granting them an easier time at healing of battle wounds. The ship appears to be made of normal wood but both its external and internal uses offer a benefit of healing. However do to its rare to find its cost is high.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+10	-5	5/ Bashing & Fire
Special				
Healing Vessel +2 To Hp a day of all that sleep within the walls				
Interior				
Healing Room – Room grants a +2 to HP a day to all that sleep inside				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Know Religion	20	25,000 a unit	Sacred woods (Prof. Lumberjack)	

Ice – A strong and solid block of frozen water that is strong and sturdy as long as it doesn't melt away

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	N/A	N/A	+5	10/ Fire
Special				
Slow Bleeding – Room can stop someone bleeding by abilities/ magic or in negative HP				
Interior				
Winter Chill – Room temps are near freezing, counts as freezer for food 5/damage cold in long times inside room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Chem.	10	100 a unit	Tundra (Prof. Lumberjack/Survival)	

Iron - A strong Metal easily mined through out the world. Iron is a good durable and cheap metal while not as strong as steel its cheap cost and vast mining possibility makes the material a decent choice when building a strong ship that can be repaired.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	+5	+5	+5	5/ Bashing
Special				
Hardy Strength - +5 to ADS of complete build				
Interior				
Strong Walls +5 PS score on walls of this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Weapon	10	5000 a unit	Mine (Profession Miner)	

Leather - A strong and durable material yet due to its long time to acquire enough material its not looked a good choice for exterior for its overall expense for small amount of material that has to be bound together Once tanned the walls become a strong defensive wall difficult to break through.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+3	+10	+5	5/ Fire
Special				
Tough Guy – Grants users a +10 Intimidate skill in or around the build				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Armor	20	3000 a unit	Ranch/Wild (Prof. Rancher/Survival)	

Living Wood - A rare living tree is used to make the boat it makes it hard to repair and harder to craft. The Woods main benefit is its Unique ability to repair its own damage over time. Because its living it has a slightly better ADS then Scrap Wood but still not as good as normal wood. Its rare type makes it highly prized and raises its cost dramatically.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	+3	+10	-10	5/Bashing & Fire
Special				
Build Regenerates HP and Repairs itself at a rate of 5 a hour				
Interior				
Living room - Room has fertile ground and is set to grow plants at half growth rate				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof Lumber	70	500,000	Magical Wood (Prof. Lumberjack)	

Natural Wall – A solid wall of dirt and rock found in nature in caves or out amongst the wild

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+20	N/A	N/A	Cant repair/ replace	10/-
Special				
Hold the Fort - +10 to Builds total ADS, and +2 ADS to all within its walls defending it				
Interior				
Cavern Wall – Walls and floor are perfect for growing mushrooms and other dark grown plants				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Know Nature	10 (Shape wall)	0	Canyon/Cave (Know Geography)	

Other – The GM offers a new material for unlisted ship building material and provides it DC cost and bonuses, along with its internal or external use.

Paper - A Common Material that can be used to make walls or even plaster walls with design. Cheap and Elegant, paper allows a room to carry a great look to them. The cost is easy to produce making a rather cheap and easily replaced material.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	N/A	N/A	Replace	None
Special				
Layered Wall – ADS is increase to +3				
Interior				
Thin Wall – Notice checks can still be made easily out side the room suffering only DC of 10				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Performance	0	10 a unit	Woods (Prof Lumber, Craft Item 10)	

Petrified Wood - A strong wood that over years has fossilized making a stronger wood option yet raising the cost and making it really hard to repair without replacing it. The high cost and repair makes up for the strong defense and defense verse fire unlike regular wood.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-10	10/Bashing
Special				
Fire Resistance +10				
Interior				
Rare Find – Room grants +5 bonus for Appraise, +10 to Intimidate for the owners of the build				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Appraise	70	50,000 a unit	Desert, Swamp (Search, Know Nature)	

Plastic – A chemically crafted material that takes time and allot of source material to make, the material is strong as wood, but lighter weight. Because of the labor intenseness of the material it cost high to buy.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+20	-5	5/Bashing & Fire
Special				
Science Wonder – Grants a +10 on all craft skills within and a +20 intimidate for all players with a 14 or high Intelligence that craft it				
Interior				
Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Chem.	50	100,000 a unit	Chemically made (Craft Chemical 75)	

Rubber - Light and flexible Rubber is a great material in small transports, But its hard to come by in mass amount that makes making a large builds practically Useless. The rarity of the building supply also make the ship hard to repair any damage but the ease of patching makes up for that.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	+3	+5	Must Be Replaced	5/Fire
Special				
Bounce – Room is comfortable granting +5 Healing when resting, +5 Acrobatics in this build				
Interior				
Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Vehicle	10	1000 a unit	Rubber Trees (Craft Chemical 40)	

Scrap Wood - Interior/Exterior - easy to find at damaged ships or wrecked buildings this wood has already suffered damage but still has good use in it. Weaker than normal wood its less resistant to damage but takes little time to craft with. When used inside a ship it gives the sense of poor craftsmanship and gives a social penalty.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+3	+10	+10	3/Bashing & Fire
Special				
Beach Comber – resting in this build grants users a +5 bonus on Survival and Search rolls for 12 hours				
Interior				
- 5 social rolls in room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Repair	10	10 a unit	Junkyards and anywhere (Search)	

Scales - A strong hide full of large scales able to be removed tanned and made into a strong and fire resistant material. Harvested from Large lizards fish, and monsters in the world then it is sewn together and placed on the frame to create a water tight room.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+5	+3	+10	0	10/ Fire
Special				
Tough Guy – Grants users a +10 Intimidate skill in the or around build				
Interior				
Creepy Room - Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof Fishing	40		Ocean/ Jungle (Prof Fish/ Survival)	

Silver - A highly prized metal that is not suggested as a building material but can be used to make it a more valued and highly prized room. The cost is massive and is rare to find and rarer to hold on to.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	-10	10/-
Special				
Fire Resistant +10				
Interior				
Gaudy Room - +3 Intimidate to room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Intimidation	40	100,000 a unit	Mine (Profession Miner)	

Steel - Strong and Durable Metal compound built to with stand great damage, Find the material is Impossible outside of looking in a scrap yard as steel has to be made by chemical enhancing Iron to be stronger then it is mined. Being a hard metal to find in large amounts make buying it costly and repairing difficult at best.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+8	+6	0	-5	10/-
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to doors and walls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Weapon or Armor	20	5000 a unit	Forge (Craft Chemical DC 20)	

Stone - Stone as any metal but far easier to find, Build with this material though makes a transport sluggish yet resistant to damage of all types, Crafting also takes more time when using stone and repairing it is virtually impossible. Overall it's not the best of Materials out their unless your looking to build a fortress.

Takes Double Time to craft

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	-10	10/-
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to walls (doors cant be stone)				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Cooking	40	500 a unit	Quarry (Profession Mining)	

Straw – A simple material that is easily found and replaceable.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	N/A	N/A	Must Replace	1/ Slashing & Fire
Special				
Thin Walls – Players in side build can make +10 Listen checks to hear noises clearly outside				
Interior				
Quick Build – build protects form elements but grants no real benefits then cutting build time in half				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof. Farming	10	10 a unit	Farmland/Field (Prof. Farming)	

Thatched Reed - A cheap and easy to repair material yet what it has in cost it makes up for in a weak defense. Better for making small crafts or life boats with granting them the quick speed. The reed can be found on almost every type of island thus the cost of supply is rather cheap.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+2	+15	+10	2/Bashing & Fire
Special				
Surprisingly Strong – Build in whole gains +2 to the overall ADS				
Interior				
Quick Build – build protects form elements but grants no real benefits then cutting build time in half				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+2 Prof. Lumber	10	30 a unit	River/ Field (Survival, Prof. Herbalist)	

Wood - Interior/Exterior - the easiest to find and most useful building material around which makes it the best all around building material it comes out with decent strength and floats great on water and is easy to craft furniture and other items with it.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+10	+10	5/ Bashing & Fire
Special				
Simplicity – Build grants a sense of relaxation healing those that rest for 8 hours by double normal				
Interior				
Comfort of Home – Grants a bonus of +5 to all Skill rolls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Craft Item	0	20 Unit	Woods (Profession Lumberjack)	

Rooms

Areas marked with a * are open areas not actual rooms, all rooms are made in making a roll on craft Vehicle to make rooms each room has a base DC Build

Room Name			
Description of the room			
Materials Needed			
Room Bonus	Power Use	Storage Space	
Room Style	Description of that style		
Room Size	Build DC	BRP with Supplies	BRP W/Out Supplies

BRP – base Retail price – the average cost of the build the cost in both is basic supplies such as nails glue and such

Materials Needed – These are basic materials needed to build the room regardless of the material used to craft the room the amounts of each should be up to the Gm. You need these things to build things like locks, window furniture and such

Room Bonus - Rooms automatically when built will grant a bonus to a skill in that room this is not to be confused with the building material bonus which is gained upon rolling a Natural 20 in the crafting of the room.

Power Usage - Some rooms have a Power Usage and require a power source to grant a extra room based bonus

Hidden Room - Making a hidden room costs double and based on its quality grants ups the DC of the search roll by 10

Storage Space – the amount of units of items that can be stored in the space of the room

Hiring a crew – If a player doesn't have the skill or needs help gaining help around towns will find someone that may be skilled enough to build it for them at an added cost this goes equally if the player doesn't have the supplies needed for the room build. Some more advanced build however may be too difficult for any normal builder and thus a specialist must be sought out

Alchemist Lab			
A lab to mix or make chemicals			
Materials Needed - Wood, Rubber, Glass, Metal			
+5 Craft Chemicals	Deluxe room 1	Table(10), Basic (30) Deluxe (50) units	
Lab Table	A small area normally a table set in a open area with all the basic chemical tools Can be dangerous if spills or gases are released		
10x10	DC +10	100	400
Basic	A basic lab table designed to prevent spills and messes that will effect other rooms		
30x30	DC +15	2000	6000
Deluxe	larger then the other and air tight this room protects the users and the chemicals this rooms bonus is +20 to craft Chemicals		
30x50	DC +30	5000	12000

An important room for players that want to focus on chemicals, potions and poisons the set up has a area to crush ingredients mix store and cook in small doses the supplies they have and vials, canisters to which one can store the finished product.

Animal Pens			
A place to hold animals / wildlife			
Materials Needed - Wood, Stone, Grass/ Feed			
+5 Handle Animal / Prof. Rancher	Deluxe Pen 1, Deluxe Barn 2	Crate 2 / Basic Pen 10 / Deluxe Pen 10 / Aviary 50 / Barn 50/ Deluxe Barn 50/ Fenced Field 200	
Crate *	a small pen used to house a animal, food and water trays		
10x5	DC +5	100	400
Basic Pen	a large pen used to give the creature more room to move		
20x20	DC +10	1000	4000
Deluxe Pen	a large heated pen with a auto food and water tray x2 production of supplies from animal, Animal is happier		
20x20	DC +25	8000	10000
Aviary	a large cage for Birds kept usually out side but can be built indoors it grants them some room to fly		
60x60 2 floors	DC +20	5000	12000
Barn	a large building set up to house many animals in its set of 8 pens and holds extra feed and supplies above the animals, not for Transport		
60x60 2 floors	DC +30	4000	8000
Deluxe Barn	a large building set up to house many animals in its set of 8 heated pens with a auto food and water tray and holds extra feed and supplies above the animals x2 production of supplies from animal, Animal is happier, not for Transport		
60x60 2 floors	DC +40	10000	20000
Fenced Field	a massive grassy field for animals to roam free, not for transport		
100x100	DC +20	5000	12000

Pens are a great thing to have on hand to raise animals and protect them so you can have a regular source of food on hand such as eggs from chickens or milk from cattle or goats.

Armory			
a storage room for gun powder and explosives			
Materials Needed - Wood, Metal			
+2 Ranged Attacks	N/A	Rack 1, Cabinet 10, Basic 30, Deluxe 30	
Gun / Weapon Rack	A wall mount for weapon to be at the ready when pulled down		
N/A	DC +5	200	500
Gun Cabinet	A small cabinet or locker used to house weapons and ammo		
5x10	DC +10	400	1000
Armory Basic	a small room with shelves used to hold gun powder		
30x30	DC +25	1000	4000
Armory Deluxe	a small room with strong walls preventing any accidents		
35x35 / interior is 30x30	DC +35	3000	12000

A vital room for weapon and ammo storage protects not only people from getting to your weapons but also protects them from the elements that can destroy them over time.

Bar			
a place to converse and have some drinks			
Materials Needed – Wood, Glass, Alcohol			
+5 Seduction, +5 Diplomacy, +2 Resistance for day used	Entertainment 1, Tiki 1	Bar and Tiki 10 units, Basic 30, Deluxe 50, Entertainment 200	
Bar	a small bar with stools and a shelf of booze		
5x10	DC +10	100	400
Basic Bar room	a small room with shelves of alcohol and a bar and table		
20x30	DC +20	1000	4000
Deluxe Bar room	a large room with a centralized bar and several tables		
50x30	DC +30	3000	8000
Entertainment Bar	A massive bar with a stage or a dance floor and tables around the walls +10 to diplomacy rolls , +10 Seduction rolls		
100x60	DC +40	10000	40000
Tiki Bar	A small moveable cart and Storable bar complete with stools, +10 Diplomacy		
5x10	DC +20	1000	4000

A great place for socializing, relaxing or just to drown ones troubles behind a glass of alcohol, The more advanced rooms build less on the just drinking and more the socializing and entertaining.

Bath			
place where you go to get clean and dispose of waste			
Materials Needed – Metal, Wood, Clay / Glass and or stone, Paper, Cloth, Water on most			
+2 Resist vs. Disease	Deluxe Bath 1, Locker Room 3, both Bath Houses 2	Outhouse 2 units, Bath Small 5, Bath Large 10, Bath Deluxe 12, Restroom Basic 30, Restroom Deluxe 50, Bath Houses 80, Locker 100, Hot Spring N/A	
Outhouse	A small and moveable enclosed room with a hole to do your business after awhile needs to be cleaned out or moved , not on transport , no water needed		
5x5	DC +5	200	400
Single Bath Small	a small room with a toilet and sink		
10x10	DC +15	500	2000
Single Bath Large	a small room with a sink, toilet and shower /no hot water w/o furnace		
20x10	DC +25	1000	4000
Single Bath Deluxe	Larger with full tub temperature control of the water and a working sink as well Grants +4 Resist vs. Disease for that day (instead of +2)		
20x30	DC +30	3000	9000
Public Restroom Basic	A Small Area of about 4 toilets and 2 sinks		
30x30	DC +30	3000	9000
Public Restroom Deluxe	A Large room with Several Toilets and sinks, also a small waiting area and table setup of selection of cleansers perfumes and towels		
60x60	DC +35	6000	15000
Bath House	a massive room with built in large bath house bath, shower sinks and Multiple toilets, +5 to all Social rolls in the room		
100x100	DC +45	7500	20000
Out Door Bathhouse	Like the Bathhouse only the changing / locker rooms are covered while the baths are exposed to the elements, +5 to all Social rolls in room, relaxation removes DC 15 and under Will save failures		
100x100	DC +50	6000	15000
Locker Room	A large room with storage space for items and a collection of showers in a row, Grants +4 Resist vs. Disease, +10 Intimidate while in the room		
50x80	DC +30	5000	12000
Hot Springs Natural	A Natural Hot springs rare to find yet when crafted into a useable bath it can provide healing abilities of +3d8 per use		
100+x100+	DC +10 (seats / Fences)	2000+natural source	5000 / Water needed

A vital room for any building, in order to keep ones build free of infection and disease plumbing is needed to remove waste and dirt from their bodies. Mixed bath rooms on the larger rooms cost ¼ less to make but make it uncomfortable for some characters granting them fear checks in the room.

Bedroom			
Description of the room			
Materials Need – Wood, Cloth, Rope, Straw/Feathers, Glass			
Restore +2 HP after 8 rest	Love Shack 1	Storage Space	
Single Bedroom small	a small private room for oneself, with hammock or bedroll and footlocker		
20x20	DC +10	1000	4000
Single Bedroom Large	a large private room with desk and closet		
30x30	DC +10	2000	6000
Shared Bedroom	Larger room with closets and desks and privacy walls separating the beds		
80x60	DC +25	3000	9000
Barracks	A large room used to house many people, bunk beds and footlockers		
60x40	DC +20	1500	6000
Love Shack	A fancy lay out for a bed room with mirrors surrounding the room and the bed is heart shaped fancy lighting and built in music system to aid in conquests of love, +10 Seduction in this room		
Room Size	DC +30	5000	15000

A Vital room for getting a proper nights rest after a long day, one of the most important rooms to make in most builds.

Brewery			
Used to make chemicals or alcohol			
Materials Needed – Wood, Metal, Grains, Water			
+5 Craft Brewing	Deluxe Brewery 1	Brew Tub 5, Small Brewery 25, Deluxe Brewery 50	
Brewing Tub	a Small tub or pot used to brew chemicals or booze		
Room Size	DC +10	100	400
Small Brewery	a small room with larger vats and better control		
20x20	DC +25	1000	4000
Deluxe Brewery	a slightly larger room with heated vats and barrels to store, the large vats are boiled to perfection creating stronger alcohol +15 DC Resist on alcohol brewed		
30x30	DC +45	3000	8000

A room built for brewing alcoholic beverages and other drinks in large quantities perfect for those with cooking or chemical based skills to create mass amounts of stuff.

Brig			
A room used to hold prisoners from moving about freely			
Materials Needed – Stone, Metal / Glass / Plastic			
+ 5 Knowledge Law in room	Deluxe Cell 1	Cage 5, Jail Cell 20, Deluxe Cell 20, Magical Cell 20, Magic Cage 10, Stockade N/A	
Cage*	A Small moveable Cage		
Room Size	DC +15	200	600
Jail Cell	a simple cell with iron bars and a small bed and bucket		
20x20	DC +20	2000	6000
Deluxe Cell	A walled cell with a personal toilet and electric lock DC 80		
20x20	DC +40	4000	10000
Magical Cell	The walls of the cell are designed to reflect magic backwards or grant reverse effects for those inside		
20x20	DC +40	6000	15000
Magical Cage	A Magical glass cube that drains the mana and will from its prisoners		
15x15	DC +60	10000	25000
Stockade	Two chunks of wood bolted to the ground placing the person to stand in a painful way.		
5x5	DC +10	100	400

A handy room for any place that in any location to hold unwanted guests or known criminals do to their actions.

Cannery			
a room used to can food and gather mass amounts of fish to clean and guts and persevere foods for longer			
Materials Needed – Wood, Rope, Metal, Glass, Rubber			
Double food production	Processing plant 2, Deluxe Cannery 1, Mill 1 (no moving water)	Canning 5, Mill 10, Processing 50, Cannery Both 30	
Canning Area	A small area for canning food		
5x10	DC +10	100	400
Mill	A small room with a constantly moving grinding stone that crushes objects		
10x10	DC +15	1000	4000
Processing Plant	A large room with machines set to persevere foods from spoiling, Double food spoil time		
100x100	DC + 30	5000	12000
Fish Cannery Basic	A larger room used to haul in large fish and break them up for food brought in by hand or hand cranks		
30x60	DC + 20	3000	8000
Fish Cannery Deluxe	Description of that style		
30x60	DC +30	8000	15000

A room that is handy to both make food last longer, but also process some things from monsters and creatures such as Ivory form animals and such.

Church			
a place to come and worship a deity			
Materials Needed – Wood, Wax			
+5 Knowledge Religion	Deluxe 1 (optional to double moral bonus, doubles cost of build)	Alter n/a, Basic 100, Deluxe 150 Units	
Alter	A small shrine to a god or deity		
5x5	DC +5	50	200
Church Basic	a small room used to preach and pay respects to a deity		
30x30	DC +10	1000	4000
Church Deluxe	a large room used to preach and pay respects and show the power of a deity +2 Moral Bonus that day after 1 hour of worship		
60x30	DC +25	3000	8000

An essential place, for god fearing characters, or those building a following of worshipers. Granting them a place to praise and learn the teachings of their god.

Crows Nest / Look Out Tower			
A look out tower to spy on the horizon, Crows nests only go on transports, watch towers on land builds			
Materials Needed – Wood, Glass (in Deluxe Room and Enclosed Watch Tower)			
+10 Notice in room	Watch Towers have option for search lights using 1 at double cost	Nest Room 30, Watch Tower (both) 50	
Basic Crows Nest	A small sort of bucket like post, that stands at the top of a ship		
10x10	DC +15	500	2000
Basic Covered Nest	Similar to the basic nest only has a covered roof to protect form weather.		
10x10	DC +20	1000	4000
Large Crows Nest	Like the Basic set only larger space		
20x20	DC +25	1000	4000
Large Covered Nest	Like the Basic only large space		
20x20	DC +35	2000	6000
Nest Room	A fully enclosed room, basically 30x30 free space room with windows all around to keep a look out.		
30x30	DC +40	5000	10000
Watch Tower	A large structure with a covered roof that towers to overlook the skyline		
30x30	DC +30	2500	7500
Enclosed Watch Tower	Like the Watch Tower but is an enclosed room to protect from weather		
30x30	DC +40	5000	10000

A handy build to have on hand to overlook the distance to catch issues that might come to the build.

Dinning Room			
Description of the room			
Materials Needed – Wood, Glass, Metal (Banquet Room only)			
+10 Diplomacy	Banquet 1	Nook 10, Basic 30, Large 50, Banquet 80, Picnic 10	
Breakfast Nook	a small eating area		
20x20	DC +5	500	2000
Basic Dinning Room	a simple room with a table and chairs		
40x30	DC +10	2000	6000
Large Dinning Room	a larger room with a smaller area for sitting and snacking		
60x40	DC +15	3000	8000
Banquet Room	a room designed to enhance the eating experience granting a +5 Bonus on all social rolls in this room		
80x60	DC +20	5000	12000
Picnic Area	a small eating area in a open area		
20x20	DC +10	500	2000

Handy rooms used to dine and converse as a group, these rooms help progress diplomatic actions.

Docks / Parking			
A room to store land vehicles and park ships			
Materials Needed – Rope, Wood / Stone / Cement / Metal			
+10 to Pilot or Drive skill	Dry Docks Both 1, Garage Deluxe 1	N/A all are for vehicle holding	
Small Dock	a small dock for a land vehicle or small ship		
10x20	DC +5	500	2000
Large Dock	a Large dock for a land vehicle or large ship		
30x60	DC +10	1000	4000
Small Interior Dock	A small room at the ships wall for vehicle with door		
10x20	DC +15	1000	4000
Large Interior Dock	A Large room at the ship wall for vehicle with door		
30x60	DC +20	3000	8000
Dry Dock Small	a small dock with machine extraction in ship, +10 Repair on vehicle stored		
10x20	DC +20	4000	10000
Dry Dock Large	a Large dock with machine extraction in ship, +10 Repair on vehicle stored		
30x60	DC +30	6000	14000
Dry Dock Deluxe	A Massive dock with machines to help with the vehicle (land builds only) +10 Repair on vehicle stored		
80x200	DC +50	25000	50000
Garage	A small enclosed room to store a land based vehicle		
30x30	DC +20	2500	5000
Garage Deluxe	A small enclosed room to store and repair land based vehicle +10 Repair on vehicles stored		
30x30	DC +30	6000	10000
Parking Lot	A large stretch of land for land vehicles		
400x400	DC +15	2500	5000
Parking Deck	A large multi floor building to house several land vehicles		
400x400 (many floors)	DC +50	50000	100000

A vital room choice to house and often repair vehicles the player owns.

Engine Room			
Place where machines are crafted and power sources are built and used			
Materials Needed – Metal, Wood			
+10 Craft Machines/ Repair	N/A	Small 20, Large 40	
Small Engine Room	a small room that houses the engine and holds a little extra space for fuel		
30x30	DC +25	3000	6000
Large Engine Room	a larger room with storage for spare parts and a repair station can house two power engines		
60x60	DC +35	5000	12000

A vital room needed if your builds have a need for power, engines rooms provide power to supply to other builds.

Exercise Room			
A room to keep one self fit and in good shape			
Materials Needed – Wood, Metal, Rock			
+10 Swim, Acrobatics	N/A	Area and Track N/A, Basic 20, Deluxe 30	
Workout area	a small area where free weights are kept		
10x5	DC +5	100	400
Workout Room Basic	a simple empty room with free weights		
20x20	DC +20	1000	4000
Workout Room Deluxe	a large room with advance exercise machines		
30x30	DC +30	2000	6000
Track and Field	A massive field for sports and running (land builds only)		
100x100	DC +20	4000	10000

A handy room to have on hand for those that like to exercise and keep fit, offering benefits to active skills, prolonged use of these rooms (each day for 2 hours for a month in game) can grant a temp bonus on ones STR, DEX or END scores of +2 (if the player stops using it then they loose the bonus the next month they stop) The gains are based on work out, Weights = Strength, Cardio = Endurance, Yoga = Dexterity

Freezer			
Longer Life Span food storage			
Materials Needed – Wood, Metal, Ice			
+5 Cooking	Deluxe 1	Chest 20, Freezer 40, Walk-in 100, Storage 1000	
Freezer Chest	a small chest with ice and pipes used to keep things frozen		
5x5	DC +15	50	200
Freezer	a large chest with ice and pipes used to keep things frozen		
5x10	DC +15	100	400
Walk-in Freezer	Walk-in Deluxe - a room based on design size that mimics a freezer		
20x20 can be expanded as new build	DC +25	1000	4000
Walk-in Deluxe	Walk-in Deluxe - a room based on design size that mimics a freezer, temp is perfectly controlled to keep food as fresh granting +5 to cooking skill		
20x20 can be expanded as new build	DC +35	2000	6000
Cold Storage	Description of that style		
100x100	DC +50	10000	40000

A handy build to have to store food from rotting by freezing it for use later.

Fridge			
Food Storage			
Materials Needed – Wood Metal			
+5 Cooking	Deluxe 1	Mini 20, Fridge 50, Walk-in 100	
Mini Fridge	a small chest with cold water pipes keeping items cool		
5x5	DC +15	50	200
Fridge	a large chest with cold water pipes keeping items cool		
5x10	DC +15	100	400
Walk-in Fridge	a room based on design size that mimics a basic fridge		
20x20 can be expanded as new build	DC +25	1000	4000
Walk-in Deluxe	a room based on design size that mimics a basic fridge, the food is stored in a way to properly maintain freshness granting a bonus of +5 cooking		
20x20 can be expanded as new build	DC +35	2000	6000

A handy room to store food to lengthen its lifespan

Forum			
a room used to gather people for entertainment and meetings			
Materials Needed – Wood			
+10 Performance in this room	Deluxe 1	All Rooms N/A	
Stage	a small platform used to gain attention		
10x10	DC +5	200	750
Meeting Room	a simple room with chairs		
30x30	DC +15	1000	4000
Small Theater	a small room set so all can see a stage in front		
40x40 2 floors	DC +20	2000	6000
Deluxe Theater	a massive room built to carry sound create stage illusion, powered lighting grants an additional +10 perform		
60x60 2 floors	DC +30	5000	14000
Amp theater	A massive open air theater built in a cone to spread the vocals		
80x80	DC +35	7500	20000

A build set to aid in performances.

Furnace Room			
A device used to maintain heat in builds often by running pipes or placing a source of heat in a room			
Materials Needed – Metal, Stone / Cement, Fuel			
+5 Cold Resistance	Power Use	Storage Space	
Furnace	A small furnace that can be placed in any room leads heat thru pipes though out a build. Max heat distance 200x200		
5x5	DC +20	500	1000
Furnace Room	A small room that is more reliable with the heat and can go further Max heat distance 400x400		
10x10	DC +25	1000	4000
Furnace Room Deluxe	A small room perfectly set up to distribute heat through out a single build		
10x20	DC +40	3000	8000
Steam Tunnels	A small underground passage system that carries heat from one build to the next allowing one Deluxe furnace to heat other builds		
10x10+ 1 DC per 10ft distance to next build	DC +40	5000	12000
Fire Pit	A small stone pit where solid fuel can burn to warm the room		
Room Size	DC +5	250	750
Fire Place normal	A small stone alcove to burn solid fuel and heat the room		
Room Size	DC +15	500	1000
Fire Place Grand	A large stone alcove to burn solid fuel and heat the room		
Room Size	DC +20	2000	5000
Fire Place Deluxe	A large stone alcove to burn gas or liquid fuel and heat the room		
Room Size	DC +25	5000	12000

Furnace's a important to gain access to heat and hot water if a natural source can not be provided. Vital to keeping the build a comfort and deal with day to day issues.

Garden			
a place to relax or produce food			
Materials Needed- Dirt/ Rock/ Soil/ Plants			
Food/Orchard +5 Prof Farm, Grove +5 Prof. Herbalist, Zen/Park remove Will defects/effects after 2 hrs Field +5 Prof. Rancher	Park as optional for rides 1 per ride		N/A
Zen Garden	an area of sand and rocks used to meditate and gain relaxation		
30x30 can expand as new build	DC +20	500	2000
Food Garden	rich soiled land to grow food out in the elements		
30x30 can expand as new build	DC +10	1000	4000
Orchard	rich soiled land to grow fruit trees out in the elements		
80x80 can expand as new build	DC +15	1000	4000
Park	a large area of trees and field for both relaxation and food		
80x80 can expand as new build	DC +20	40000	100000
Grove	a massive area of trees and other plant life		
200x200	DC +25	20000	75000
Field	A grassy plot of land used to grow food for animals and livestock or gains for food use		
30x30 can expand as new build	DC +5	750	2500

A handy build for use of large tracks of land that can ether provide food/ supplies or even relaxation to aid the player.

Greenhouse			
A place used to produce food under climate controlled conditions			
Materials Needed – Wood, Glass, Clay/Stone, Plants/ Seeds, Dirt, Water			
+10 Prof. Farmer / Herbalist	All but Basic use 1	20 units each	
Basic Greenhouse	A small room with water that protects plants from elements to grow in control		
20x20 room can be expanded as a new build	DC +10	2000	6000
Summer Greenhouse	Dry and hot summer like conditions perfect for dry climate plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Spring Greenhouse	Damp and Mild temps perfect for early growth plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Fall Greenhouse	Dry and Mild temps perfect for growing long growth plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Dark Greenhouse	Damp, Mild and Dark room perfect for growing molds and Fungi		
20x20 room can be expanded as a new build	DC +30	4000	10000

A good build for controlled conditions of many plants each room is enclosed to grant the room perfect temps and moisture conditions, only the basic requires users to continue to water.

Hold / Storage			
General storage for the ship 50 units take up on 5x5 square of storage			
Materials Needed – Wood / Metal (for shelves)			
+5 Search in room	Deluxe 1	10 units per 5x5 square	
Basic Storage	Space in which floor has been placed so you can store things no extra cost		
30x30 expand as new build	DC +10	0	0
Deluxe Storage	Sealed Room, s to protect the supplies from, +10 Search in room		
30x30 expand as new build	DC +30	1000	4000
Closet	A small alcove built to store items in a room		
5x10 expand as new build	DC +10	500	1000
Locker	A small box used to house items in a given area		
5x5	DC +10	500	1000
Attic / Basement	Add a new floor to a build to have storage below or above the build		
20x20 can be expanded as new build	DC +20	2500	7500
Crawl Space	Add storage in spaces between rooms		
5x5 expand as new build	DC +10	2000	6000

Helpful with any build to provided space to store items for people to use.

Kitchen			
Place where meals are prepped			
Materials Needed – Wood, Metal / Clay/ Stone, Glass			
+5 Craft Cooking	Deluxe 1, Cart 1, Stand 2	Deluxe 30, Food Cart 20, Stand 30	
Hutch	a small area with a water pump and fire pit sits in an open area		
10x20	DC +10	400	1000
Basic Small	a small room with cabinets and shelves, a table, sink and fire pit		
20x20	DC +15	1000	4000
Basic Large	larger and with a working sink		
40x40	DC +30	2000	6000
Deluxe Kitchen	A massive Kitchen with counters and a stove along with a working sink and pantry +5 Craft Cooking		
50x50	DC +35	3000	9000
Food Cart	A small mobile mini fridge, pantry and oven used to cook food anywhere +5 Craft cooking		
10x20	DC +20	BRP with Supplies	BRP W/Out Supplies
Food Stand	A small Kitchen that can be broken down and moved when needed +5 Craft cooking breaks down to fit a 10x10 area of storage.		
20x20	DC +25	BRP with Supplies	BRP W/Out Supplies

One of the most vital rooms, when hunger hits the kitchen is there to fill it as food helps both heal HP/ Chi and Mana its important to get the most out of the food by cooking it properly kitchens aid in that way.

Library			
A place with book to read			
Materials Needed – Wood, Paper, Books			
+5 all knowledge skills	N/A	Self 20, Small 100, Large 200, Deluxe 400	
Small Library	a small room with a chairs bookshelves and a table		
30x30	DC +10	2000	6000
Large Library	a larger room with desks and tables and shelves all about		
60x60	DC +15	4000	10000
Deluxe Library	a large 2 floor room lined with book shelves and a storage catalog system		
60x60 2 floors	DC + 25	18000	30000
Book Shelf	A shelf of books that can be placed in any room		
5x10	DC + 5	800	1500

A handy room to have to gain access to all knowledge's as one collects books from around the world on different subjects.

Life Boats			
boats used as a last resort to escape a sinking ship/ used to reach areas the ship cant Lifeboats require rolls of exterior ship builds but not interior and they count as Tiny ships in cost of material			
Materials Needed - Rubber, Wood, Rope			
+10 Survival In boats	Deluxe boats have engines = 1 per 10 miles	Raft 5, Rubber Raft 5, Deluxe Raft 10, Small 10, Large 20, Deluxe 20, Cargo 100, Swan 0	
Raft	A small raft made of wood and reeds		
10x10	DC +5	100	400
Rubber Raft	Description of that style		
5x5	DC +15	500	2000
Deluxe Rubber Raft	a small rubber raft with a small motor, Move rate of 40		
5x10	DC +25	1000	4000
Small Boat	a small 2 man boat		
5x10	DC +10	500	2000
Large Boat	a small boat that can hold 4 people		
10x20	DC +15	1000	4000
Deluxe Boat	a boat similar to the large boat but with a engine on board		
10x20	DC +25	4000	10000
Cargo Boat	A large yet flat boat for loading and transporting some cargo		
20x30	DC +25	5000	12000
Swan Boat	A decorative boat built to add romance to the riders, +5 Seduction		
10x10	DC +25	5000	12000

A handy build to have on hand of boats as an emergency build should abandoning ship be needed quickly the build is also handy for builds on or near water for added transport.

Machine Room			
a room to build machines in			
Materials Needed – Wood, Metal, Oil			
+10 Craft Machines/ Robots	Deluxe 1, Science 1, Mad Science 4	Bench 10, Machine 30, Deluxe 50, Science 30, Mad Science 60	
Work Bench	A small workbench area complete with tools		
10x10	DC +15	100	400
Machine Room	A basic room with spaces to line tools on the side walls and forge		
30x30	DC +25	1000	4000
Deluxe Machine Room	larger then the other this room is setup to run power tools and has a large garage door for bigger machines, +10 Craft Machines		
30x50	DC +35	3000	8000
Science Lab	A room set to build complex machines and power them, +10 Craft Machines and Robotics		
30x30	DC +30	3000	8000
Mad Science Lab	A massive room set to perform dark science experiments such as recreate life and create evil science acts, +10 Craft Machines and Robotics, +10 Craft Chemicals, +5Medical, +10 Knowledge Biology and Machines		
60x60	DC +50	7500	15000

A room designed to build machines and engines that help in other builds or in creating constructs that act as companions.

Navigation / Map Room			
Place where maps and charts lay			
Materials Needed – Wood, Paper, Stone (War room only), Glass (deluxe and War room)			
+5 Knowledge Geography & Navigate	Deluxe 1 , War Room 2	Draft N/A, Basic 20, Deluxe 30, War 50	
Draft Table	a small table where maps are laid		
5x10	DC +5	100	400
Basic Map Room	a small room with a table and chart tools		
20x20	DC +15	1000	4000
Deluxe Map Room	a medium room with chart displays on the walls, +10 Knowledge Geography		
30x30	DC +25	3000	6000
War Room	a large room with a grid table and models for planning attacks, +10 Knowledge Geography and Navigate		
50x50	DC +35	5000	12000

A great build to have to help plan travel and estimate battle plans, housing a collection of maps and map making tools letting the users build elaborate plans of action.

Parlor			
A room used to greet ones visitors			
Materials Needed - Wood, Metal, Glass			
+5 Diplomacy	N/A	Basic N/A, Grand 20, Sitting Room 30	
Parlor Basic	a small room with pictures and mirrors		
20x20	DC +5	2000	6000
Parlor Grand	a grand hall to great ones guests		
30x80	DC +15	3000	8000
Sitting Room	A fancy room adorn with grand décor to intimated those inside		
30x30	DC +25	4000	7500

A helpful room, for greeting guests and attracting their attention to be intimidated, and helping gain the player an advantage in diplomatic actions.

Playroom			
a room for fun mainly with younger children			
Materials Needed – Wood, Cloth, Rubber			
+10 Diplomacy with children in build	Deluxe Playroom =1	Toy Area 10, Daycare 40, Deluxe 50, Nursery 20, Playpen, 5	
Toy Area	a small clear area with a toy chest		
10x10	DC +5	100	400
Daycare room	a large room with toys and set up like a mock kitchen and train yard		
60x60	DC +20	3000	8000
Deluxe Playroom	a large maze of pipes slides swings and other things, +5 Will vs Fear after 2hrs		
80x80 (two floors)	DC +30	5000	12000
Nursery	a small room design to keep quite and comfort for babies		
Room Size	DC +15	2000	6000
Playpen / Crib	A small bed / area fenced to keep the child safe		
10x5	DC + 10	500	1000

A good room to have if you have small children or babies to care for in a build, as the rooms are build for their enjoyment and safety in mind.

Pool / Aquarium			
Description of the room			
Materials Needed			
See listings for each rooms reward	Water Park 3, Fishery 2 Fountains 1	Storage Space	
Small Pool	a small pool or hot tub for relaxation, Remove Will defects/effects up to DC 15		
20x20	DC +10	2000	6000
Basic Pool	a large pool for relaxation, +5 Swim, Remove Will defects/effects up to DC 15		
40x40 2 floors off land	DC +20	4000	10000
Aquarium Tank Small	a small tank used to house fish, +5 Prof. Fisherman, +5 Know Nature		
10x10	DC +25	1000	4000
Aquarium Tank Large	a larger tank used to hold bigger fish, +5 Prof. Fisherman, +5 Know Nature		
30x30 two floors	DC +30	3000	10000
Aquarium Grand	A massive aquarium that stands two floors in height of the tank, +5 Prof. Fisherman, +5 Know Nature		
60x60 3 floors	DC +35	5000	20000
Pond	a small pond used to bring atmosphere to the build, Remove Will defects/effects up to DC 15		
10x10	DC +20	1000	4000
Fish Pond (land only)	a small pond filled with fish like Koi, +10 Prof. Fisherman		
30x30	Dc +25	2000	6000
Water Park (land only)	A large pool with slides, wave pool and water rides, Remove Will defects/effects up to DC 20, +10 Swim, +2 Moral Bonus after 4 hours of play		
400x400	DC +60	150000	400000
Private Beach (land only)	A large plot of land along a waters edge for private enjoyment, Remove Will defects/effects up to DC 15		
400x400	DC +40	100000	250000
Fishery	A large room of water troughs used to house countless amounts of fish, +20 Profession Fisherman		
Room Size	DC +60	100000	250000
Fountain	A decorative display of water, Remove Will defects/effects up to DC 20		
Room Size	DC +15	2000	6000
Fountain Deluxe	A massive or complicated system of water on display, Remove Will defects/effects up to DC 20		
Room Size	DC +40	20000	60000

Both a sign of decoration but also of relaxation and sometimes more Pools/ Ponds and more add unique look and feel to a build

Safe			
a box to store valued items from thieving hands			
Materials Needed – Metal, Wood, Rock			
+2 ADS of the build	All Deluxe Safes =1	Small 10, Large 25, Room 100, Floor/wall 20 units	
Small Safe	a small box with a lock on it		
5x5	DC +15	100	400
Small Safe Deluxe	a small box with an electronic lock on it, +20 DC of the lock		
5x5	DC +35	500	2000
Large Safe	a large case with a lock on it		
10x10	DC +20	500	2000
Large Safe Deluxe	a large case with a electronic lock on it, +20 DC of the lock		
10x10	DC +45	1000	4000
Safe Room Basic	a small room with shelves and a strong door lock and walls, 5ft thick walls		
30x30 in 35x35 out	DC +30	3000	8000
Safe Room Deluxe	a small room with shelves and a strong electronic door lock and walls, +20 DC of the lock, 5ft thick walls		
30x30 in 35x35 out	DC +50	5000	12000
Floor/Wall Safe Basic	a small safe built into a wall of a room [adds +5 ft of solid wall to room]		
Room Size	DC +25	1000	4000
Floor/ Wall Safe Deluxe	a small safe built into a wall of a room with electronic lock [adds +5 ft of solid wall to the room] +20 DC of the lock		
Room Size	DC +45	3000	8000

Storage space that is tightly secured and protects the items within from thieving hands.

Sick Bay			
a room used to care for the injured and sick			
Materials Needed – Wood, Metal, Cloth, Rope, Glass			
+10 Medical skills, +1 die in healing	Deluxe 1, Ambulance 2	Bed and Ambulance N/A, Office 20, Sick bay 40, Deluxe 60	
Medical Bed	a small bed with a medical kit and medicine near by		
5x10	DC +5	200	700
Medical Office	a room with a desk, charts and a cot		
20x20	DC +10	2000	6000
Sick Bay	a larger room with more beds and medical supplies		
30x50	DC +20	4000	10000
Sick Bay Deluxe	a hospital on board grants a +5 to medical checks in this room		
50x60	DC +30	5000	12000
Ambulance	A mobile vehicle equipped with medical machines and a strapped gurney		
10x20	DC +50	15000	40000

A vital room for healing and treating injuries, Granting a greater healing rate then in a normal room Sick bay healing lets one heal from their wounds faster

Stairwell			
the way to get from one floor to the next			
Materials Needed – Wood/Metal/ Clay/ Stone, Rope (only on shafts, elevators, dumbwaiter)			
+10 Move in build	Escalator 1, Elevator 1, Deluxe Elevator 2	All N/A	
Stairs Basic	Basic stairs Type based on space		
10x10 Spiral, 5x10 straight	DC + 5	500	2000
Stairs Deluxe	A grand looking staircase used to impress others		
10x10 Spiral, 5x10 straight	DC +10	2000	6000
Escalator	A set of stairs the move in a belt fashion letting a person stand still as the stairs move them up, move rate 20 requires power source 1		
10x10 Spiral, 5x10 straight	DC +25	10000	30000
Cargo Shaft	A designed Shaft running from the upper deck to the Hold along with a wench to lower supplies down safely		
30x30	DC +5	2000	6000
Elevator	A small room that moves people and things from one floor to the next, Move rate 20 requires power source 1		
10x10	Dc +30	5000	12000
Elevator Deluxe	A bit larger than the normal elevator designed to have a view with glass windows and moves faster, also plays music inside, +5 Diplomacy Move 40 Requires power source 2		
15x15	DC +40	10000	30000
Dumbwaiter	A small elevator used to traverse light weight items from floor to floor 150lbs max weight limit, Move rate 10 per STR check of 10		
5x5	DC +20	3000	8000
Slide/ ramp	A small ramp that can push items or have handicapped people move from floor to floor		
10x5 Straight 10x10 Spiral	DC +15	3000	5000
Moving Walkway	A floor that is designed to move on its own walking on this while its moving increases or decreases the players movement rate by 10 ft a round requires power source 1		
20x10 +	DC +25	10000	30000

A vital build for any build over 1 floor high. While its not a required build (builds with more floors with out this have a ladder) it makes movement rates faster then ones without this build.

Store			
A place to operate and offer supplies to people in the team or people in towns.			
Materials Needed – Wood, Metal, Cloth, Stone / Clay / Glass (Restaurant Only)			
+10 Appraise	Deluxe Restaurant	Booth 10, Small 20, Shop 40, Large 60, Restaurant 100, Deluxe 200, Arcade 100	
Sales Booth A small table with tent and banner to draw in customers			
5x10	DC +10	1000	2500
Small Store A small shop with tables and a register to draw in customers			
20x20	DC +15	3000	7500
Shop A medium sized room with shelves and tables			
40x40	DC +20	5000	10000
Large Store A large room with rows of shelves and a small back room for storage			
60x60	DC +25	7000	12500
Restaurant A combined Kitchen Walk-in Fridge and Shop, +10 Craft Cooking			
50x50	DC +30	10000	25000
Deluxe Shop A Large room with rows of shelves and a small back room, also has lighted displays, music / visual displays, and a second floor, +10 Bluff			
60x60 2 floors	DC +40	30000	60000
Arcade Stores A collection of different shops and a path to walk around to shop small tables with tents and banner to draw in customers			
100x40	DC +30	20000	50000

A handy build for those looking to sell wares or supplies to others and bring in a profit

Study			
a small area to spend time working out problems			
Materials Needed – Wood, Paper			
+ 10 Gather Info checks, after 6 hours of study	N/A	Private 10, Basic 20, Deluxe 40	
Study Private a small desk that can be placed in any room			
5x5	DC +5	200	600
Study Basic a small room with a desk, light and book shelf			
10x10	DC +10	1000	4000
Study Deluxe a small room with comfortable furniture and a fire pit along with desk, light, chalkboard and 2 book shelves			
30x30	DC +15	2000	6000

A nice little build to help characters work on and plan out their actions.

Training Room			
A place to practice ones skills as a fighter			
Materials Needed – Wood, Rock			
+ 10 Martial Arts after 4 hours training, +1 melee = dojo +1 range = target	Both Deluxe Rooms 1	Dojo Basic 30, Dojo Deluxe 60, Target 30	
Dojo Basic	Description of that style		
30x30	DC +10	BRP with Supplies	BRP W/Out Supplies
Dojo Deluxe	Description of that style		
60x60	DC +30	BRP with Supplies	BRP W/Out Supplies
Target Room	Description of that style		
30x80	DC +10	BRP with Supplies	BRP W/Out Supplies
Target Room Deluxe	Description of that style		
30x80	DC +30	BRP with Supplies	BRP W/Out Supplies

A good room to train ones skill and improve there ability in a fight, a few hours a day in training help the players in later actual combat situations.

Treasury			
a display of ones greatest treasures			
Materials Needed – Metal, Wood, Glass			
+10 Intimidate in Room	Trophy Room & Museum 1	Case 10, Room 30, Museum 100	
Trophy Case	a small glassed in case holding great items on display in any room		
5x10	DC +10	150	500
Trophy Room	a small room displaying great items		
30x30	DC +20	1000	4000
Museum Room	Description of that style		
60x80	DC +30	3000	8000

A room to show off ones rewards and treasures to brag and intimidate people with.

Wheel House			
the location of the wheel to drive the ship or aircraft (only ships can have the first two options)			
Materials Needed – Wood, Rope			
+10 Pilot / Drive	N/A	N/A	
Wheel on deck	a wheel placed on deck completely exposed to all		
5x5	DC +5	100	400
Wheel Covered deck	a small open aired room with windows on all sides		
10x10	DC +15	400	1000
Wheel house Single	a small enclosed room with a large window in the front		
10x30	DC +25	1000	4000
Wheel house 360	a medium sized room that has views on three sides and room for others inside		
30x30	DC +30	3000	6000

A very important build on ships and some other vehicle builds.

Wine Closet			
Storage room for some products such as alcohol, cheese or such			
Materials Needed – Wood, Alcohol / Potion/ food			
x2 value of item stored after 1 week	Deluxe builds 1	Closets 30 units, Cellars 250 units	
Wine Closet	a dry room to keep drinks fresh		
10x10	DC +10	1000	4000
Wine Closet Deluxe	a cataloged storage with taps for tasting and kept in controlled conditions		
10x10	DC +30	2000	6000
Wine Cellar	a massive dry room to keep drinks fresh		
50x50	DC +30	10000	20000
Wine Cellar Deluxe	a massive cataloged storage with taps for tasting and kept in controlled conditions		
50x50	DC +50	20000	40000

A useful room for storage of alcohol and potions and other products to ferment over time.

Workshop			
A room designed to make to best use at crafting things			
Materials Needed – Wood, Metal, +crafting supplies, Stone/ Clay (forge and tannery), Dyes/ Paint (Paint)			
+10 to craft items, armor, weapons	Deluxe 1 for tools use	Storage Space	
Work Area	a small bench and stool with tools		
5x10	DC +5	100	400
Basic Workshop	a small room with a counter and tools along with supply space		
30x30	DC +15	1000	4000
Deluxe Workshop	a large room with everything in the basic but contains power tools, +5 Craft items, Weapons, Armor		
50x50	DC +25	3000	8000
Forge	A small area to melt metals and craft weapons, +5 Craft Weapons		
20x20	DC +30	2500	7500
Tannery	A small area to treat materials to strengthen them, +5 Craft Armor		
20x20	DC +25	2000	6500
Paint Station	A small area where paints and dyes can be applied, +5 Craft Items		
20x20	DC +25	2000	6500

A handy room for crafting items, armor and weapons in any build.

Room Unique Abilities (When rolling should a player gain a Natural 20 on the crafting roll even if they don't meet the DC of the build once completed gains one of the chosen below abilities, Note some are restricted to land based or transport builds only)

Bendy Straw - (only Available in Exterior Build on transports) Grants Turn Bonus of 1

Blessed Feeling - Lessens DC of Disease or poisons

Dig In - (Buildings Only) the ground is dug up around the building to secure the walls and protect it from harm, Boost Building PS +2

Extra Space - The room / build can hold +10 units of stuff

Fire Alarm - Grants fire resistance to room / ship of +5

Fishing Hole - Room has a portal to the ocean below deck without brining on water

Good Shot - (only Available in Exterior Build) Grants +1 To builds BAB

Healing - does +5 Healing when resting in this room

Hidden Passage (Buildings only) - Room has a way for the person in side leave with out going out the door. This lets the player escape unnoticed by those watching

Improvement - Increases an item made (armor and weapons gain +1, food is doubled, machines/vehicles gain +10 HP to their build)

Lighten the Load - (only Available in Exterior Transport) Has Ship move +10 as its lighter

Relaxing - any effects of failed will saves are removed

Scoped - +10 Notice

Secure Room (Buildings Only) - Room is far off from the others keeping others safe from hazards of the room doing damage

Security Guard (Buildings Only) - Raises the Buildings Defensive build total by +2

Show Off - Grants a x2 sale value to items made in this room

Silenced - in the room no sound travels in from outside or out from inside making it absolutely quiet

Spackle - Room Grants +1d6 to repair total of the ship

Spy Network - +10 Notice

Strong Walls - (only Available in Exterior Build) Grants ship +2 to ADS

Walls Have Ears - +10 to notice checks made outside this room

Watch Tower - (Buildings only) The room grants a bonus to the Buildings attack bonus +2 To BAB

Building Defects(When rolling should a player gain a Natural 1 on the crafting roll even if they don't meet the DC of the build once completed gains one of the chosen below abilities, Note some are restricted to land based or transport builds only, Its important to note that these abilities can not be removed from the build once complete the build has to be scrapped and rebuilt to fix any Defect)

Awkward Floors - Reflex Save vs. Trip when moving through the room DC 15

Cluttered – Finding things and moving about this build is difficult, Increased DC for Search in build +20, ½ movement in build

Dense Walls – (transport only) -10 Speed of transport

Deceiving View - (exterior only) -2 BAB to ship

Distracting room - -10 to all craft checks made in the room

Hidden door (Inside) - Finding the door from inside the room requires a search check DC 10 + the number under 10 of the skill check

Leaky wall - Water slips in the room ruining items inside during bad weather

Restless - DC 20 Will vs. Stress when sleeping this room

Sickening View - DC 20 vs. sickness when entering room

Sliding Furniture – (Transport only) Items in this room will roll around in choppy water anyone inside it will take damage from falling items on the roll of a 1 on a 1d6, the damage will be based on the width of the room every ten feet count a 5ft of falling damage

Stuck Door Frame - Takes one extra action to enter and leave room

Termites - Weakens ADS of build by 2

Dry Rot – Weakens the ADS of the Build and makes it hard to repair, -4 ADS and -10 Repair

Tacky Build – The build looks weird and unsettling all Social Skills suffer in the build at a -5

Strange Build – The build gives a great sense of uneasiness about it all social rolls have a penalty -2 and guests must make a Will save verses unnerve (basically causes a sense of paranoia that compels them to want out but not run in fear)

Build Weapons

Weapon	Type	Damage	Distance	D Type	Crit	Cost	Build	Special
Cannon	Basic	3d6	200 ft	Bashing	X4	30,000	20	
	Large	4d6	300 ft	Bashing	X4	60,000	25	
	Siege	6d6	400 ft	Bashing	X4	90,000	40	
	Chain	4d6	200 ft	Slashing	X4	40,000	25	
	Scatter	4d6	100 ft	Bashing	X4	50,000	30	100ft cone
Catapult	Basic	3d6	100 ft	Bashing	X3	15,000	10	
	G. Fire	2d6/2d6	100 ft	Bash/Fire	X3	25,000	20	Does half fire dam.
Rockets	Wah-cha	1d8, 50' area	300 ft	Piercing	X4	15,000	25	10 rds to load, line
	Bazooka	3d10	150 ft	Bashing	X4	30,000	60	
	Missile	6d6	1000ft	Bashing	X2	100,000	80	Needs power (1)
Guns	Machine	2d10	200 ft	Bashing	X4	50,000	60	Line
	Anti-air	4d10	1000 ft	Bashing	X4	500,000	80	Needs power (2)
	Gatling	1d10	200 ft	Bashing	X4	10,000	45	60 ft cone
	Rail	6d12	1000 ft	Piercing	X4	750,000	100	Line
Laser	Blast	6d6	400 ft	Slashing	X4	500,000	60	Needs power
	Beam	8d6	400 ft	Piercing	X4	750,000	90	Needs power, line
	Burst	2d6	90ft cone	Bashing	X4	500,000	70	Needs power
	Heat	6d6	400 ft	Fire	X4	500,000	80	Needs power
	Freeze	6d6	400 ft	Ice	X4	500,000	80	Needs power
Harpoon	Thrown	1d8	20 ft	Piercing	X2	200	30	
	Gun	2d8	100 ft	Piercing	X3	2000	40	
	Cannon	3d8	200 ft	Piercing	X3	20,000	50	
Torpedo	Basic	4d6	200 ft	Bashing	X4	75,000	60	Needs power
	Depth C.	6d6	200ft#	Bashing	X4	100,000	50	
	Sea Mine	6d10	N/A	Bashing	X4	200,000	60	
Grappling	Thrown	1d8	20 ft	Bashing	X2	200	10	STR pull in targets
	Gun	1d12	100 ft	Bashing	X3	7500	40	STR Pull in targets
	Cannon	2d8	200 ft	Bashing	X4	20,000	50	STR Pull in targets
Ram	Basic	2d8+	N/A	Bashing	X3	N/A	N/A	+1 per 10 move
	Ice	4d8+	N/A	Bashing	X3	2000	20	+1 per 10 move
	Bladed	3d8+	N/A	Slashing	X3	10,000	30	+1 per 10 move
Grenade	Launcher	N/a	200 ft	N/A	N/A	50,000	50	Damage based on grenade type used

EMP	Cannon	5d10*	400 ft, 100 ft area	Electronic	X3	300,000	75	Needs power (5)
	Bomb	10d10*	200 ft area	Electronic	X4	600,000	80	Needs power (10)
Trebuchet		n/a	n/a	n/a	n/a	50,000	25	Just the machine
	Steel tip	3d6	200 ft	Piercing	X3	3000	15	
	Full metal	4d6	200 ft	Piercing	X3	5000	20	
	Wooden	2d6	300 ft	Piercing	X3	1000	10	
Pulse	Gun	1d8	100 ft	Sonic	X4	100,000	70	Needs power (1)
	Cannon	2d8	200 ft	Sonic	X4	200,000	80	Needs power (1)
Plasma	Gun	2d10	100 ft	Electric	X4	200,000	70	Needs power (3)
	Cannon	4d10	200 ft	Electric	X4	400,000	80	Needs power (3)
Fission e	Cannon	6d10	100 ft	Fire	X4	200,000	85	Needs power (2)
Net	Thrown	N/A	30 ft	Entangle	N/A		20	
	Launcher	N/A	200 ft	Entangle	N/A		30	

*- EMP weapons are harmless to living beings, but does damage to robots and machines in area of blast
 #- depth charges distance is how far it goes before exploding, it can explode beforehand remotely

Add On	Effect	Cost	Build	Weapons
Scope	Double range of weapon	1000	20	Cannon, catapult, rocket, Grappling, Harpoon, Trebuchet, Guns, Laser, Plasma, Pulse, Fission
Slide Load	Rapid Reload weapon		30	Cannon, rocket, Laser, Plasma, Pulse, Fission, Guns
Turn Table	quick turn direction		20	Cannon, catapult, rocket, Laser, Plasma, Pulse, Fission, Guns
Chain cable	Hardness of 30	2000	20	Grappling, Harpoon,
Rope cable	Hardness of 5	500	10	Grappling, Harpoon,
String Cloud cable	Hardness of 60	40,000	40	Grappling, Harpoon,
Explosive Tip	3d10 explosion on impact	40,000	40	Harpoon, Trebuchet, Ram
Burning Tip	2d6 fire on impact	10,000	35	Harpoon, Trebuchet, Ram
Larger Casing	Doubles max ammo	25,000	40	Guns,
Hollow Point	Ignore ADS	40,000	30	Guns,
Scatter Tip	2d6 piercing damage	200,000	25	Ram
Heat Seeker	+10 to hit	500,000	60	Rockets, Torpedo
Sea Stone	Weakens Fruit users	200,000	40	Net
Electrified	1d6 Electricity a round	300,000	50	Net, Harpoon

Other Items**Anchor** - keeps the ship from moving

25	Chain Anchor - a basic anchor with chain and crank to pull up DC 25	10,000
20	Rope Anchor - a basic anchor with a rope and crank to pull up DC 15	5000
15	Basic Anchor - a rope and a stone attached no crank STR DC 20 , DC 10	500

Add-ons

15	Machine Wench pulls chain mechanically	20,000 requires power source
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Turning Engine - Used to make the ship turn faster

5	Oars - A long paddle and a STR Check	50
20	Rubber Band - A large rubber band and propeller	20,000
30	Coal - A coal powered Engine	30,000
30	Oil - A Oil powered Engine	50,000
50	Other - an alternative energy engine	100,000
40	Lacrima – Uses magic to move	500,000

Propulsion Engine - Used to push the ship forward at a faster rate

5	Oars - A lot of long Paddles and similar STR Checks	+5 ft/rounds vs. END	50
20	Rubber band - Short burst of energy pushing the ship forth	+15ft/ 6 rounds	20,000
30	Coal - A long and slow but steady push forward	+10ft/ 30 rounds a unit	30,000
30	Oil - A Steady push forward that uses up its fuel	+15ft/ 20 rounds a unit	50,000
50	Other - an alternative fuel source pushes slowly	+10 / 20 rounds a unit	100,000
40	Lacrima – uses magic to turn	+100 Ft /3 rounds	500,000

Power Supply - Power source for the ship

5	Crank - Hand crank puts out 3 power source for 1 hour of cranking END save	1000
10	Wheel - A large Hamster like wheel puts out 6 power source for 1 hour END Save	5000
15	Water Paddle - A small wheel on the underside of the ship puts out 12 power source When the ship is in motion. 0 when at rest	15,000
30	Oil - Oil powered engine that produces 25 power source per 1 unit of fuel	50,000
30	Coal - Coal Powered engine that produces 30 power source per 1 unit of fuel	30,000
40	Lacrima – uses magic as fuel 10 power source per size per use	200,000
60	Solar - Solar Panels can produce 20 power source a day	300,000
50	Wind - Wind Turrets can produce 20 power source a day of wind	100,000
10	Wood – Wood stoves can produce a power source of 10 per day	10,000
50	Other - Alternate power sources can be made most only produce 10 Source	

Storage Battery - Used to Hold additional Unused Power Source

30	Basic Battery - Depending on condition can hold up to 20 power source	5000
30	Recharge Battery - Depending on condition can hold up to 15 power source, rechargeable	10,000

Weather Protection / Sails- Protection from bad weather that can damage the ship sails

30	Ice Proof Sails - Rubberized sails that allow ice to be smashed off	5000
30	Fire Resistant Sails - Flame resistant Cloth that doesn't burn well 5 Resist Fire	50,000
5	Black Sails - Warns ships that your ship is has the Plague +10 Intimidate	5000

Deep Seas Exploration - Tools used to explore the under sea

30	Dive Suit - Rubber suit with metal helmet and hose to surface	50,000
60	Small sub - Small Craft for undersea exploration (Tiny ship build)	300,000
70	Large Sub - larger Craft for Undersea exploration (Small Ship Build)	3,000,000
80	Deluxe Sub - same as Large sub but with better movement and a torpedo cannon	9,000,000
10	Air Pump (man powered) - a hand pumped air supply for a diver	5000
30	Air Pump (Machine powered) - a machine pumped air supply requires power source	50,000

Salvage Gear - tools used to salvage items from the sea

10	Rope and pulley - a hand operated crank and rope with hook break DC 15	5000
15	Chain and pulley - a hand operated crank and chain with hook break DC 25	50,000
20	Crane w/rope - Machine operated Rope and hook break DC 15 needs power source	50,000
25	Crane w/chain - Machine operated chain and hook break DC 25 needs power source	100,000
30	Drednet - Massive net to place on the end of a hook and line to drag along sea floor	5000

Ship Coating - A coating that protects the ship

10	Tar Coating - Grants the ship DR +2/ Fire	2000
50	Heat Resistant Coating - Coats the ship in a fine liquid giving it +5 Fire Resistance	50,000
50	Ice Resistant Coating - Coats the ship in a fine gel giving it +5 Ice resistance	50,000

Compass - The tool used to point the way

10	Compass - Always points north is a must have for any ship	500
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Oddities - The weird yet useful

25	Wing Set - grants a Intimidate bonus of +5 for the ship making it look like it can fly	100,000
40	Hot Air Balloon - allows the ship to float with the winds	1,000,000
60	Rotor Blades - Lifts the ship up in the air [uses 1 power source per round]	5,000,000

Other Useful items to place on board

40	AC Unit- Grants +10 resistance to heat, requires power source 1 per deck cools room	200,000
00	Art Kit - Grants +5 to craft Item	2,000
00	Art Tools - Grants +10 to Craft Items	20,000
10	Alarm system - decreases spot and listen checks when asleep, auto success when awake power source 1 per deck	500,000
15	Alchemist tools - requires fuel source grants a +5 to craft chemical checks	5000
15	Barrel - Used to house liquids and fuel (20 units liquid, 5 units wood, 10 units stone)	1000
05	Bed - takes up a 5x10 space	500
30	Blender / Kitchen utensils - requires power source of 1	2500
10	Cabinet - takes up a 5x5 space holds 20 units	100
25	Chemist Kit - 3d20 uses creates weak chemical weapons i.e. smoke sticks, thunder stones, matches	20,000
10	Dresser - takes up a 5x10 space holds 40 units	300
20	Fans - Grants +5 resistance to heat, requires power source 1 per room cools 30 ft area	20,000
30	Fire Extinguisher - Dowses Fire 1 / use for 10ft Area	50,000
30	First Aid Box - 1d20 uses can heal 3d8	25,000
30	Forge - +10 Craft Weapons, Requires Fuel	300,000
15	Grill - requires fuel source, grants +5 to cooking check takes up a 5x5 space	10,000
40	Heater - Grants +10 resistance to cold, also can heat water, Requires power source 1 heats per deck, +1 for each bath on ship	200,000
20	Kotatsu - Grants a +5 resistance to cold sits 6 , takes up a 10x10 area Requires power source of 1 per room	20,000
30	Lights - requires power source of 1 ship in whole	50,000
50	Medical equipment - requires power of 1, grants +5 to heal checks	150,000

Basics Training (Rules of the Game)

In the wild parts of the world where monsters hold dominion, a sharp sword and sturdy shield are a far more effective means of communication than words. Combat is a common part of the game, and the following rules explain this crucial process.

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. When combat begins, all combatants roll initiative.
2. Determine which characters are aware of their opponents. These characters can act during a surprise round. If all the characters are aware of their opponents, proceed with normal rounds. See the surprise section for more information.
3. After the surprise round (if any), all combatants are ready to being the first normal round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the next round begins with the combatant with the highest initiative, and steps 3 and 4 repeat until combat ends.

The Combat Round

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. A round normally allows each character involved in a combat situation to act.

Each round's activity begins with the character with the highest initiative result and then proceeds in order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

When the rules refer to a "full round", they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

Initiative

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, as well as other modifiers from feats, techniques, spells, and other effects. Characters act in order, counting down from the highest result to the lowest. In every round that follows, the

characters act in the same order (unless a character takes an action that results in his or her initiative changing).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll to determine which one of them goes before the other.

Surprised: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your ability bonuses to PS (if any) while surprised. Some Classes of high enough level have the uncanny dodge extraordinary ability, which means that they cannot be caught surprised. Characters with uncanny dodge retain their ability bonuses to their PS and can make attacks of opportunity before they have acted in the first round of combat. A surprised character can't make attacks of opportunity, unless he has the Combat Reflexes feat.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are surprised because they have not acted yet, so they lose any Dexterity bonus to PS.

Combat Statistics

This section summarizes the statistics that determine success in combat, then details how to use them.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's PS Score, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss the player re-rolls on a miss they fumble, succeeding the PS of the target makes the attack just miss normally, the Gm decided if something occurs to the weapon or player. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Attack Bonus

Your attack bonus with a melee weapon is the following:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is the following:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Protection Score (PS)

Speed, and prediction allows a player the chance to avoid being hit by attacks Each player has this ability with a set score based on their race, that is increased by their class defense score and has the bonuses to the players Dex, Int and Wis add or subtract from this score. When a player rolls an attack they are aiming to hit this score, for any attack to hit the target unless they are auto hit based this score must be hit. A player can add magic abilities or equip shields to increase this score and avoid taking a hit. A surprised target has this score cut in half when surprised or stunned.

The process of figuring this score stands at

Race PS +Class Defense Score + Dex Bonus + Int Bonus +Wis Bonus + Shield Bonus + Magic + boosts = total Protection Score

Example:

A human warrior of level 3, with 14 DEX, 10 INT and 08 WIS + a large shield

$8 + 3 + 2+0+1+2+0+0 = 14$ PS Score

The Human is attacked by a monster that swings at him with the result of a 15 which is a hit, the monster moves in to make a second strike but rolls a 12 missing the human and a third attack of 14 which barely hits the human. The two hits go through and the monster then rolls damage to the human. The human can then resist the damage with their second defense score or ADS.

Armor Defense Score (ADS)

Armor Defenses Score is a system of allowing a character to take a hit, if an attack makes it past the players PS Score then in most cases (exception is touch /splash attacks that require a to hit but go past ADS) The ADS is a combination of Armor, DR, Endurance, Racial bonuses and any magical or other bonuses or weaknesses the player may have. Once the player is hit they can resist the damage of the hit allowing them to last longer in battle. Critical hits however cause the ADS to not avoid the damage but make the amount of the score count as nonlethal. A player if they want can refuse to resist and take the damage instead of letting their ADS score absorb the damage.

The process of figuring this score stands at

Race ADS + DR + Armor + End Bonus + Magic + Weakness + Boost = ADS Score +2 for Elemental Resistance

Example:

An Orc Pirate at level 3 with a 15 END Score Fire Alignment, a suit of breast plate, and the defect Frail Body

$1 + 1 + 3 + 2 + 0 + -2 + 0 = 5$ ADS / 7 ADS against Fire damage

When the Orc is attacked and hit by a Flame saber, the attacker rolls to deal 15 damage, but the orc resists and absorbs 7 of the damage taking only 8 damage. The attacker attacks again and crits the Orc this time doing 24 damage, The orc then takes 7 damage nonlethal, and 17 lethal. At the end of the battle when he heals the orcs nonlethal fades completely with rest but he has to seek other means of healing for the 25 lethal damage.

Enhancement Bonuses: Enhancement bonuses apply to your armor to increase the armor bonus it provides. Enhancements unless otherwise stated only apply to the characters PS Score and not their ADS Score.

Deflection Bonus: deflection effects ward off attacks and improve your PS Score.

Natural Armor: If your race has a tough hide, scales, or thick skin you receive a bonus to your ADS Score.

Dodge Bonuses: Dodge bonuses represent actively avoiding blows. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to PS score.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Size Modifier: Size modifier applies to the players PS score the larger the character in scale the easier it is to hit whereas the smaller size the harder it is to hit.

Touch Attacks: Some attacks completely disregard armor, including shields and natural armor—the aggressor need only touch a foe for such an attack to take full effect. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your PS score doesn't include any class defense, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, ability modifiers, and deflection bonus (if any) apply normally. Once a touch attack is made unless otherwise noted the attack ignores the targets ADS score.

Some creatures have the ability to make incorporeal touch attacks. These attacks bypass solid objects, such as armor and shields, by passing through them. Incorporeal touch attacks work similarly to normal touch attacks except that they also ignore cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as mage armor and bracers of armor.

Damage

If your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of non-lethal damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on damage rolls made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus. If you have a Strength penalty, the entire penalty applies.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus (Strength penalties are not multiplied). You don't get this higher Strength bonus, however, when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Semi Auto: Some firearms are semi auto this allows the player to either make use one or three shots in one attack, using one shot the player is making a normal ranged attack, but when the player uses three per attack, they have a -4 to hit but have the chance of doing x3 the damage. Activating the Semi auto the player must make a full round action to fire three rounds per attack.

Auto: Some firearms are full auto. These firearms take a full round attack in a cone 40ft from the gun all damage is spread from the gun and is divided to all targets. The damage is x10 the damage of the weapon. Once the player shoots they roll a 1d10 to determine how many shots hit those in the cone.

Note: When you multiply damage more than once, each multiplier works off the original, un-multiplied damage. So if you are asked to double the damage twice, the end result is three times the normal damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary or permanent ability damage (a reduction to an ability score).

Hit Points

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to a negative amount equal to your Endurance score, you're dead.

Size Modifiers	
Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Attacks of Opportunity

Sometimes a combatant in a melee lets her guard down or takes a reckless action. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your turn. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size, have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing certain actions within a threatened square.

Moving: Moving out of a threatened square usually provokes attacks of opportunity from threatening opponents. There are two common methods of avoiding such an attack—the 5-foot step and the withdraw action.

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and most characters can only make one per round. You don't have to make an attack of opportunity if you don't want to. You make your attack of opportunity at your normal attack bonus, even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Combat Reflexes and Additional Attacks of Opportunity:

If you have the Combat Reflexes feat, you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of

opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity).

Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or use a technique. Your speed depends mostly on your size and your armor. Most characters unless other wise stated have a base of 30ft movement, you can move up to double your speed. If you spend the entire round running, you can move up to quadruple your speed (or triple if you are in heavy armor).

Saving Throws

Generally, when you are subject to poisons, explosives, traps, powers or technique attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class and level, and an associated ability score.

Your saving throw modifier is:
Base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are Resistance, Reflex, and Will:

Resistance Save (Resist)

Resistance Save is used to avoid the effects of disease, poisons, effects of drugs, or other physically restraining effects. This score is figured out by the class bonus, any racial bonuses, magical items bonus and the players Endurance Modifier

Reflex Save (Reflex)

Reflex saves are used to counter area attacks, traps and difficult terrain / weather actions that make it hard to move. This score is figured out by the class bonus, any racial bonuses, magical items bonus and the players Dexterity Modifier

Will Save (Will)

Will saves are used to counter the effects of mental attacks, effects of some drugs and poisons, and magical illusions. This score is figured out by the class bonus, any racial bonuses, magical items bonus and the players Wisdom Bonus.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

ACTIONS IN COMBAT

During one turn, there are a wide variety of actions that your character can perform, from swinging a sword to casting a technique or power.

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are six types of actions: standard actions, move actions, full-round actions, swift actions, immediate actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one swift action and one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly to make an attack or use a technique or power.

Move Action: A move action allows you to move up to your speed or perform an action that takes a similar amount of time.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move action for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action. **Full-Round Action:** A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions and swift actions.

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free, as decided by the GM.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time—even if it's not your turn.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else, such as nocking an arrow as part of an attack with a bow.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free and swift actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

Standard Actions

Most of the common actions characters take, aside from movement, fall into the realm of standard actions.

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a player delivering a touch attack, and a creature with natural physical weapons all count as being armed. Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d4 points of bludgeoning damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d3 points of bludgeoning damage, while a Large character's unarmed strike deals 1d6 points of bludgeoning damage. All damage from unarmed strikes is non-lethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is 10 range increments. Some ranged weapons have shorter maximum ranges, as Specified in their descriptions.

Natural Attacks: Attacks made with natural weapons, such as claws and bites, are melee attacks that can be made against any creature within your reach (usually 5 feet). These attacks are made using your full attack bonus and deal an amount of damage that depends on their type (plus your Strength modifier, as normal). You do not receive additional natural attacks for a high base attack bonus. Instead, you receive additional attack rolls for multiple limb and body parts capable of making the attack (as noted by the race or ability that grants the attacks). If you possess only one natural attack (such as a bite—two claw attacks do not qualify), you add 1–1/2 times your Strength bonus on damage rolls made with that attack. Some natural attacks are denoted as secondary natural attacks, such as tails and wings. Attacks with secondary natural attacks are made using your base attack bonus minus 5. These attacks deal an amount of damage depending on their type, but you only add half your Strength modifier on damage rolls.

You can make attacks with natural weapons in combination with attacks made with a melee weapon and unarmed strikes, so long as a different limb is used for each attack. For example, you cannot make a claw attack and also use that hand to make attacks with a long sword.

When you make additional attacks in this way, all of your natural attacks are treated as secondary natural attacks, using your base attack bonus minus 5 and adding only ½ of your Strength modifier on damage rolls. In addition, all of your attacks made with melee weapons and unarmed strikes are made as if you were two-weapon fighting. Your natural attacks are treated as light, off-hand weapons for determining the penalty to your other attacks. Feats such as Two-Weapon Fighting.

Multiple Attacks: A character who can make more than one attack per round must use the full-attack action (see Full-Round Actions) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.) If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

If your target is two size categories larger than the friendly characters it is engaged with, this penalty is reduced to -2 . There is no penalty for firing at a creature that is three size categories larger than the friendly characters it is engaged with. With the following exceptions:

Precise Shot: If you have the Precise Shot feat, you don't take this penalty.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a $+2$ to PS for the same round.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Protection Score, and you have scored a "threat," meaning the hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make an attempt to "confirm" the critical hit—another attack roll with all the same modifiers as the attack roll you just made. If the confirmation roll also results in a hit against the target's PS, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit, it doesn't need to come up 20 again.) If the confirmation roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is $\times 2$.

Exception: Precision damage (such as from a rogue's sneak attack class feature) and additional damage dice from special weapon qualities (such as flaming) are not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Techniques, Spells and Critical Hits: A technique or Spell that requires an attack roll can score a critical hit. A technique or Spell attack that requires no attack roll cannot score a critical hit. If a technique causes ability damage or drain, the damage or drain is doubled on a critical hit.

Activate Empowered Item

Many empowered items don't need to be activated. Certain empowered items, however, do need to be activated, especially potions, salves, technique scrolls, tags, pills, and certain weapons. Unless otherwise noted, activating an empowered item is a standard action.

Spell Stored Items:

Activating a spell stored item is the equivalent of using a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting the spell.

Triggers, or Use-Activated Items:

Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Using a Technique or Spell

Most techniques or spells require 1 standard action to cast. You can cast such a technique or spell either before or after you take a move action.

Note: You retain your ability bonuses to PS score while casting.

Concentration: You must concentrate to use a technique or spell. If you can't concentrate, you can't use a technique or spell. If you start casting a technique or spell but something interferes with your concentration, you must make a concentration check or lose the chi or mana. The check's DC depends on what is threatening your concentration. If you fail, the technique or spell fizzles and the chi or mana is lost.

Actions in Combat	
Standard Action	Attack of Opportunity ₁
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or salve	No
Aid another	Maybe ₂
Use technique/ spell (1 standard action casting time)	Yes
Use Active Technique / spell	No
Concentrate to maintain an active technique	No
Dismiss a Technique / spell	No
Draw a hidden weapon	No
Drink a potion or apply a salve	Yes
Escape a grapple	No
Feint	No
Ready (triggers a standard action)	No
Stabilize a dying friend	Yes
Total defense	No
Use ability	No
Use skill that takes 1 action	Usually
Use Power Attack	Yes
Use supernatural ability	No

Move Action	Attack of Opportunity ¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active attack	No
Draw a weapon ³	No
Load a ranged weapon (crossbows, dart gun, guns)	Yes
Open or close a door	No
Mount/dismount a animal or vehicle	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield ³	No
Retrieve a stored item	Yes

Full-Round Action	Attack of Opportunity ¹
Full attack	No
Charge ⁴	No
Deliver coup de grace	Yes
Escape from a net/snare	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch ability on up to six friends	Yes
Withdraw ⁴	No

Free Action	Attack of Opportunity ¹
Cease concentration on a technique	No
Drop an item	No
Drop to the floor	No
Speak	No

Swift Action	Attack of Opportunity ¹
Cast a quickened technique/ spell	No

Immediate Action	Attack of Opportunity ¹
Activate Power personal	No

No Action	Attack of Opportunity ¹
Delay	No
5-foot step	No

Action Type Varies	Attack of Opportunity ¹
Grapple a Target	Yes
Trip Target	No
Use feat ⁶	Varies

1 Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

3 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

4 May be taken as a standard action if you are limited to taking only a single action in a round.

5 Unless the component is an extremely large or awkward item.

6 The description of a feat defines its effect.

Concentrating to Maintain a Technique/ spell:

Some Techniques/ spells require continued concentration to keep them going.

Concentrating to maintain a technique is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a technique/ spell can keep you from concentrating to maintain a technique. If your concentration breaks, the technique/ spell ends.

Casting Time: Most techniques have a casting time of 1 standard action. A technique/ spell cast in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you cast a technique, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a concentration check (DC 10 + points of damage taken) or lose the Technique/ spell and chi/ mana. Techniques/ spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive: Casting a Technique/ spell while on the defensive does not provoke an attack of opportunity. It does, however, require a concentration check (DC 15 + any added difficulty) to successfully cast the technique/spell. Failure means that you lose the technique/ spell.

Touch Attacks in Combat: Many techniques/ spells have a range of touch. To use these techniques/ spells, you cast the technique/ spell and then touch the subject. In the same round that you cast the technique/ spell, you may also touch (or attempt to touch) as a free action. You may take your move before casting the technique/ spell, after touching the target, or between casting the technique/ spell and touching the target. You can automatically touch one friend or use the Technique/ spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch technique/ spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. The act of casting a technique/ spell, however, does provoke an attack of opportunity.

Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack as long as the technique/ spell deals damage. Your opponent's PS score against a touch attack does not include any, racial PS Score, shield bonus, or natural armor bonus. His size modifier, stats modifiers, Class modifier and deflection bonus (if any) all apply normally. Most Touch attacks unless otherwise stated by the GM ignore the targets ADS score.

Holding the Charge: If you don't discharge the technique/ spell in the round when you cast it, you can hold the charge indefinitely. You can continue to make touch attacks round after round. If you touch anything or anyone while holding a charge, even unintentionally, the technique/ spell discharges. If you cast another technique/ spell, the touch technique dissipates. You can touch one friend as a standard action or up to six friends as a full-round action. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. If your unarmed attack or natural weapon attack normally doesn't provoke attacks of opportunity, neither does this attack. If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the technique discharges. If the attack misses, you are still holding the charge but may still lose chi depending on the hold of the technique.

Ranged Touch Techniques/ spells in Combat: Some techniques/ spells allow you to make a ranged touch attack as part of the casting of it. These attacks are made as part of the technique / spells and do not require a separate action. Ranged touch attacks provoke an attack of opportunity, even if the technique/ spell that causes the attacks was cast defensively. Unless otherwise noted, ranged touch attacks cannot be held until a later turn.

Dismiss a Technique/ spell: Dismissing an active technique/ spell is a standard action that doesn't provoke attacks of opportunity.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

Total Defense

You can defend yourself as a standard action. You get a +6 dodge bonus to your PS Score for 1 round. Your PS Score improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat. You can't make attacks of opportunity while using total defense.

Use Ability

Using an ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Powers Attacks

Using a power attacks works like casting a technique/ spell in that it requires concentration and provokes attacks of opportunity. Power attacks can be disrupted. If your concentration is broken, the attempt to use the attack fails, but the attempt counts as if you had used the attack. The casting time of a power attack is 1 standard action, unless the ability description notes otherwise.

Using a Power attack on the Defensive: You may attempt to use a power attack on the defensive, just as with casting a technique. If the concentration check (DC 15 + other effects) fails, you can't use the attack, but the attempt counts as if you had used the ability.

Supernatural Abilities (Su): Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

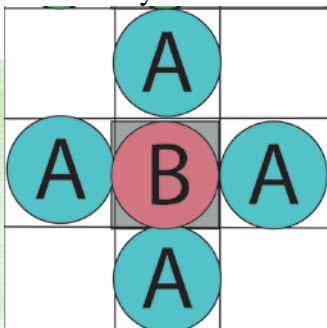
Extraordinary Abilities (Ex): Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Unique attack types to this system

Single Target Attack – the player attacks one set target within the adjacent squares of their position

Pincer Attack – Two players that line up in opposite positions of a target Gain a +2 bonus to hit the target and those with sneak attack can use the ability without bluff rolls or surprise rounds.

Dog Pile Attack – Four or more players surround a target on at minimum four opposing squares. The players gain a +4 to hit and damage, and any with sneak attack ability can use it freely.



Called Shot attack - A player targets an area of the targets body. This attack is more difficult but has greater reward the attacks are as follows.

Torso / Back - +1 to targets PS, +1 Damage

Legs - +2 to Targets PS, Slows Movement by 5 ft for one round (if target is walking)

Arms - +2 to Targets PS, 20 % chance disarm weapon

Wings - +3 to Targets PS, Causes flying target to fall

Butt - +3 to Targets Ps, +2 Damage

Head - +3 to Targets PS, +2 Temporary Intelligence Damage

Hands - +4 to Targets PS, 50% Chance to disarm weapon

Feet - +4 to Targets PS, Slows movement in half for 1 round

Knees - +4 to Targets PS, 50% chance to knock prone, Resist save vs break (15+players STR/Dex mod)

Elbows - +4 to Targets PS, Resist save vs break limb (15+players STR/Dex Mod)

Shoulder - +4 to Targets PS, -2 to targets attack rolls

Throat - +4 to Targets PS, +2 Temp End Damage, Resist save vs KO (DC 15 +players Str/Dex mod)

Tail - +4 to Targets PS, +4 Damage, Resist save vs break limb (15+ players Str/Dex mod)

Eyes - +6 to Targets PS, Blind target for 1d6 rounds, target rolls shock damage

Ears - +6 to Targets PS, Deafen target for 1d6 rounds, target PS drops by -2 after attack is successful

Mouth - +6 to Targets PS, Target is muted for 1d6 rounds, Resist save vs sick (15+ players Str/Dex mod)

Fingers - +6 to Targets PS, 75% chance disarm, Resist save vs break limb (20+players Str/Dex mod)

Gentiles - +6 to Targets PS, 1d6 Stunned rounds, Target rolls shock damage

Toes - +6 to Targets PS, Movement halted, Resist save vs break limb (20+players Str/Dex mod)

Nose - +6 to Targets PS, Target loses Scent ability, Target has a 25% chance to fail at spoken attacks

Psychological Attack – a Player attacks the touchy elements of a target causing different effects to come into play. On the types listed below:

(Bluff)Confusion Attack – Player causes confusion at the target (Will vs confusion DC 10 +1 for every 5 points in the skill roll result) On a failed save the target becomes confused and must roll on the confusion chart for 1d6 rounds as to what actions they take.

(Diplomacy)Demoralize Attack – Player convinces a target to become unwilling to fight (Will vs Demoralize DC 10 +1 for every 5 points in the skill roll result) on a failed save the target becomes unwilling to fight unless personally threatened. The target can be brought back into battle as well by his allies using diplomacy, abilities or powers/techniques/spells that embolden them into battle

(Intimidate) Fear Attack – Player causes a target to fear them (Will vs Fear DC 10 +1 for every 5 points in the skill roll results) On a failed save the target will run in fear for the player for 1d4 rounds

(Seduction) Charm Attack – Player rolls their seduction skill on a nearby target (Will vs charm DC 10 +1 for every 5 points in skill roll result) On the result of a failed save the target looks favorably at the player and will only attack the player if their life (or a loyal life of another) is threatened. Otherwise they will refuse to attack that player. The target can be freed from this by their allies by abilities, seduction, or spells/techniques/powers

(Taunt) Insult Attack – A player insults a target to get them enraged. (Will vs Enrage DC 10 +1 for every 5 points in skill roll result) Once enraged the player will be set as the one that the target will attack but the target loses their Defense greatly opening themselves up to attacks from all angles, The target does gain a +2 to hit and +4 in damage of their enraged actions. Ranged fighters enraged move into melee with the player that made the insult attack. Effect lasts 1d6 rounds

Subdue Attack S – A player can elect to do subdual damage instead of normal to a target this damage is done by attacking the targets End score in damage. To knock them to 0 for a set time of 1d10+1 rounds. (the time can run longer depending on the devices used to KO a target.

Ready Attack - The player can move in and ready for a charge from a target. Doing such an action requires the player to declare the action before hand, It grants them a plus +2 on the hit and Piercing melee weapons readied do triple damage

Surprise Attack - When a player gets the drop on a target before battle the player gains free attack and sets the ground for the battles initiative granting them the right to go first and the surprised target to go last (all others have to roll) Players with sneak attack abilities can use them in this attack freely.

Supported Attack – When two players stand one in front of the other the back player if they hold a weapon with reach or range can attack through their friendly to hit the target. (Note ranged attacks require the feat Precise Shot to do this or they treat their ally as a target as well) The back player also gains a 50% cover to attacks that may be made passed the player in front of them.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step. Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb at half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl. A crawling character is considered prone and must take a move action to stand up, provoking an attack of opportunity.

Direct or Redirect a Technique/ spells

Some techniques/ spells allow you to redirect the effect to new targets or areas after you cast the technique/ spells. Redirecting a technique/ spell requires a move action and does not provoke attacks of opportunity or require concentration.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as scrolls or tags. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one. Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Manipulate an Item

Moving or manipulating an item is usually a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Mount/Dismount a Steed or vehicle

Mounting or dismounting a steed/ vehicle requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check. If you fail the check, mounting or dismounting is a move action instead. You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.

Ready or Drop a Shield

Strapping a shield to your arm to gain its shield bonus to your PS, or un-strapping and dropping a shield so you can use your shield hand for another purpose, requires a move

action. If you have a base attack bonus of +1 or higher, you can ready or drop a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon, or for some special reason, you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks. If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out and assuming you have not already taken a move action this round. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full-attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to PS Score for the same round.

Types of Full round attacks

Jump attack – Player attacks at a heighten position down on a target, Both player and target get 1d6 damage per falling damage plus the target gets the normal damage from the weapon

Spirit Attack – Player uses their spiritual energy to create a intimidating aura at one nearby target (Will vs fear DC 10 + Spiritual Mod) Stronger attacks can be made with feats and class skills

Suicide Attack – A player makes a last stich effort to harm a target. They add their remaining HP in to hit and damage a target. If a target is in grapple distance or grappled by the player the hit is unavoidable. If the target is not but is within charging distance then a to hit roll is made. If they are not within distance such attack is not possible. Players using this attack are considered dead after attack is made period.

Prone Attack -The player can attack from a prone position with a bonus of +2 to hit the target but remains surprised to attacks on them

Cast a Technique / spell

A technique/ spell that takes one round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the technique/ spell. You then act normally after the technique/ spell is completed.

A technique/ spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a technique/ spell as a full-round action). These actions must be consecutive and uninterrupted, or the technique/ spell automatically fails. When you begin a technique/ spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from 1 round to just before your turn in the next round (at least). If you lose concentration after starting the technique/ spell and before it is complete, you lose the technique/ spell and chi/ mana. You only provoke attacks of opportunity when you begin casting a technique/ spell, even though you might continue casting for at least 1 full round. While casting a technique/ spell, you don't threaten any squares around you. This action is otherwise identical to the cast a technique/spell action described under Standard Actions.

Casting a Enhanced Technique/ spell: If a technique's/ spell's normal casting time is 1 standard action, casting a Enhanced Technique/ spell version of the technique/ spell is a full-round action with the except for Quicken Technique/ spell feat, which take 1 swift action to cast. Note that this isn't the same as a technique/ spell with a 1-round casting time. Techniques/ spells that take a full-round action to cast take effect in the same round that you begin casting, and you are not required to continue the invocations, gestures, and concentration until your next turn. For techniques/ spells with a longer casting time, it takes an extra full-round action to cast the enhanced technique/ spell.

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

Run

You can run as a full-round action. If you do, you do not also get a 5-foot step. When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any ability bonus to PS score unless you have the Run feat. You can run for a number of rounds equal to your Endurance score, but after that you must make a DC 10 Endurance check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action. You can't run across difficult terrain or if you can't see where you're going. A run represents a speed of about 13 miles per hour for an unencumbered human.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded. You can't take a 5-foot step during the same round in which you withdraw. If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed. Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Cease Concentration on Spell/Technique

You can stop concentrating on a spell/technique as a free action.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

Dropping to a prone position in your space is a free action.

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than a few sentences is generally beyond the limit of a free action.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. You can, however, perform only one single swift action per turn, regardless of what other actions you take. You can take a swift action anytime you would normally be allowed to take a free action. Swift actions usually involve using techniques, activating a feat, or the activation of empowered items.

Cast a Quickened technique/ spell

You can cast a quickened technique/ spell (see the Quicken Technique/ spell feat), or any technique whose casting time is designated as a free or swift action, as a swift action. Only one such technique/ spell can be cast in any round, and such techniques/ spell don't count toward your normal limit of one spell per round. Casting a technique/ spell as a swift action doesn't incur an attack of opportunity.

Immediate Actions

Much like a swift action, an immediate action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using some Powers is an immediate action, since the power can be cast at any time. Using an immediate action on your turn is the same as using a swift action and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are Surprised.

Miscellaneous Actions

The following actions take a variable amount of time to accomplish or otherwise work differently than other actions.

Take 5-Foot Step

You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round that you move any distance. You can take a 5-foot step before, during, or after your other actions in the round. You can only take a 5-foot-step if your movement isn't hampered by

difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature. You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world. The ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled. If your hit point total is negative, but not equal to or greater than your Endurance score, you are unconscious and dying.

When your negative hit point total is equal to your Endurance, you're dead.

Rule exception: (Comedy Game) In a comedy Play Setting the player cannot die only is Knocked Out at the negative Endurance is reached. The player remains KO'd till the GM declares that they are revived. Once revived it's up to the GM, if they want to play out a humorous event such as the player awakens being buried in a grave or such. The Players that get KO'd can have items, gold or even EXP lost due to their KO in battle. The loss of EXP however does not lower their level but does increase the distance the player has to the next level. Any and all EXP the others gain while a character is KO'd is not given to the KO'd Player unless they were KO'd in the final acts of getting the EXP [i.e. fighting a major villain and falling in battle] While the player is KO'd they are described as having X's for eyes or a mysterious coffin that walks along behind the group.

Massive Damage (Optional Rule): If you ever sustain a single attack that deals an amount of damage equal to half your total hit points (minimum 50 points of damage) or

more and it doesn't kill you outright, you must make a DC 15 Resistance save. If this saving throw fails, you die regardless of your current hit points. If you take half your total hit points or more in damage from multiple attacks, no one of which dealt more than half your total hit points (minimum 50), the massive damage rule does not apply.

Chi/ Mana Pool Empty: If a Character uses up their total chi/ mana pool they become exhausted by the rules and can only do limited actions of fighting or moving.

Disabled (0 Hit Points)

When you're current hit point total drops to exactly 0, you are disabled. You gain the staggered condition and can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after completing the act. Unless your activity increased your hit points, you are now at -1 hit points and dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points.

Dying (Negative Hit Points)

If your hit point total is negative, but not equal to or greater than your Endurance score, you're dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies or becomes stable.

Dead

When your character's current hit points drop to a negative amount equal to his Endurance score or lower, or if he succumbs to massive damage, he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Endurance Constitution score to 0. Certain types of powerful attacks, such as Cheater of Death and Impure resurrection, can restore life to a dead character.

Stable Characters and Recovery

On the character's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, the character must make a DC 10 Endurance check to become stable. The character takes a penalty on this roll equal to his negative hit point total. A character that is stable does not need to make this check. A natural 20 on this check is an automatic success. If the character fails this check, he loses 1 hit point. An unconscious or dying character cannot use any special action that changes the initiative count on which his action occurs.

Characters taking continuous damage, such as from an acid arrow or a bleed effect, automatically fail all Endurance checks made to stabilize. Such characters lose 1 hit point per round in addition to the continuous damage.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Medical check. If any sort of healing cures the dying character of even 1 point of damage, he becomes stable and stops losing hit points.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A stable character who has been tended by a healer or who has been healed through a technique eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help:

One hour after a tended, dying character becomes stable; the character must make a DC 10 Endurance check to become conscious. The character takes a penalty on this roll equal to his negative hit point total. Conscious characters with negative hit point totals are treated as disabled characters. If the character remains unconscious, he receives another check every hour to regain consciousness. A natural 20 on this check is an automatic success. Even if unconscious, the character recovers hit points naturally. He automatically regains consciousness when his hit points rise to 1 or higher.

Recovering without Help:

A severely wounded character left alone usually dies. He has a small chance of recovering on his own. Treat such characters as those attempting to recover with help, but every failed Endurance check to regain consciousness results in the loss of 1 hit point. An unaided character does not recover hit points naturally. Once conscious, the character can make a DC 10 Endurance check once per day, after resting for 8 hours, to begin recovering hit points naturally. The character takes a penalty on this roll equal to his negative hit point total. Failing this check causes the character to lose 1 hit point, but this does not cause the character to become unconscious. Once a character makes this check, he continues to heal naturally and is no longer in danger of losing hit points naturally.

Healing

After taking damage, you can recover hit points through natural healing or through medical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing:

With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level + END Modifier. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Healing From Food:

Food provides some healing and chi restoration. For every unit the player gains 2 HP and 2 Chi 2 Mana per food unit which can be boosted by the skill of food provided, a character is limited to eat no more than their END Mod in units per 3/day. Some defects may affect this number such as Black Hole Stomach grants more units per day while Weak Stomach is ½ the units.

Restoring Chi/ Mana:

Chi/ Mana is Fully Regained with 8 hours of rest or when taking a medical item that restores it.

Medical Healing

Various abilities and techniques can restore hit points.

Spells/ Powers/ Techniques:

In games that permit magic/ powers/ or techniques may have access to being able to use Chi or Mana to restore healing, This power however may be limited by the GM based on the game they run.

Medical Technology / Potions/ Salves:

Depending on the game setting different versions of each of these is available for the players to craft or find, the power of the healing compiles on a combination of what is in the concoction and the amount of skill and bonuses the crafter gets to add. These choices however are one time use items and once the potion/ salve or tech is used it is no longer usable.

Medical Skill:

A player with the Medical Skill is able to roll skill checks to help increase the healing rate of a damaged target as well as ease pain from injuries, treat injuries, stop bleeding and diagnosis diseases and poisons. While the skill rolls don't grant actual healing from a result it does increase the rate a player heals and provides info on items, or medicine needed to help.

Medical Tier:

The Medical Tier is a way a player can use items such as bandages to heal a player of the wounds they take as well as boost their skills in detecting other issues. A player with both Potions/ Salves or Tech can also boost the effect of the items to grant a higher HP return. Or increase the Saves needed to stave off Disease or Poisons.

Healing Limits:

You can never recover more hit points than you lost. Medical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage:

Temporary ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score. For more serious Permanent Ability Damage medical actions or Tech is needed to restore part of what is lost. Too much damage and it can't all be restored. The maximum a player can restore is 1d8 damage.

Healing From an Injury**Temporary Hit Points:**

Certain effects give a character temporary hit points. These hit points are in addition to the character's current hit point total and any damage taken by the character is subtracted from these hit points first. Any damage in excess of a character's temporary hit points is applied to his current hit points as normal. If the effect that grants the temporary hit points ends or is dispelled, any remaining temporary hit points go away. The damage they sustained is not transferred to the character's current hit points. When temporary hit points are lost, they cannot be restored as real hit points can.

Increases in Endurance Score and Current Hit Points:

An increase in a character's Endurance score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored, and they are not lost first as temporary hit points are.

Non-lethal Damage:

Non-lethal damage represents harm to a character that is not life-threatening. Unlike normal damage, non-lethal damage is healed quickly with rest.

Dealing Non-lethal Damage:

Certain attacks deal non-lethal damage. Other effects, such as heat or being exhausted, also deal non-lethal damage. When you take non-lethal damage, keep a running total of how much you've accumulated. Do not deduct the non-lethal damage number from your current hit points. It is not "real" damage. Instead, when your non-lethal damage equals your current hit points, you're staggered (see below), and when it exceeds your current hit points, you fall unconscious.

Non-lethal Damage with a Weapon that Deals Lethal Damage:

You can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but you take a -4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Non-lethal Damage:

You can use a weapon that deals non-lethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious:

When your non-lethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round (in addition to free, immediate, and swift actions). You cease being staggered when your current hit points once again exceed your non-lethal damage. When your non-lethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Technique/ spell users who fall unconscious retain any techniques/ spells or ability they had before going unconscious. If a creature's non-lethal damage is equal to his total maximum hit points (not his current hit points), all further non-lethal damage is treated as lethal damage. This does not apply to creatures with regeneration. Such creatures simply accrue additional non-lethal damage, increasing the amount of time they remain unconscious.

Healing Non-lethal Damage:

You heal non-lethal damage at the rate of 1 hit point per hour per character level. When a technique or ability cures hit point damage, it also removes an equal amount of non-lethal damage.

Injuries:

When a player takes more than twice their Endurance Score in a single blow they need to make note of the hit in the form of a tally. With each Tally at the end of a battle the player has to roll a percentage based on the possibility of being injured. Some defects on characters make them have a higher chance on the percentage of injury. With each Tally mark a player takes the percentage is increased by 5% if the player gains a set amount of percentage increase the injury is more sever.

Minor Injuries: Gashes that may leave a scar, bruises or sprains. 20% or lower causes these injuries. These injuries depending on the type affect the character by hurting their COM MOD, CHA MOD, Attack or Speed. By -1, the effect is often recoverable in a in game weeks' time.

Moderate Injuries: Broken bones or internal bleeding. These things that would take medical treatment and will hinder the player for a time when they take to heal. There are usually no permanent effects. These injuries occur when the players Tally reaches 25% to 50 % on the roll. These injuries have a longer lasting effect the injuries normally take about 6 weeks or more to heal from. The negatives tend to be equal or more sever then Minor Injuries.

Severe Injuries: Things that need immediate attention such as multiple broken bones, severed limbs or other injuries that will result in death if not treated immediately. If

healed through regular medical care there will be lasting effects. The player can keep fighting but will have to roll a fort roll vs. System Shock. When the player reaches a tally of 55% to 75% this is the type of injury a player is dealing with. These injuries are much longer lasting. The recovery time is long and the damage at times may be permanent to the players Stats or other scores. It also has a chance at causing the player to take on Defects ether temporarily or on a more permanent basis.

Life Threatening: In most cases of this the player can instantly die, they need to make a Resistance roll each time to only lose HP at a rate of 1 per turn if they fail they loss their level in HP a round Medical checks for stopping this bleeding is a 30+. Players under this status also have to make a second Resistance save each round they remain active vs. System Shock. This is achieved when a player reaches 80% to 100% in the tally. This pretty much will cause a player to be out of a game causing long term care for the character and definite permanent damage to their stats with defects. These kinds of injuries can destroy a player even if they survive the damage they take in a single battle is not enough to kill them.

System Shock:

System shock comes into play adding the grand total of the HP lost to a Resistance Save versus unconsciousness. Failing the save causes a target to go into a comma situation where as long as they are medically treated (DC 10) they can be kept alive. The amount the player fails by is the amount of hours till they are able to come out of the comma by rolling a Resistance Save DC the damage -5, If the player fails the second roll they have to wait 1 day till they can roll again. The step is repeated till the player regains consciousness, or medical treatment is stopped allowing the player to slowly die. Even if a player does not receive an injury they can fall into system shock from taking over half or more their HP in one hit. Both Sever and Life Threatening injuries also cause a player to have to roll a system shock save.

Injuries	Recovery Time	Min Tally	Shock Roll	Turn Damage
Minor	1 week or less	0%	No	None
Moderate	6 weeks	25%	No	1 HP when active
Sever	3 months	55%	Yes	1 Hp when active
Life Threaten	1 year	80%	Yes	Fort vs. Bleed out level in HP
Shock	1 day per DC increase of 5	N/A	N/A	Unconsciousness

Healing Time:

Healing from injuries or just normal HP loss can be increased based on the environment one is in. A Hospital is vastly a better place for an injured character over a camp site

Healing Location	Healing Time Decrease
Normal Ground	None
Bed	Subtract ¼ the time
Clinic	Subtract ½ the time
Hospital	One week after consciousness

Knocking Out:

There are times a player may need to be knocked out by their fellow team members or to capture a target. To do this a player must make a strength check vs. a END check of the opposing target. If the player fails they simply do unarmed damage out in half. If they succeed the target is knock unconscious for 1d6+ STR rounds plus an additional 10 rounds if they are suffering exhaustion penalties from techniques, chi loss, or ability. The target must not be Hostile to you at the time for this to be possible if they are hostile then you must defeat them with sub dual damage to knock them out.

MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature of a 6-foot tall man is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

Tactical Movement

Your speed is determined by your race, class and your armor. Your speed while unarmored is your base land speed.

Encumbrance:

A character encumbered by carrying treasure. A large amount of gear or fallen comrades may move slower than normal.

Hampered Movement:

Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat:

Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed (or three times your speed in heavy armor). If you do something that requires a full round, you can only take a 5-foot step.

Bonuses to Speed:

A barbarian has a +10-foot bonus to his speed (unless she's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many techniques, abilities and items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance

As a general rule, distance is measured assuming that 1 square equals 5 feet.

Diagonals:

When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on. You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature:

When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving Through a Square

You can move through an unoccupied square without difficulty in most circumstances. Difficult terrain and a number of spell effects might hamper your movement through open spaces.

Friend:

You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent:

You can't move through a square occupied by an opponent unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.

Ending Your Movement:

You can't end your movement in the same square as another creature unless it is helpless.

Overrun:

During your movement, you can attempt to move through a square occupied by an opponent.

Tumbling:

A trained character can attempt to use Acrobatics to move through a square occupied by an opponent (see the Acrobatics skill).

Very Small Creature:

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so. Square Occupied by Creature

Three Sizes Larger or Smaller:

Any creature can move through a square occupied by a creature three size categories larger than itself. A big creature can move through a square occupied by a creature three size categories smaller than it is. Creatures moving through squares occupied by other creatures provoke attacks of opportunity from those creatures.

Designated Exceptions:

Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Acrobatics skill or similar special abilities. Terrain and Obstacles From tangled plants to broken stone, there are a number of terrain features that can affect your movement.

Difficult Terrain:

Difficult terrain, such as heavy undergrowth, broken ground, or steep stairs, hampers movement. Each square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain square counts as 3 squares. You can't run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow. Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles:

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the obstacle, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the obstacle and move into the square on the other side, you can't cross it. Some obstacles may also require a skill check to cross. On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle. Flying and incorporeal creatures are able to avoid most obstacles.

Squeezing:

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space, you take a -4 penalty on attack rolls and a -4 penalty to PS. When a Large creature (which normally takes up 4 squares) squeezes into a space that's 1 square wide, the creature's miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into. A creature can squeeze past a creature while moving but it can't end its movement in an occupied square.

Size	Tactical Speed	
	No Armor or Light Armor	Medium or Heavy Armor
Small	20 ft. (4 squares)	20 ft. (4 squares)
Medium	30 ft. (6 squares)	20 ft. (4 squares)
Large	50 ft. (10 squares)	30 ft. (4 squares)
Huge	70 ft (14 squares)	40 ft (6 squares)

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to PS, and you lose any ability bonuses to PS.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space:

Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost:

When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do). If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement:

Despite whatever penalties to movement you might have, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited. Such

movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures:

Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. 25 Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures:

Very large creatures take up more than 1 square. Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. This attack of opportunity is not provoked if you take a 5-foot step. Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

COMBAT MODIFIERS

A number of factors and conditions can influence an attack roll. Many of these situations grant a bonus or penalty on attack rolls or to a defender's Protection Score.

Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+8 to PS). When making a melee attack against an adjacent target, your target has cover if any line from any corner of your

square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover:

A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity:

You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out

Armor Class Modifiers		
Defender is...	Melee	Ranged
Behind cover	+8	+8
Blinded	-2*	-2*
Concealed or invisible See Concealment Covering	-2*	-2*
Entangled	+0#	+0#
Surprised	+0*	+0*
Grappling (but attacker is not)	+0*	+0*
Helpless	-4^	+0^
Kneeling or sitting	-2	+2
Pinned	-4^	+0^
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2*	-2*

* The defender loses any Ability bonuses to PS.

An entangled character takes a -4 penalty to Dexterity.

^ The defender is surprised and cannot add his Stat bonuses to his Protection Score.

Creature Size and Scale		
Creature Size	Space*	Natural Reach*
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

* These values are typical for creatures of the indicated size. Some exceptions exist.

Attack Roll Modifiers		
Attacker is...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2*	-2*
Flanking defender	+2	—
Invisible	+2#	+2#
On higher ground	+1	+0
Prone	-4	— [^]
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

* An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

The defender loses any ability bonuses to PS.

[^] Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

From a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Stealth Checks:

You can use cover to make a Stealth check. Without cover, you usually need concealment (see below) to make a Stealth check.

Hard Cover:

A player can gain this cover going being strong and solid objects like Rocks, Vehicles, Signs, Fox holes or even armored creatures large enough to hide behind. The difference in hard cover vs Concealment is the player's location is known it's just behind this protection they gain a +8 to their PS Score. The GM can tell the player if the cover they are taking is Soft, Hard or Concealment. Hard cover is a 50-50 chance at providing cover from reflex saves.

Soft Cover:

Creatures, even your enemies, as well as plants and other objects can provide you with cover against ranged attacks, giving you a +4 bonus to PS. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Stealth check.

Big Creatures and Cover:

Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Partial Cover:

If a creature has cover, but more than half the creature is visible, its cover bonus is reduced to a +2 to PS and a +1 bonus on Reflex saving throws. This partial cover is subject to the GM's discretion.

Total Cover:

If you don't have line of effect to your target (that is, you cannot draw any line from your square to your target's square without crossing a solid barrier), he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Improved Cover:

In some cases, such as attacking a target hiding behind an arrow slit, cover may provide a greater bonus to PS and Reflex saves. In such situations, the normal cover bonuses to PS and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Stealth checks.

Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment. When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you, use the rules for determining concealment from ranged attacks. In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance:

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. Make the attack normally—if the attacker hits, the defender must make a miss chance d% roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks:

You can use concealment to make a Stealth check. Without concealment, you usually need cover to make a Stealth check.

Total Concealment:

If you have line of effect to a target but not line of sight, he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment:

Concealment isn't always effective. An area of dim lighting or darkness doesn't provide any concealment against an opponent with dark vision. Characters with low-light vision can see clearly for a greater distance than other characters with the same light source. Although invisibility provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual or auditory clues).

Varying Degrees of Concealment:

Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by another enemy character or creature on its opposite border or opposite corner. When in doubt about whether two characters flank an opponent in the middle, trace an imaginary line between the two attackers' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception:

If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy. The player attacking a helpless character ignores the targets PS score completely.

Regular Attack:

A helpless character takes a -4 penalty to ADS score against melee attacks. In addition, a helpless character is treated as having a Dexterity of 0, giving him a -5 penalty to AC against both melee and ranged attacks (for a total of -9 against melee and -5 against ranged). A helpless character is also surprised.

Coup de Grace:

As a full-round action, you can use a melee weapon to deliver a coup de grace (pronounced "coo day grahs") to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Resistance save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace. Delivering a coup de grace provokes attacks of opportunity from threatening opponents. You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

SPECIAL ATTACKS

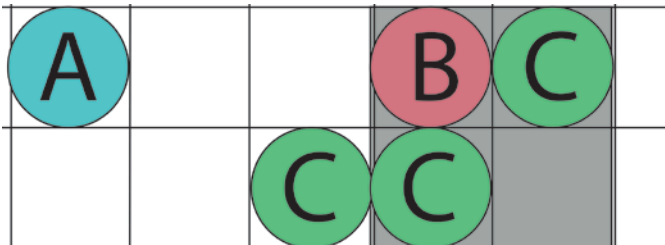
This section discusses all of the various standard maneuvers you can perform during combat other than normal attacks, casting techniques, or using other class abilities. Some of these special attacks can be made as part of another action (such as an attack) or as an attack of opportunity.

Power/Spell / Technique based attacks: These attacks are attacks that can only be used by Powers/ Spells / Techniques
S –standard action F – Full round action

Sphere attack S(*then free*)- Players that release a sphere attack can each round move the sphere based on its movement rate across the board in any direction as long as the sphere lasts

Area Attack S- The player selects an area within the range of the power to hit a selected area requiring all within the area to make a reflex save vs the spells effect.

Targeted Area Attack S – A player can center an area attack spell on a selected target. To do this the player must roll against the targets AC to using a melee attack (this is for cases of enlarged attacks or larger creatures attacking one target) all others in the affected area can make reflex rolls to avoid the damage



Cone Attack S – Cone attacks start out from one square the player chooses and adds an addition square for the range of the attack spreading out. Players caught in its path can make a Reflex roll for less or no damage based on the attacks DC

Chain Attack F – A player targets one target and can target another target within the full range of the spell the spell can be chained to many targets as the spell is noted it can handle but must be within the range and line of sight to the caster and first target of the spell. The attack is a touch attack each time must be rolled per target

Field Attack F – The player unleashes a massive area spell that alters the area causing damage or effect to that entire move through the area

Reflective Attack Free – The player using this attack is a defense spell /power active (also the Samurai class ability) allows the player to take a ranged attack and bounce it

back at a target at a -4 on the attack since its defensive its does not count as an attack made by the player for their actions.

Auto Attack S – The player makes an attack that hits automatically as long as the target is in range The attack however can be blocked by some powers/ techniques/ spells though and a target in cover still is protected by the percentile the cover provides

Ray Attack S – A ranged touch attack on a target that the player has clear line of sight on.

Touch Attack S – the player attacks targets PS with no shield, race or natural bonus instead of normal score. Most touch attacks unless otherwise noted go through a targets ADS score.

Ranged Touch Attack S – Same as a touch attack only applies for ranged attacks that a perfect line of sight is not needed for.

Ranged Targeted Area Attack S – Similar to Targeted attacks but the attack is ranged.

Ring Attack S – The player release a 360 attack centered from on them but unlike an area attack (where the player would take damage) the player takes no damage. All other in the radius of the attack can make a reflex save vs the spells DC

Wave Attack F – The player launches an attack based on the Arch attack that spreads out behind the four spots in four lines

Environment Attack F – The players attack alters the Weather or environment of the area effecting all in the area. No save only counter spells can prevent this.

Illusions/Genjustu S/F – The basis of these attacks require the targets to roll a Will save vs the spells effects upon their triggered release, to be released an outside force, dispel, or the spell ending, or users/destruction of certain object will drop the illusion, any player in an illusion can try to keep making a will save to free themselves but once in a illusion the DC is increased by +5

Triggered Attack F/free – The player spends a round placing a delayed attack that will trigger based on a set condition of the player, once that condition is met the attack goes off.

Linked Attack F- Two players can link their power/spell/ technique provided they are of equal of accepting types (elemental types and such) The power lets the player with the better to hit be the to hit required if the spell calls for it. And the attack does double damage (quadruple if it crits). This attack gets both to go at the same time on initiative and grants them a -2 defense in the round they perform the attack. This is also a feat available for players with partners/ Familiars / drones to use.

Ritual Attack F – Multiple players / or one player for several rounds (depends on the spell/technique/powers requirement stands still to do one attack on based on the attacks requirements that does 10x damage. The player/s that take part in this are surprised and can do no other action till the attack is fully completed.

Ability / Class Skill based attacks: These attacks are effective only to the players of certain skills or that have taken a ability that grants them such a type of attack.

Feint Attack F– The player can make a bluff skill roll against a targets Will (10 +1 per 5 points skill roll result) if the target fails the save the player attacks the target is surprised thus does not gain their Shield, racial and natural bonuses to their PS score.(Rogue, Punk)

Delayed Attack F– The player that hits a target with one attack can split the damage to release at a later time in rounds equal to their class level. This attack requires no hit and will go off eventually no matter what happens. Must be declared to the GM for records. (Samurai)

Snipe Attack F– The player that as long as they remain hidden from a target can add sneak attack from ranged on a target (Gunslinger, Ranger)

Cute/Disgust Attack S – The player can use their comeliness score to cause a will save vs. sickness or Demoralize (depending on the targets personal interests in the players actions) (10 +1 for every 5 points in the set skill roll result)(Wuv ability)

Partner Combo Attack F– The player and his partner can link their attacks as one to do increased damage to a set target. The two do not get any down side for the attack as it is well practiced to never leave openings to attacks.

Dirty Attack S – The player can make a sneak attack on a second strike after a first attack that misses (Punk/ Cheap Attack Ability) provided the target falls for a bluff roll similar to feint attack. This cannot be used to gain a second sneak attack after the first one fails in the same round as done by a Feint attack

One arm Attack F – the player with the (Single handed spell/technique/power ability) can make a single attack with a weapon in their free hand but cannot move and has a -4 to their PS Score

Sonic Attack S – (Bard) the player making an attack such as Twang, Sproing, and Rip a Cord attacks a target within a ranged touch of 30 ft

Holy Attack S - (Priest) The player that plays priest class can add their spiritual mod in damage in their attacks once they have access to Holy Talisman based on the times per day that they gain the ability. The holy damage is multiplied on enemies weak to holy damage such as undead and demonic forces

Familiar Attack S – (witch/wizard) A player can gain a second attack on a target from their familiar with the chance of losing the familiar, but the attack catches the target surprised and is based on the familiar's type of attack

Run by Attack S– (Nurse) A player can strike targets within reach as they run past (provokes attacks of opportunity. The attacks suffer a -4 to hit but add +2 damage with each hit and the player doesn't have to stop at the target they hit they can keep moving.

Luck Attack S – Attacks based on the Gambler Tier actions

Magical Attack S – (Witch/Wizard) player uses mana to make a ray attack doing damage magical damage based on the amount of mana used

Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against PS 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to PS against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack. You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, carries tight restrictions on how you can move. Movement

During a Charge:

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. If you move a distance equal to your speed or less, you can also draw a weapon during a charge attack if your base attack bonus is at least +1. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). You must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you can't charge. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. Helpless creatures don't stop a charge. If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent. You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed) and you cannot draw a weapon unless you possess the Quick Draw feat. You can't use this option unless you are restricted to taking only a standard action on your turn.

Attacking on a Charge:

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your PS until the start of your next turn. A charging character gets a +2 bonus on combat maneuver attack rolls made to bull rush an opponent (see Bull Rush). Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks:

A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge:

Spears, tridents, and other weapons with the brace feature deal double damage when readied (set) and used against a charging character.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Performing a Combat Maneuver:

When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While many combat maneuvers can be performed as part of an attack action, full-attack action, or attack of opportunity (in place of a melee attack), others require a specific action. Unless otherwise noted, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If you are hit by the target, you take the damage normally and apply that amount as a penalty to the attack roll to perform the maneuver. If your target is immobilized, unconscious, or otherwise incapacitated, your maneuver automatically succeeds (treat as if you rolled a natural 20 on the attack roll). If your target is stunned, you receive a +4 bonus on your attack roll to perform a combat maneuver against it.

All Combat Maneuvers have a DC based on the skill the user of the skill has plus their Stat Modifier based on that Maneuver and any bonuses they may get to this skill. (See Chart below)

Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Bull Rush

You can make a bull rush as a standard action or as part of a charge, in place of the melee attack. You can only bull rush an opponent who is no more than one size category larger than you. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of your maneuver. If your attack is successful, your target is pushed back 5 feet. For every 2 by which your attack exceeds your opponent's Roll you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target. An enemy being moved by a bull rush does not provoke an attack of opportunity because of the movement unless you possess the Greater Bull Rush feat. You cannot bull rush a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your bull rush, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If you are successful, you can continue to push the creatures a distance equal to the lesser result. For example, if a fighter bull rushes a goblin for a total of 15 feet, but there is another goblin 5 feet behind the first, he must make another combat maneuver check against the second goblin after having pushed the first 5 feet. If his check reveals that he can push the second goblin a total of 20 feet, he can continue to push both goblins another 10 feet (since the first goblin will have moved a total of 15 feet).

Disarm

You can attempt to disarm your opponent in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack. If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the Defensive roll of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you may automatically pick up the item dropped.

Grapple

As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures have the grappled condition, you can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5

circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple). A Grapple is rolled through making a Martial Arts Skill Check.

Move: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage: You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or non-lethal. While in a grapple either the one grappling or the grappled can attack with small weapons, unarmed or some techniques or powers.

Pin: You can give your opponent the pinned condition. Despite pinning your opponent, you still only have the grappled condition, but you lose your Stat bonuses to PS.

Tie Up: If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + Use Rope Skill. The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie him up in ropes, but doing so requires a check at a -10 penalty. If the DC to escape from these bindings is higher than 20 + the user Use rope Skill, the target cannot escape from the bonds, even with a natural 20 on the check.

If You Are Grappled: If you are grappled, you can attempt to break the grapple as a opposed Martial Arts roll or Escape Artist check (with a DC equal to your opponent's). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making an martial arts skill roll, while you can). Instead of attempting to break or reverse the grapple, you can take any action that requires only one hand to perform, such as cast a technique or make an attack with a light or one-handed weapon against any creature within your reach, including the creature that is grappling you.

See the grappled condition for additional details. If you are pinned, your actions are very limited. See the pinned condition in for additional details.

Multiple Creatures: Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +10 bonus for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +10 bonus on the grappled Martial arts check.

Overrun

As a standard action, taken during your move or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is no more than one size category larger than you. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver. If your overrun attempt fails, you stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space. When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver check as normal. If your maneuver is successful, you move through the target's space. If your attack exceeds your opponent's PS by 5 or more, you move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the PS of the attack roll for each additional leg it has.

Sunder

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver. If your attack is successful, you deal damage to the item normally. Damage that exceeds the object's Hardness is subtracted from its hit points. If an object has equal to or less than half its total hit points remaining, it gains the broken condition. If the damage you deal would reduce the object to less than 0 hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point and the broken condition.

Trip

You can attempt to trip your opponent in place of a melee attack. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver. If your attack exceeds the target's Opposed Roll done with either Martial Artist or Acrobat, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +5 to the opposed roll of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Feint

Feinting is a standard action. To feint, make a Bluff skill check. The DC of this check is equal to 10 + your opponent's Notice Skill, if higher. If successful, the next melee attack you make against the target does not allow him to use his Stat bonuses to PS (if any). This attack must be made on or before your next turn. When feinting against a non-humanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a creature lacking an Intelligence score, it's impossible. Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action.

Combat Maneuvers		
Maneuver	Skill/ Stat Check Attacker	Skill/ Stat/ Save Defender
Bull rush	Strength / Melee	Reflex vs. To hit roll
Disarm	Strength/ Melee	Strength/ Melee
Grapple	Martial Arts	Martial Arts/ Escape Artist
Over Run	Strength/ Melee	PS
Sunder	Martial Arts	Fort Save vs. breaking item
Trip	Martial Arts	Acrobatics/ Martial Arts
Feint	Bluff	Notice

Mounted Combat

These rules cover being mounted on a horse in combat but can also be applied to Bikes, Motorcycles and other vehicles or mode of transportation that requires a ride or Drive skill.

Mounts in Combat:

Horses, ponies, and riding dogs can serve readily as combat steeds. Mounts that do not possess combat training (see the Handle Animal skill) are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a mount. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full-round action, and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move. A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted:

With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the PS penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge). You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple

speed) at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Techniques/ spells While Mounted:

You can cast a technique/ spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a technique/ spell, then you're casting the technique/ spell while the mount is moving, and you have to make a concentration check due to the vigorous motion (see charts above) or lose the chi. If the mount is running (quadruple speed), you can cast a technique/ spells when your mount has moved up to twice its speed, but your concentration check is more difficult due to the violent motion.

If Your Mount Falls in Battle:

If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped:

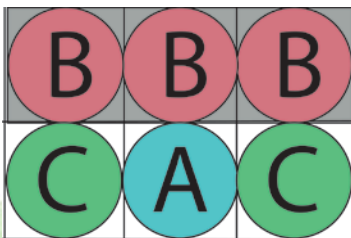
If you are knocked unconscious, you have a 50% chance to stay in the saddle (75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

Weapon Fighting Rules

Weapon Based attacks: These attacks are able to be used by players due to the weapon that they possess

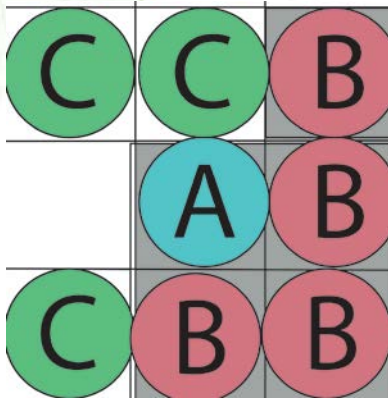
S-standard action, F – full round action

Colum Attack S – Any Slashing or Bashing melee weapon allows the player to attack a row of three targets the first is hit directly with no modifier to their PS. Each target afterwards their PS is +2 afterwards do to the wide spread of this attack the player can only make one attack per round is allowed when fighting this way.

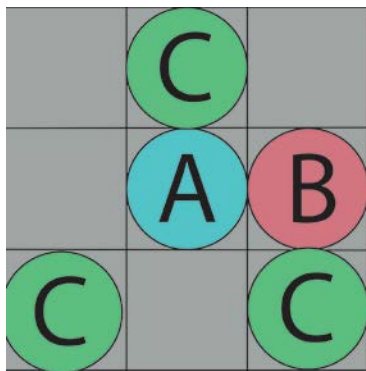


Ranged Attack S- Any player with a ranged weapon can attack a clear line of sight target with their projectile weapon

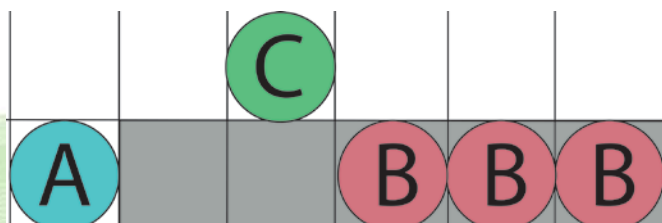
Arch Attack F- Any player with a Slashing or Bashing melee weapon can make a wide swing dropping 2 PS to make one attack up to four surrounding enemies in an L shape around them. The player must surpass the highest PS of the multiple targets to do this successfully.



Spin attack F- Any player with a Slashing or bashing melee weapon spins around a full 360 degrees with an increasing PS for each target passed the first one. This attack provokes attacks of opportunity and the players PS is dropped by 4 in making such an attack.



Line Attack S- Any reach weapon [or spell/technique/power] (depending on its reach) strikes a line of targets



Returning Attack F- The rarer returning weapon is a thrown weapon that returns to its owner such as a boomerang the weapon makes one attack on its release and a second one at -4 the to hit on its way back (this does not include items that have a spell to return as they magically poof back to the player)

Storm Attack F- A player with the right feats can use a ranged attack and chose one shot at a time or make a storm attack this only works with thrown weapons and bows. The player creates a small area effect attack of about 10 radiuses. The targets in the attack get a reflex roll (DC 10 + Players Ranged roll)

Barrage Attack F – A player with a collection of small thrown weapons [Needles, Shuriken, Kunai] can throw a collection (max 6) of them at once for a -4 to hit at one target

Spread Attack F- A player with a firearm that has semi auto (full auto this is always active) can convert their weapon to attack in a cone pattern for the range of the weapon at a penalty of -4 to hit but increased damage per targets in the cone x3 for semi, 1d10 attacks for all targets in the cone for full auto

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown splash weapons require no weapon proficiency, so you don't take the -4 non-proficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target. Splash weapons cannot deal precision-based damage (such as the damage from the rogue's sneak attack class feature). You can instead target a specific grid intersection. Treat this as a ranged attack against PS 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature. If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 falling short (off-target in a straight line toward the thrower), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in that square and in all adjacent squares.

Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways. First, if your off-hand weapon is light or pistols in the case of firearms, the penalties are reduced by 2 each. An unarmed strike is always considered light. Second, the Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Double Weapons:

You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon was a light weapon.

Thrown Weapons:

The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

Two-Weapon Fighting Penalties		
Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You never get back the time you spend waiting to see what's going to happen. You also can't interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, a swift action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, anytime before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action. You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Technique/ spell Users: You can ready an attack against a technique/ spell user with the trigger "if she starts casting a technique/ spell." If you damage the caster, she may lose the technique/ spell she was trying to cast.

Readying to Counter: You may ready a counter against a technique/spell user (often with the trigger "if she starts casting a technique/ spell"). In this case, when the caster starts a technique/spell, you get a chance to identify it with a Martial Arts (Knowledge Occult for spells) check (DC 15 + level). If you do, and if you can cast that same technique/ spell or a similar one in rank or element, you can cast the technique/ spell as a counter and automatically ruin the other caster's technique/ spell. A power attack can also be used to counter another caster, but it doesn't always work.

Readying a Weapon against a Charge: You can ready weapons with the brace feature, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Vehicle and Ship Combat and Basic actions

Transportation Basics and their types.

In the game there are five set types of transportation types

Free floating	Ships, Blimps, Hot Air Balloon, Raft
Submersible / Aerial	Subs, Gliders, Planes, rockets
Free Movement Vehicle	Cars, Trucks, Motorcycles
Set Movement Vehicle	Trains, Subways, Monorails, Rollercoaster
Mounts / Personal Transport	Horses, Riding Birds, Dolphin, Bicycles, Skates

Of these five actions all have some similar things about them. All have a set Speed, Maneuver, HP, and require a skill to use. The first two listing require Pilot skill the next Two Drive skill and the last one is based on Ride. While Navigation is handy in the basics of operating the vehicles its not necessary, Only when planning on traveling a great distance is it important to have the skill for the vehicles to assure you stay on the right course.

Base Speed

First Thing all five of these categories have in common is a set Base Speed. This is the average speed of the vehicle. This number is figured upon crafting or given upon acquiring the transportation; the speed can be increased through abilities provided through tiers (One Piece Only) or in doing damage to the vehicle. For every 10 increase in speed beyond its base its does damage to the vehicle of 1 HP a round. Much like movement the squares around the transportation equal the distance it can travel a round. Larger vehicles tend to be slower in speed over the smaller ones but make up for it with space, and generally the amount of armaments, cargo room. Most vehicles have the power / wind to carry out a 12 hour movement rate, Mounts and Personal Transport differ on this as they are powered ether by the animals or person's Constitution Score usually being 2 hours for every +1 in Con Mod.

Base Maneuver

The second is Maneuver, this is how many rounds it takes to make a 90 degree turn with the vehicle. Set Movement Vehicles while set going on a track or such still use this in making turns without falling off the tracks they are attached to. The larger the vehicle the more force it takes to turn the vehicle in time to make a turn so knowing the number is important to help in combat situations to avoid hitting another target or to avoid others by swerving and weaving around turns in temps to loose followers. Once again the smaller the transport the easier and soon it is to turn.

Base HP

All Transports have a set HP, most machines start at a base 100 HP (this number can be improved through skills, feats, 20 on skill rolls, and / or Tiers. Mounts are the single exception to gaining HP that way as they can level and gain HP much like a character the Mounts start with the Base HP of what kind of creature they are, and as they level they gain a bonus to their to hit, PS and an extra HP die.

Attacking in a Transport

Attacking Forwards

Attacking a target while in a vehicle and the target is in front of you is like attacking normally using the player manning the ranged weapons Base attack plus any bonuses from the pilot/ driver. Ramming another transport is based on the Driver/ Pilot's base attack doing both normal bashing damage, +1 for every 10 in Speed the transportation is going. Attacking a target in front while on mount or using a personal transport requires the user to attack using their normal attack score with no extra bonuses, they also need to make a skill check to maintain their steady course of action on the transportation. This is a compounding DC +10, this also comes into play if the Driver / Pilot of a different kind

of vehicle is attacking. Mounts also can make attacks of their own, usually melee based attacks based on their type of normal attacks on their character sheet.

Attacking from the Sides

Attacking a target while in a transport and the target is on the side of you is considered harder, unless the target is running along parallel to you at an equal speed the attack suffers a -2 to hit for every 20 points in speed your transport is going. It is important to also note that this works both ways as your PS is looked on as higher to those you pass as it takes perfect timing to hit the targets. Like when Attacking forward a Pilot / Driver / or someone operating a Mount or personal transport, must make a DC skill check roll while attacking a target at the side. The DC is 20 + compounding factors for this as it is slightly more difficult tasks to aim and shoot. Ramming a transport is possible this way to force them to make a sudden maneuver and possibly have their transport crash.

Attacking from Behind

Attacking from behind is similar to attacking forwards, only certain elements come into play, if your vehicle is faster then the attacks suffer a -2 to hit as the distance is growing, if their vehicle is faster then you gain a +2. If the vessel is unaware and person using the weapon has sneak attack, then they can count their sneak attack in the first attack on the ship only. Attacking this way is a compounding +50 to the skill of Ride or for the Driver/ Pilot if they are attacking while making the skill checks to stay on course.

Boarding a Transport

At times when two vehicles get within a reasonable distance from each other (about 20 or less ft) players can try to board the targeted vehicle. To do this they can jump, swing, fly, zip line, be hurled or any other means of getting on most often with the aid of Jump, Acrobat or Climb skills. The DC of doing this is compounding +20 since the crew of the vehicle plus motion will make trying to board a slightly difficult situation. Failing to meet the DC causes the player to miss the transport and fall. The fall no damage in the water, based on the crash rules for land transports and falling damage rules for aerial transports.

Fighting on a Transport

Fighting on most transports is considered normal. (Not one can not fight another on a Personal transport or Mount) many a famous fights occur on the decks of ships or roofs of trains. The motion of the ship comes into play and base on water conditions for ships, Road conditions for ground transport and speed for all depends on how quickly one can move about on the unprotected surfaces. The feat Sea Legs helps lessen this issue to only being a issue in sever cases IE fighting on deck in the middle of a Typhoon. Also any one with the ability to stick on the surface also will not suffer the movement penalties, other then that the fighting goes on as if it was a normal battle on normal ground.

Crashing

Damage to things hit by Transport

In the case of a crash a vehicle does damage based on its size and the speed it was going this runs down to as follows

Transport Size	Types in this Category	Damage per every 5 in Speed
Fine	Skateboard, Bicycle, Mule	1
Diminutive	Horse, Scooter	1d2
Tiny	Motorcycle, Warhorse, Tiny Ship	1d3
Small	Elephant, Car, Small Ship	1d4
Medium	SUV, Medium Ship	1d6
Large	Truck, Large Ship, Glider	1d8
Huge	Huge Ship, Blimp	1d10
Gargantuan	Gargantuan Ship, Plane	1d12
Colossal	Colossal Ship, Train, Rocket	1d20

Damage to transport

A crash will result in equal damage to the transport as it does what it hits, if it hits another transport moving in a opposing direction then the damage of the two is considered x3.

Damage to people in Transport

Targets within the transport have to make Reflex saves in some manner to keep from taking damage to themselves. The smaller the vehicle the higher the DC as there is less room to react. Damage is usually considered $\frac{1}{2}$ of the damage the vehicle takes and if the player makes their save they take $\frac{1}{4}$ damage, this damage CAN NOT BE AVOIDED with evasion so don't crash.

Quick Exit

At any time a player can leap from a moving vehicle. However this has the player facing the chance of taking the same damage of the vehicle as if it crashed if they themselves hit a target, their damage they take is based on where they fall on the size category. In this case a player can take a Reflex roll to take $\frac{1}{2}$ damage. Or if they have evasion $\frac{1}{4}$ damage. They can not fully avoid any damage but every little bit less damage the better.

Free Floating

Ship Basic Actions

A ship in the games is in reference to a Wind powered sail vessel. While Engine powered ones are possible they require a regular use of fuel to move, Sail based just require the wind to be blowing.

Docking

Docking a ship at a dock is a common thing but not always available ships of Small or Tiny or lesser sizes can land on any beach shore. Ships larger then small require a small vessel on board to move to shore. Small hill /cliff bases can provide a make shift dock for any vessel so long as the ship is watched not to smash into shore.

Drift

When the wind is low or the sails are down / destroyed, the ship can drift this is considered $\frac{1}{4}$ the base movement of the ship if at all, Calm waters + No Wind equals no movement.

Weapon Placements

Most ships have weapon placements on their ship and the weapons are stationary while this is the same with some other transports (Tanks, Construction Machines) this requires the ship to facing its enemy with where the weapons are placed, Rams and Torpedo placements are always at the front of the ship, while cannons, guns or other ranged weapons at the sides, and depth charges / Mines at the back end of the ship. When playing it out in the game its important in ship combats to pay attention to facing in combat.

Anchoring at Sea

While Sea floor depth isn't that important in the game that often its go to know at times the ships anchor is usable or not. In deep waters the anchor is unusable and is up to the players to set up pilot watches or drift for down time hours of rest, If they are in Shallow waters they can set anchor even if no land is near and the ship will not move till it is raised again.

Drag Net fishing and Salvaging from the Sea

A ship equip with drag nets can let out its nets at the rear of a ship in hopes to capture fish as they travel. This however lets them capture fish when a school is in the area. In shallow waters drag nets can be used to attempt to salvage from the ocean floor, this requires the ship to move slowly $\frac{1}{2}$ or less Base speed and the GM to make a Fort Save for the net to prevent damage. Even if it is used it still may result in a small or no acquired salvages or fish.

Water Conditions

Depending on the condition of the water it will make piloting across seas more difficult and may even cause the ship damage at times from more sever conditions.

Submersible / Aerial**Diving / Flying**

As the only kind of transport that possess a controlled 3rd axis of travel (IE Up and Down) it is important to play out distances as depths of 100 ft in flight 10 ft in submerging. And to keep this in mind as one pilots these craft of this added distance in their movement.

Wind Conditions

In the case of Aerial Vehicles Wind conditions will increase or decrease the DC of the Pilot checks made to operate the vehicle. Unlike water conditions the air conditions itself can't damage the Aerial vehicle yet these vehicles are highly likely to take damage from storm conditions such as lighting attacks. This is very likely and in a storm a Aerial vehicle has a 20% chance of being hit by lighting and taking damage.

Landing Aerial

Landing an Aerial vehicle requires an open flat field of at least 500 ft radius size.

Free Movement Vehicle**Road Conditions**

Much like Sea travel has Water conditions and Aerial Air conditions, road conditions come into play for free movement vehicles, the worse shape of the roads the harder it is to move through making driving a harder thing to perform. Harsh roads can bring damage to vehicles, and off road conditions can cause the vehicle to get stuck and become useless.

Coming to a stop

A Vehicle of both Free movement and Set Movement that is not Aerial or Based on the sea can be brought to a quick stop with the use of breaks. The stopping distance is your speed divided by the Maneuver score of the vehicle.

Quick Reverse

A Free movement vehicle can suddenly switch from forwards to Backwards in the same time it takes to come to a stop.

Set Movement Vehicles**No Navigation**

While other vehicle traveling distances to get from point A to Point B require Navigation, Set Movement Vehicles are built up on a stationary track system and ride along that, The pilot maintains the speed and control of the vehicle at all times but lets the actual tracks determine the direction of the vehicle.

Parking off tracks

When vehicle is not in use and brought to a halt it needs to be placed on a separate track from the main in case of any other vehicles needing to go by. These can be found at stations or train yards.

Comedy Rules

The rules of comedy are simple and used to lighten up the mood from sever survival to harsh battles that happens in the series. Thus the following rules can be placed in play to bring a lighter side to the game. For examples of how the rule apply I will use the Straw hats as the choice group.

Rule 1: Who's On first?

Know the type of personality of your character.

If your playing the serious straight laced character (example: Robin/ Nami in the series) your less likely to make a big show of gags and jokes and not even have joking quirks

about you. Often these people are the butt or victim of a joke then its source

The semi serious character (Example: Zoro / Franky) is serious in the general terms but has a few quirks that make them act in a comedy moment Zoro's two are his heated rivalry with Sanji and his nature of being able to get lost and denying its his fault

The comedic character (Example: Sanji / Luffy/ Chopper) is a less serious character that can take on a serious tone when danger is near and can still hold a serious attitude at times yet they tend to have a good amount of quirks that make them comedic in nature. In Sanji's case its his love and adoration for beautiful women to the point of near death blood loss, his heated strength of his perverted attacks and his hatred and unconscious state (in the case of Trannies) plus his rivalry of Zoro.

The Slap Stick Character (Example: Ussop/ Brook) The far from serious character is often the one causing a joke and rarely shows a degree of seriousness in their personality. The only serious times Ussop has shown was as ether Soge King or in a act of total fear from a situation and thus is often taken as a joke by the rest of the crew when he tries to be serious

Once you know what type of personality your character fits in its good to be sure to play that out in game. *Example*

*The straw hats come to a fork in the road and turn right.
[Zoro Turns left]*

*There they hear the scream of a young Woman
[Sanji Runs off out front to get to her first]*

*The crew gets there only to find the scream is from a horrible massive Beast Bird
[Sanji is upset, Zoro is there first and claims the others where lost, Ussop panics causing Chopper and Brook to join in on the panic, Luffy wants to eat it]*

*The Bird begins to fly off
[Luffy attacks it, Robin binds it, Sanji attacks it, Zoro attacks it Nami yells at Ussop, Brook and Chopper, Franky builds a bar-b-que pit while the others fight]*

*The Bird is defeated
[Sanji cooks it and offers the best stuff to Robin and Nami, Franky celebrates by striking a pose, Ussop recovers from a welt he gained from his earlier panic that Nami gave him, Luffy tries to take the best meat, Zoro takes a nap, Chopper treats Ussop's welt, Brook makes a joke with the punch line involving him being a skeleton , Nami complains about the crew, Robin laughs quietly]*

The Reason for this rule is to understand if you portray your character as the serious type you less likely to do something off the wall comedic and if you do it may be taken as not a comedic action by the GM. And vice versa for a slap stick character acting serious. It

may be a good idea to inform the GM ether ahead of time or through a note system of the switch in personality ahead of time for yours and others fellow players good.

Rule 2 : That Didn't hurtMuch

Through out the game one character may enrage another so much that they need to be taught a lesson. The character can then attack a player doing sub-dual damage to them with any of their attacks and the damage form this attack heals at END +10 Hp a minute till its completely removed.

If the one attacked wishes to get revenge they can do so (this is strongly unadvised as it can just keep going till one or more are unconscious in a endless cycle) I suggest after the second revenge attack that its no longer a comedy moment and the GM switch the sub-dual damage to lethal instead. OR The person can be launched away with a attack (most commonly by the comedic use of a megaton Hammer) off into the night sky. The character launched is sent away to a safe location in some way (most likely the next island if at sea or to a great distance if on land (for which the character returns in 1d6 hours to the group no matter what reasons) and the attack actually does no damage and neither does the landing. Though the group may find them with their head stuck in the ground or elsewhere

These two only apply in the non combat parts of the game if the group is in combat these actions can not be performed without actually hurting your teammates. If combat occurs while one is suffering form one of the two they are instantly healed of the sub-dual damage they taken or find their way into the battle by means of falling or just happing by.

Rule 3: Dirty Deeds Done dirt cheep

When facing a battle or combat comedy actions can still be played out, Remember to check your quirks and defects to see if they react in a battle. The actions you choose can be silly. Like creating a new yet useless attack on the spot (Example: In the battle of Luffy vs. Enru part 1 Luffy creates a attack that inflates his head to monstrous size and stretches his limbs out calling it's the Gum Gum Octopus it has no use and cost him nothing but a lost action) At any point in a battle a player can declare a action of comedy its similar to taking a round of defense only your trying to freak out the target. This will cause the target to pull of a Will save vs. stunned for 1 round based on the character level +10 plus performance skill if the player has that skill (note a serious character can not do this) This action replaces the Taking a full defense action for (slap stick and comedy characters) but can be performed also by Semi Serious.

Rule 4: A loss for words

When one is defeated by a target then they can end up in a humiliating situation if they aren't killed before hand. (example: When fighting CP9 for the first time both Luffy and Zoro went flying off in the distance Zoro ended up stuck in a chimney and Luffy wedged

in between a tiny alleyway) This humiliation can cause the target to seek a rematch and they gain a +2 to all rolls when in the rematch against this foe that humiliated them. This goes both ways it can either be done to the players or by the players. If done by the players its up to the GM when and where the rematch occurs.

Rule 5: Snap out of it

If a fellow teammate falls prey of a will save based attack a player can do as a full action / regular attack on their teammate to bring them back to normal and only do sub-dual damage. This isn't a revenge attack but one to bring them back into play. This of course does not effect characters in a unconscious state from near death, damage or mass sub-dual which only adds more damage to them. The attack grants a +5 to a re-roll to snap out of the will based effect. If the player takes damage after receiving this attack the sub-dual becomes lethal.

Some Last minute Advice

No one likes a practical Joker. In RPGs these are the most annoying and likely to cause trouble type characters.

Learn Timing. The best jokes and moments can be played out at the right times any other time and it just seems like your trying for a cheep laugh.

Don't Hold grudges (or hold them for a really long time) its funnier if you strike back at another player at a much later time when their guard is down.

Get your facts straight. Don't got accusing others of pulling jokes on you unless you truly don't know or caught their character in the act.

Personal Quirks can be a great gag. Quirks/defects like heavy sleeper, pervert or any of the others in the defects / quirks section help establish a comedic level for your character and gives your jokes a ground to stand on.

VITAL STATISTICS

The following section determines a character's starting age, height, and weight. The character's race and class influence these statistics. Consult your GM before making a character that does not conform to these statistics.

Age

Characters in a start of a game need to have an age that is fitting for the training, Since it is suggested level 1-3 to have the players take on the role of academy students then its important when choosing the characters age that the choice be around the ages of 8 – 13

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Aging Effects

Human		
Age Category	Starting Age	+Roll
Child	4	1d6
Teenager	13	1d6
Adult	20	1d20
Old	41	1d20
Elderly	82	1d20
Elf		
Child	20	1d10
Teenager	50	1d20
Adult	150	1d20
Old	300	1d20
Elderly	600	1d100
Dwarf		
Child	20	1d4
Adult	70	1d20
Old	200	1d20
Elderly	400	1d20

Characters of Child age start with a -2 to their Strength, INT, DEX and WIS they increase however at a greater pace that they gain one point in each with each game year passes. They also stand at a size category smaller then normal.

Character of Elderly Age each game year need to roll Will save DC 15 vs. a drain on one of their stats failure which stat is rolled on a d6. A roll of 1 is an automatic failure.

Height and Weight

To determine a character's height, roll the modifier dice indicated on chart below and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Random Height and Weight					
Race	Height	Modifier	Weight	Modifier	Multiplier
Human Adult, male	4 ft. 10 in.	2d12 in.	120 lbs.	2d10	× 2 lbs.
Human Adult, female	4 ft. 6 in.	2d12 in.	85 lbs.	2d10	× 2 lbs.
Human Child, male	2 ft. 6 in.	1d12 in.	55 lbs.	2d10	x 2 lbs.
Human Child, female	2 ft. 6 in.	1d12 in.	45 lbs.	2d10	x 2 lbs.
Dwarf Adult, male	3 ft. 10 in.	2d12 in.	200 lbs.	2d10	x 2 lbs.
Dwarf Adult, female	3 ft. 6 in.	2d12 in.	150 lbs.	2d10	x 2 lbs.
Dwarf Child, male	1 ft. 3 in.	1d12 in.	70 lbs.	2d10	x 2 lbs.
Dwarf Child, female	1 ft. 3 in.	1d12 in.	70 lbs.	2d10	x 2 lbs.
Elf Adult, male	5 ft. 10 in.	2d12 in.	90 lbs.	2d10	x2 lbs.
Elf Adult, female	5 ft. 6 in.	2d12 in.	80 lbs.	2d10	x2 lbs.
Elf child, male	2 ft. 6 in.	1d12 in.	40 lbs.	2d10	x2 lbs.
Elf child, female	2 ft. 6 in.	1d12 in.	35 lbs.	2d10	x2 lbs.

Carrying Capacity

These carrying capacity rules determine how much a character's equipment slows him down.

Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor determines his maximum Dexterity bonus to PS, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know; the extra gear your character carries won't slow him down any more than the armor already does. If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Encumbrance by Weight: If you want to determine whether your character's gear is heavy enough to slow him down more than his armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength. Depending on the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his maximum Stat bonuses to PS, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on the chart below. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his maximum load over his head. A character's maximum load is the highest amount of weight listed for a character's Strength in the heavy load column.

A character can lift as much as double his maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Stat bonuses to PS and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them by half or more.

Bigger and Smaller Creatures:

A larger bipedal creature can carry more weight depending on its size category, as follows:

Large	×2
Huge	×4
Gargantuan	×8
Colossal	×16.

A smaller creature can carry less weight depending on its size category, as follows:

Small	×3/4
Tiny	×1/2
Diminutive	×1/4
Fine	×1/8

Quadrupeds can carry heavier loads than bipeds can. Multiply the values corresponding to the creature's Strength score as follows:

Fine	×1/4
Diminutive	×1/2
Tiny	×3/4
Small	×1
Medium	×1-1/2
Large	×3
Huge	×6
Gargantuan	×12
Colossal	×24

Carrying Capacity			
Strength Score	Max Light Load	Max Medium Load	Max Heavy Load
01	5 lbs	10 lbs	20 lbs
02	10 lbs	20 lbs	40 lbs
03	15 lbs	30 lbs	60 lbs
04	20 lbs	40 lbs	80 lbs
05	25 lbs	50 lbs	100 lbs
06	30 lbs	60 lbs	120 lbs
07	35 lbs	70 lbs	140 lbs
08	40 lbs	80 lbs	160 lbs
09	45 lbs	90 lbs	180 lbs
10	50 lbs	100 lbs	200 lbs
11	55 lbs	110 lbs	220 lbs
12	60 lbs	120 lbs	240 lbs
13	65 lbs	130 lbs	260 lbs
14	70 lbs	140 lbs	280 lbs
15	75 lbs	150 lbs	300 lbs
16	80 lbs	160 lbs	320 lbs
17	85 lbs	170 lbs	340 lbs
18	90 lbs	180 lbs	360 lbs
19	95 lbs	190 lbs	380 lbs
20	100 lbs	200 lbs	400 lbs
21	105 lbs	210 lbs	420 lbs
22	110 lbs	220 lbs	440 lbs
23	115 lbs	230 lbs	460 lbs
24	120 lbs	240 lbs	480 lbs
25	125 lbs	250 lbs	500 lbs
26	130 lbs	260 lbs	520 lbs
27	135 lbs	270 lbs	540 lbs
28	140 lbs	280 lbs	560 lbs
29	145 lbs	290 lbs	580 lbs
Beyond	x5	x10	x20

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 5 feet to 120 feet (in 5-foot increments).

Armor and Encumbrance for Other Base Speeds

Base Speed	Reduced Speed	Base Speed	Reduced Speed
5 ft.	5 ft.	65 ft.	45 ft.
10 ft.–15 ft.	10 ft.	70 ft.–75 ft.	50 ft.
20 ft.	15 ft.	80 ft.	55 ft.
25 ft.–30 ft.	20 ft.	85 ft.–90 ft.	60 ft.
35 ft.	25 ft.	95 ft.	65 ft.
40 ft.–45 ft.	30 ft.	100 ft.–105 ft.	70 ft.
50 ft.	35 ft.	110 ft.	75 ft.
55 ft.–60 ft.	40 ft.	115 ft.–120 ft.	80 ft.

Movement

There are three movement scales, as follows:

- Tactical, for combat, measured in feet (or 5-foot squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement:

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement (3 miles per hour for an unencumbered adult human).

Hustle: A hustle is a jog (about 6 miles per hour for an unencumbered human). A character moving his speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action, is hustling when he or she moves.

Run (×3): Moving three times speed is a running pace for a character in heavy armor (about 7 miles per hour for a human in full plate).

Run (×4): Moving four times speed is a running pace for a character in light, medium, or no armor (about 12 miles per hour for an unencumbered human, or 9 miles per hour for a human in chain mail)

Tactical Movement

Tactical movement is used for combat. Characters generally don't walk during combat, for obvious reasons—they hustle or run instead. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, and poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one hampering condition applies, multiply all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.) You can't run or charge through any square that would hamper your movement.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character can run for a number of rounds equal to his Constitution score on the local scale without needing to rest. See Chapter 8 for rules covering extended periods of running.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of non-lethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any non-lethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the non-lethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects the distance he can cover in an hour or a day. A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating. A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Endurance check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of non-lethal damage. A character who takes any non-lethal damage from a forced march becomes fatigued. Eliminating the non-lethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not non-lethal damage. The creature can also be ridden in a forced march, but it's Endurance checks automatically fail, and the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches. This does not effect vehicles.

Evasion and Pursuit

In round-by-round movement, when simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one. When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Load	Max Dex	Encumbrance Effects Speed			Run
		Penalty	(30 ft.)	(20 ft.)	
Medium	+3	-3	20 ft.	15 ft.	×4
Heavy	+1	-6	20 ft.	15 ft.	×3

Movement and Distance				
Speed	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	N/A	N/A	N/A	N/A
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	N/A	N/A	N/A	N/A
Run	N/A	N/A	N/A	N/A

* Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Hampered Movement	
Condition Additional	Movement Cost
Difficult terrain	Half Movement
Obstacle*	Half Movement
Poor visibility	Half Movement
Impassable	Can't Move

* May require a skill check

Mounts and Vehicles		
Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse	6 miles	48 miles
Light horse (175–525 lbs.) ¹	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (229–690 lbs.) ¹	3-1/2 miles	28 miles
Pony	4 miles	32 miles
Pony (151–450 lbs.) ¹	3 miles	24 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lbs.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Sled/ Skies/ Snowboard	1 mile	10 miles
Raft or barge (poled or towed)	2 1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Boat Tiny	6 miles	72 miles
Boat Small	5 ½ miles	66 miles
Boat Medium	5 miles	60 miles
Boat Large	4 ½ miles	54 miles
Boat Huge	4 miles	48 miles
Boat Gargantuan	3 ½ miles	42 miles
Boat Colossal	3 miles	36 miles
Car	30 miles	240 miles
Motorcycle	40 miles	320 miles
Bicycle	5 miles	40 miles
Skates/ Skateboard	4 miles	24 miles
Train	50 miles	600 miles
Truck	30 miles	240 miles
Blimp ³	30 miles	240 miles
Gliders ³	10 miles	80 miles

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity.

² Rafts, barges, keelboats, and rowboats are most often used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, adding an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

³ Air born transportation ignores terrain

Terrain Road Conditions and Movement			
Terrain	Highway	Road or Trail	Trackless
Forest	Normal	Normal	Half
Hills	Normal	Normal	Half
Ice	Half	Quarter	Quarter
Jungle	Normal	Half	Quarter
Moor	Normal	Normal	Half
Mountains	Half	Half	Quarter
Plains	Normal	Normal	Half
Sand	Half	Half	Quarter
Swamp	Normal	Half	Half
Tundra	Normal	Half	Half

EXPLORATION

Few rules are as vital to the success of adventurers than those pertaining to vision, lighting, and how to break things. Rules for each of these are explained below.

Vision and Light

Many characters have dark vision to see by. See the table below for the radius that a light source illuminates and how long it lasts. The increased entry indicates an area outside the lit radius in which the light level is increased by one step (from darkness to dim light, for example). In an area of bright light, all characters can see clearly. Some creatures, such as those with light sensitivity and light blindness, take penalties while in areas of bright light. A creature can't use Stealth in an area of bright light unless it is invisible or has cover. Areas of bright light include outside in direct sunshine and inside the area of a daylight spell.

Normal light functions just like bright light, but characters with light sensitivity and light blindness do not take penalties. Areas of normal light include underneath a forest canopy during the day, within 20 feet of a torch, and inside the area of a light spell.

In an area of dim light, a character can see somewhat. Creatures within this area have concealment (20% miss chance in combat) from those without dark vision or the ability to see in darkness. A creature within an area of dim light can make a Stealth check to conceal itself. Areas of dim light include outside at night with a moon in the sky, bright starlight, and the area between 20 and 40 feet from a torch.

In areas of darkness, creatures without dark vision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to PS, takes a -2 penalty to PS, and takes a -4 penalty on Perception checks that rely on sight and most Strength- and Dexterity-based skill checks. Areas of darkness include an unlit dungeon chamber, most caverns, and outside on a cloudy, moonless night.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light, normal light, and dim light for such characters. Characters with dark vision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with dark vision unless it is invisible or has cover.

Light Sources and Illumination			
Object	Normal	Increased	Duration
Candle	N/A ¹	5 ft.	1 hr.
Phosphorous Dark Stick/ Paint	10 ft.	20 ft.	3 hr.
Lamp, common	15 ft.	30 ft.	6 hr./unit
Lantern, Bulls eye	60-ft. cone	120-ft. cone	6 hr./unit
Lantern, hooded	30 ft.	60 ft.	6 hr./unit
Hand Flare	30 ft.	60 ft.	3 hr.
Torch	20 ft.	40 ft.	1 hr.
Flash Light	60 ft. cone	120 ft. cone	8 hr. *
Electric Light	20 ft.	40 ft.	Day *

¹ A candle does not provide normal illumination, only dim illumination.

* Requires a power source per day / or with listed time

Breaking and Entering

When attempting to break an object, you have two choices:

smash it with a weapon or break it with sheer strength. Smashing an Object Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished with the sunder combat maneuver. Smashing an object is like sundering a weapon or shield, except that your combat maneuver check is opposed by the object's PS. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Protection Score: Objects are easier to hit than creatures because they don't usually move, but many are tough enough to shrug off some damage from each blow. An object's PS Score is equal to 10 + its size modifier + its Stat modifiers. An inanimate object have no stat modifiers, but also an additional -2 penalty to its PS.

Size and PS score of Objects	
Size	PS Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. When an object is damaged, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points

Hit Points: An object's hit point total depends on what it is made of and how big it is. Objects that take damage equal to or greater than half their total hit points gain the broken condition. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.

Energy Attacks: Energy attacks deal half damage to most objects. Divide the damage by 2 before applying the object's hardness. Some energy types might be particularly effective against certain objects, subject to GM discretion.

Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness ¹	Hit Points ^{2, 3}
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ⁴	armor bonus × 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

¹ Add +2 for each +1 enhancement bonus of magic items.

² The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

³ Add 10 hp for each +1 enhancement bonus of magic items.

⁴ Varies by material Substance Hardness and Hit Points.

For example, fire might do full damage against parchment, cloth, and other objects that burn easily. Sonic might do full damage against glass and crystal objects.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects. For example, a bludgeoning weapon cannot be used to damage a rope. Likewise, most melee weapons have little effect on stone walls and doors, unless they are designed for breaking up stone, such as a pick or hammer.

Immunities: Objects are immune to non-lethal damage and to critical hits. Even animated objects, which are otherwise considered creatures, have these immunities. Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield, and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains functional with the broken condition until the item's hit points are reduced to 0, at which point it is destroyed. Damaged (but not destroyed) objects can be repaired with the Craft skill and a number of spells.

Saving Throws: Non-magical, unattended items never make saving throws. They are considered to have failed their saving throws, so they are always fully affected by spells and other attacks that allow saving throws to resist or negate. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus). Magic items always get saving throws. A magic item's Resistance, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Substance Hardness and Hit Points	
Substance Hardness	Hit Points
Glass	1 - 1/in. of thickness
Paper or cloth	0 - 2/in. of thickness
Rope	0 - 2/in. of thickness
Ice	0 - 3/in. of thickness
Leather or hide	2 - 5/in. of thickness
Wood	5 - 10/in. of thickness
Stone	8 - 15/in. of thickness
Iron or steel	10 - 30/in. of thickness

Object Hardness and Hit Points Break

Object	Hardness	Hit Points	DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Small wooden box	5	1	17
Good wooden door	5	15	18
Wooden chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	85	40	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Animated Objects: Animated objects count as creatures for purposes of determining their PS (do not treat them as inanimate objects).

Breaking Items

When a character tries to break or burst something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to determine whether he succeeds. Since hardness doesn't affect an object's Break DC, this value depends more on the construction of the item than on the material the item is made of. Consult the Above Table for a list of common Break DCs. If an item has lost half or more of its hit points, the item gains the broken condition and the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows:

- Fine -16
- Diminutive -12
- Tiny -8
- Small -4
- Large +4
- Huge +8
- Gargantuan +12
- Colossal +16

A crowbar or portable ram improves a character's chance of breaking open a door.

DC's to Break or Burst Items

Strength Check to:	DC
Break down simple door (most interior)	16
Break down good door	23
Break down strong door	26
Burst rope bonds	26
Bend iron bars	28
Break down barred door	35
Burst chain bonds	35
Break down iron door	40
Condition	DC Adjustment*
Hold Door	+5
Chi based Lock	+10

* If both apply, use the larger number.

Starting Funds:

All characters start with the same amount of funds with the exception of Noble's, Samurai that have taken the Poverty Code, or characters with debt or credit based in their families history.

Starting Funds			
Character type	Starting funds	Average Funds per level	Bonus
Normal	30000	10000	N/A
Samurai (poverty)	Bonus	None	Weapon, Food, Basic Gear
Noble	100000	30000	Credit level 4
Debt / Red Tape	15000	5000	N/A
Family Heirloom	Bonus	N/A	Bonus item / funds = 100000

Weight of supplies and misc. items done in units:

A unit is a form of measurement throughout the game. The measurements are hard to figure out at times but its actually really simple measurement of

1 Unit = 1 lb of the item

Surviving The Sea Voyage Charts Food/Water Supplies

The Following is a listing of charts to roll on with food/water supplies along sea voyages

How much food can be stored 1 unit = 1 days worth of meals aka 3 meals a day per person It is not suggested or wise to store food in the hold of the ship unless its dry, dried, salted, canned or pickled. Note that dry, dried and salted foods can also still get destroyed or spoil due to rats or insects in the hold.

Storage				
Container	Type of Storage	Size of container	Basic Unit #	Expanded Unit #
Cooler	Dry Food/ Liquid	Small	10	15
Box	Dry Food / Supplies	Small	10	20
Barrel	Ammo/Dry Food/ Liquid	Medium	30	50
Crate	Dry Food/ Supplies	Large	50	75
Cabinets	Supplies	Large	30	50
Chest	Treasure/ Supplies	Medium	20	40
Sack	Dry Foods / Supplies	Small	5	10
Mini Fridge	Liquids / Dry Foods	Medium	10	15
Fridge	Liquids / Dry Foods	Large	25	40
Freezer	Dry Foods	Large	25	40
Walk-in Fridge	Liquids / Dry Foods	Huge	50 / 10ft	75 / 10ft
Walk-in Freezer	Dry Foods	Huge	50 / 10ft	75 / 10ft
Safe	Treasure/ Weapons	Medium	20	40
Shelves	Supplies	Large	30	50
Rack	Weapons / Supplies	Large	40	60

1 healing item aka potion, poison or salve will take 1/10 of a unit space in storage

Note: upon the gaining of food the GM will give a given week of how fresh the food is storing food does not add weeks to its time only slows it

Quality of Food / Supply	
Excellent	-20 Craft DC
Great	-15 Craft DC
Good	-10 Craft DC
Fine	-05 Craft DC
Ok	No bonus to Crafting
Needs Work	+10 Crafting DC
Going Bad	+20 Crafting DC
Spoil	+30 Crafting DC

Spoiled food treats its as a 1d4 hours 1d6 damage an hour, if the player rolls a 1 on this the poison effect is doubled

Water is less a issue as each person will need it equally and 1 barrel is enough for 1 person to last 30 days. Thus its simple math that each day one person drink 1/30 of the barrel.

Food/Water use				
Type Person	Regular	Rationed	Diet Plan*	Hunger Strike*
Normal	1 unit	2/3 unit	1/3 unit	0 units
Greater Fortitude	3 units	2 units	1 unit	0 units
Black Hole Stomach	5 units	2 ½ units	1 unit	0 units
Both	15 units	10 units	5 units	0 units

These numbers are increase by size category by x2 each category

A ship has a vast space to hold thing vital to the crew here, things like supplies, food, Ammo, and treasure are kept here a Ships size determines the amount a ship can carry. For this chart we measure the hold in crates each crate being a 5 ft sq in itself. When storing stuff ask the GM how much will fit in one crate.

On average One barrel of Water/wine/gun powder is one crate where a rack of meat is also a crate 10 bags of grain is one crate and such. If you don't know ASK the GM they can answer this. Units of food wise its 50 units of food can be stored in one crate

Ship Size	Hold Space	
	Normal Hull	Expanded / Modified Hull
Dingy	Up to 1 crate	Up to 3 crates
Tiny	Up to 5 crates	Up to 10 crates
Small	Up to 10 crates	Up to 20 crates
Medium	Up to 20 crates	Up to 30 crates
Large	Up to 30 crates	Up to 40 crates
Huge	Up to 40 crates	Up to 60 crates
Colossal	Up to 60 crates	Up to 100 crates
Gargantuan	Up to 100 crates	Up to 500 crates

Storage Methods		
Types / Lifespan	with out process in hull	Lifespan with process in
Dried	1 week	6 weeks
Dry Food	1 Year (1 week wet)	Same
Salted / Cured	1 week	1 year
Pickled	1 week	2 years
Smoked	1 week	10 weeks
Canned	1 week	Year
Frozen	1 week	10 weeks
Powder	1 week	10 years (unless wet ruin)
Pill	1 week	5 years
Food/ Supply Types	What it covers	
Grains	Wheat, Grass, Hay Feed, Oats other un processed grain	
Vegetables	Pumpkin, Pepper, Onion, Potato, Corn, ect.	
Fruits	Apples, Grapes, Banana, Coconut, ect.	
Meat	Fish, Meat, Pork, Fowl, ect.	
Sugars	Candy, Sugar, Pastries, Sweets, ect.	
Starch	Flour, Corn Starch, Dough, ect.	
Dairy	Milk, Cheese, Cream, ect.	
Liquor	Beer, Liquor, Ale, Wine, ect.	
Juice / Cola / Water	Fruit Juice, Vegetable juice, Water, Cola	
Spices	Cinnamon, Salt, Garlic, ect.	
Medicine	Pills, Salves, Poisons, Potions, ect.	
Building Supplies	Wood, Stone, Glass, Metal, ect.	
Tools	Power Tools, Crafting Tools, Repair kit, Med kit, ect.	
Equipment	Engine, Batteries, Storage containers, ect.	
Ammo	Bullets, Arrows, Gun Powder, Cannon Ball, ect.	
Weapons	Guns, Swords, Clubs, Bows, ect.	
Treasure	Gold, gems, Items	
Clothing	Armor, Clothing, Cloth, Leather, ect.	
Other	Plants, Artifacts, Maps, Letters newspapers, ect.	

Status Effect types:

In game any number of effects can apply to character either caused by a power/technique/spell or just through skills and items a player has at their disposal some effects are also caused by the player's personality defects or advantages may also cause these effects to them.

Sick – Player losses one standard action to get sick each round till the Sick effect wears off

Poisoned – Player loses HP per round based on the poison type

Confused – Player must roll on a chart to see what action they take that round

Blinded – Player has a -8 to hit (unless they have the feat blind fighting or Blind sight in some fashion) and cannot make visual notice checks

Deaf – Player cannot make audio notice checks and suffers a -2 to their PS Score

Mute – Player cannot take verbal actions or make verbal attacks such as spells that require spoken words

Slow – Players Movement rate is halved, plus -4 on imitative

Haste – Players Movement rate is doubled, +1 extra attack

Infected – Player is suffering from a disease requires medical attention to remove or they have a 50% at getting sick in a round

Injured - Player suffers penalties in attacks or movements based on injury, requires medical attention to remove

Shock – Player takes a hit of 1 Temp End Damage till treated medically, and player cannot act till treated

Stunned – Player can move but not take any other action.

Paralyzed – Player cannot move this round

Weaken – 1 or more stats are temporarily drained

Enhanced – 1 or more stats are temporarily boosted

Emboldened – Target is stronger towards one type of save temporarily

Berserk – Player will strike nearest target be they friend or foe

Insane – Player randomly does something unusual for them

Bleeding – Player takes HP damage over time, till healed / treated

Fatigue – Player is tired and needs to rest too much activity makes player exhausted

Exhausted – Player can only make one partial action a round

Regenerating – Player is healing over time

Blessed – Player has bonuses to hit and/or damage Temporary bonus

Cursed – Players has penalties to hit and/or damage Temporary or can be longer lasting from objects

On Fire – Player is taking 1d6 fire damage each round till put out

Freezing – Player is taking cold damage each round till put out

Frozen –Player loses all actions until thawed

Dissolving – Player is taking damage each round till effect is removed

Demoralized – Player loses the will to fight

Fear – Player becomes fearful of a target and will take action to get away from the target

Panic – A more powerful fear causes the player to become violent towards others in their action to get away

Restricted – Player is personally bound by some outside force to not use or act in some way

Petrified – Player is turn to a stone or unmoving in form, still alive but is treated as an object till effect is removed

Charmed – Player is not willing to attack a certain target

Submissive – Player is temporarily willing to do the commands of a target

Enraged – A Player gains effect of berserk at one set target, lowering their AC by -6 by gaining a bonus to hit of +2 and Damage +4

Float – A player is lifted off the ground and cannot move without the aid of tools or others

Clumsy – A player must make a percentage roll on attacks verse tossing or losing weapons

Reckless – A player lowers their defense score to get better to hit Temporary

Obsessed – A player is determined to deal with one thing in battle ignoring the needs and actions of both friends and foes

Possessed – A player is fully in the control of another

Puppet – A player is controlled physically but is free to talk and do actions that don't require their limbs.

Simple Minded – A player loses one action a round by mental issue that requires medical attention

Struck Dumb – A player has no access to a power/technique/spell type do to a mental issue that requires medical attention

Lust – A player gains a bonus to hit and attacks to achieve something they lust over, if they ignore this action when effected they go into depression

Depression – A player is unwilling to attack until medically treated

Hungry / Thirsty – Player must make will saves vs Hallucinations (DC 10 +number of meals missed)

Starving – The player is so hungry that they now must make Resist saves on top of will saves these saves are verses con damage (DC 10 + number of meals missed)

Hallucinate – Player is trapped in an illusion of their mind and needs aid to be released any will saves the player makes themselves is to get the illusion under control and allow them to act normally, if they fail the illusion activates and causes various issues. Medically treated.

Weather Conditions and Travel

Adding a sense of both realism and difficulty in certain climates adding weather conditions to the game play effect the players and others actions. The weather can be oddly set or follow a standard pattern the GM lays out beforehand. Weather has four divided sections. Temperature, Weather Type, Wind Conditions, and Water Conditions.

Temperate Climate Lands Spring, Fall / Cold Climate Summer / Hot Climate Winter

1d20	Climate result
01	0 or above [long term exposure Cold damage 1d6 SS]
02	10's [long term exposure Cold damage 1d6 SS]
03	Lower 20's [long term exposure Cold damage 1d6 SS/ Fresh Water starts to freeze]
04	Upper 20's
05	Lower 30's
06	Upper 30's [Frost can form and kill plants]
07	Lower 40's
08	Upper 40's
09	Lower 50's
10	Upper 50's
11	Lower 60's
12	Upper 60's
13	Upper 70's
14	Lower 80's
15	Upper 80's [Water begins to Evaporate / may face plants wilting]
16	Lower 90's
17	Upper 90's [long term exposure Heat damage 1d6 SS]
18	Lower 100's [long term exposure Heat damage 1d6 SS]
19	Upper 100's [long term exposure Heat damage 1d6 SS]
20	110's [long term exposure Heat damage 1d6 SS]

Hot Climate (Spring, Summer, Fall)/ Temperate Summer

1d12	Climate result
01	Upper 60's
02	70's
03	80's
04	Lower 90's
05	Upper 90's [extreme long term exposure Heat damage 1d6 SS]
06	Lower 100's [extreme long term exposure Heat damage 1d6 SS]
07	Upper 100's [extreme long term exposure Heat damage 1d6 SS]
08	110's [extreme long term exposure Heat damage 1d6 SS]
09	120's [long term exposure Heat damage 1d8 SS]
10	130's [long term exposure Heat damage 1d10 SS]
11	140's [long term exposure Heat damage 1d12 SS]
12	150's [long term exposure Heat damage 1d20 SS]

Cold Climate Lands (Spring, Fall, Winter)/ Temperate Winter

1d12	Climate Result
01	-40's [long term exposure Cold damage 1d20 SS]
02	-30's [long term exposure Cold damage 1d12 SS]
03	-20's [long term exposure Cold damage 1d10 SS/ Sea Water starts to freeze]
04	-10's [long term exposure Cold damage 1d8 SS]
05	Below 0 [extreme long term exposure Cold damage 1d6 SS]
06	Above 0 [extreme long term exposure Cold damage 1d6 SS]
07	10's [extreme long term exposure Cold damage 1d6 SS]
08	20's [extreme long term exposure Cold damage 1d6 SS/ Fresh Water starts to freeze]
09	30's
10	40's
11	Lower 50's
12	Upper 50's

"Extreme long term" is the player is exposed with no protective gear for 4 hours or longer to the elements
 Long term any player no matter their gear will take damage beyond 2 hours of exposure to elements

Weather Types

The weather conditions effect hazards that may arise Roll the Weather Conditions for each day of the game

1d12	Weather Result
01	Sunny
02	Partly Cloudy
03	Cloudy
04	Clear / Frost / Sizzle [Frost causes 1d4 Cold damage, Sizzle 1d4 Heat damage]
05	Humid [sense of temps is felt as the next category higher/ lower in cold climate]
06	Fog* / Haze [Notice Check required to stay on course when traveling in this]
07	Drizzle / Flurries/ Dew
08	Rain / Snow/ Dust
09	Storm/ Snow Storm/ Dust Storm [Resist Save DC 15 vs. Temp Blindness]
10	Maelstrom/ Blizzard/ Sand Storm [Resist Save DC 30 vs. Temp Blindness]
11	Hail/ Ice Storm/ Twister [Hail 1d6 a round bashing SS/ 1d10 Cold damage/ ^Debris flying]
12	Oddity (GM Decides on the weather Event)

*- Fog grants complete concealment for everyone in it

^- Debris the GM rolls 1d12 for possible items flying in the air to hit the player not in cover each item then must make a surprised attack roll to hit the player if the player is missed then they have one less piece of debris to worry about.

Wind Conditions

Without the wind in the sails the ship won't move or will use up precious power sources to push onward. The wind is a fickle thing and can shift, increase or stop all together at times Direction of the wind isn't important unless you the GM wants to or it is based on some story element. Additionally some wind conditions can hamper air travel

1d12	Wind result	
01	No Wind	Ships can't move without Engine or alternate form of movement
02	Breeze	½ Movement rate
03	Wind	Normal Move
04	Gust	Normal Move
05	Strong Wind	+ ½ Movement rate
06	Cross Breeze	Normal Move [+20 Navigate check DC to stay on course]
07	*Heavy Wind	Double Movement Rate [+20 Pilot Check to keep ship from damage 1d6 bash]
08	^Hurricane Winds	[+40 Pilot check vs. damage 1d10 bashing from winds a round], Flying debris
09	Fresh Wind	Normal movement, relaxation effect removing exhaustion, stress based penalties
10	Foul Wind	Normal movement, Players must make Save vs. Sickness
11	Circling Winds	Normal Move [+40 Navigate check to stay on course]
12	Other	GM creates condition no listed above

*- Moving in Heavy wind is ½ movement when it's going against its direction

^- Moving in Hurricane Winds ¼ movement when going against it and occasionally the player must make a reflex roll vs begin flung around or knocked prone depending on the GM's choice

Water Conditions

roll 1d10 for the water conditions for ocean travel, if the result of 9 or 10 re-roll if ether comes up a second time that event occurs, roll a 1d8 to see the rest of the days water conditions. If you want to save the results of 9 and 10 for better moments then simply roll water conditions on a d8.

* = Reflex Move is when one tries normal movement on a ship they have a chance at tripping and falling forcing them at a half / cautious movement [Sea Legs Ability avoids this roll]

1d12	Water Result
01 Still	[No Movement Penalty on ship]
02 Calm	[DC 05 Reflex Move* Penalty on ship]
03 Normal	[DC 10 Reflex Move* Penalty on ship]
04 Choppy	[DC 15 Reflex Move* Penalty on ship]
05 Rolling	[DC 20 Reflex Move* Penalty on ship]
06 Big Waves	[DC 25 Reflex Move* Penalty on ship]
07 Rough waves	[DC 30 Reflex Move* Penalty on ship]
08 Crashing Waves	[DC 35 Reflex Move* Penalty on ship, +20 Pilot check DC vs. 1d10 bashing damage]
09 Rogue Wave	[+40 Pilot check DC vs. 2d10 bashing damage]
10 Tidal Wave / Tsunami	[+60 Pilot check DC vs. 4d10 bashing and 25% chance of flipping ships over]

Calendar Event Dates, Holidays, and Birthdays

It's a good idea to have a kind of calendar with annual events set to play out in games to help flesh out the world but to also let the characters actually age along their adventures. Adding a more set form of time passage for the players helps along with having different kind of celebrations and activities that occur around such events for the player to have a different kind of game play at times.

Players Guide End

GM Section

Events

As the game progresses the players will sometimes go into a story based event, to figure out the experience to give the group for the event it's good to set up a plan for several possible outcomes with different rewards. Given when the group completes the events, the best way to figure out experience this way is to reward the group greater based on the closest result completing the story as it is planned out by the GM, with alternate options to and rewards for different diverting paths.

Example:

In one quest the players are to acquire a package from a group of shady looking people and returning it to a store owner for a reward without the package begin opened or damaged.

The idea is for the players to steal the package without being caught and getting and returning it to the shop owner in perfect condition. This option would grant the group 5 experience based on the difficulty of the theft.

Alternate options would be.

1. Lowering the EXP reward if the package was returned damaged or opened. -1 EXP
2. Lowering the EXP reward if the group fought the thieves. -1 EXP
3. Lowering the EXP reward if the group is captured by the thieves -1
4. Raising the EXP if the group got the package from the thieves with diplomacy +1 EXP
5. Breaking free after being captured by the thieves and avoiding further encounters +1 EXP
6. Taking out the thieves by killing them or capturing them in surprise rounds only +2 EXP

These or even more elaborate options could be made by the group

Fights

Gain EXP from encounters is standard in games

Standard EXP Gain - fighting a group, as a group

Figuring out experience for fights involves the parties average level vs the encounters highest level. If the encounter has more than one creature an extra level is counted on the encounter by one point by adding up the number of creatures total level and dividing it by highest level and rounding it down. You then take the final number and subtract the player's level average from it)

Example:

1. The groups of six players confront a group of goblins.
2. The groups levels are one player is level 1 three are level 2 and two are level 3, the groups average is level 2.
3. There are five goblins, one is level 4 and the rest level 2.
4. Minions $2+2+2+2=8$
5. Minion divided by the highest level $8/4=2$
6. Encounter level $4+2=6$
7. Gained EXP $6-2=4$

Fighting a solo

When a player goes solo against an encounter they don't count the parties average but just their level in the battle when figuring out the EXP.

Kill Point

When facing a tough challenge but playing within a party the player that slays the beast (must be more than the parties combined Level [each players level averaged]) the player that deals the final blow gains a bonus experience point

Treasure

The system allows multiple ways for gaining treasure in Power / Comedy plays players can gain items and even money off of the bodies of defeated encounters. In normal and Survival the players can harvest from the bodies. Intelligent begins and some monster choices will still gather treasure and items, but many cases the treasure that is there is stuff like meat, feathers, bones and hides all of which have uses some even alchemically (See Item rules for potions ingredients). These items can be sold in cities and towns, or used to craft items vehicles and more. The Gm can still tack on a rare find in such a creature, but otherwise it won't drop normally. Under each monster listing is possible stuff players can harvest from creatures.

Duels

At any point two characters or a player and an encounter with normal or higher intelligence can enter a duel. Duels don't just mean fighting them physically but also can be skill, ability or even mental duel. The quote rules of the duel are setup before battle and the players. When its player vs player the conditions and rewards of the duel are placed up solely by the two players. But when the player is facing an encounter the GM will set up a rare item or bonus EXP or Build points as the reward should the player when the duel. Should the play lose the Gm can humiliate or destroy an item of the player if the rule of the duel wasn't to the death. Of course if the duels rule is to the death then the duel is one when one dies.

Suggested Types of Duel rules

To the Death – the duel continues till one side dies

Training – the reward of the duel is learning a new technique, power or spell through combat.

Competition – The reward is some treasure and/or a title of victory that has some reputation

Honor – the battle is set to prove ones loyalty or regard for one another.

Quell – this battle is to settle large battles to prevent needless bloodshed on either side.

Self-Worth – This duel is set to prove ones skill to others.

Tasks (This is only Available in Normal and Survival game play)

Players performing or coming up with creative uses of their skills, the game system is designed. Having players do difficult tasks such as building a vehicle in a short time. Disabling a bomb or so on in the game can reward a player an EXP point should they do a incredibly creative or difficult task.

Training / Breeding/ Enslaving

The game allows players many options of play so it is no surprise that most of the monsters can be trained, breed, or enslaved in the game for use as allies, extra funds or to mass produce a product or use of a creature. Training is done for players with animal or other companion options available through their class such as a Ranger or Trainers companion. Breeding can be done with many animals and monsters with a low intelligence that is allowed as a companion. Enslaving is for higher intelligent creatures but is treated like Breeding, in that both use the Empathy skills (Empathy for slave and /or Profession Rancher Skill. For handling the care of the creature and healing the players can use (Animal Empathy or Medical).

Types of Encounters

Solo encounter

Solo encounters are when the group faces an encounter of one creature equal or no higher than two levels above the players.

Group Encounter

Group encounter is when the group faces an encounter of 2-8 creatures equal or one level above the group.

Swarm Encounter

Swarm encounter is when the group faces 1 or more (Best not to do more than three for average group sizes) swarms.

Boss Encounter

Boss encounters causes the group to fight a stronger and more powerful enemy more often at least 2 levels higher but no higher than 6 levels above the groups average.

Army Encounter

Army Encounters causes the group to fight a group of 10 or more equal or lower level creatures, the larger the groups numbers the higher the level of the encounter.

Additive Encounters

Additive Encounters are elements that increase the creature encounters difficulty, based on a number of issues, Such as fighting in a hazardous situation, fighting massive waves of enemies.

Environment Encounter

Environment Encounters are when the environment itself provides a high level of difficulty for the group in a whole. Such as fighting in water or while climbing a Cliffside, as an additive encounter it increases the level of the encounters of creatures by +2. On its own it counts a ½ the parties level in EXP.

Examples of Environment Encounters

1. Fighting on a Cliff / Confided foothold
2. In water or open space
3. In swamp, sand dunes, or uneven ground
4. Zero Gravity
5. Fighting in Midair
6. Fighting on treetops

Nature Encounter

Nature Encounters are when environmental factors such as weather come into play, causing a degree of difficulty. The more dangerous the force of Nature that is active during an encounter, when out of tasks the degree of difficulty can also reward bonus experience equal to ¼ the parties level.

Examples of Nature Encounters

1. Fighting in a Blizzard
2. Fighting in a Heavy Storm
3. Fighting in High Winds
4. Fighting in Earthquake
5. Fighting in Volcanic eruption

Money system**BRP (Base Retail Price)**

Base Retail Price is the given costs in the rules for players to purchase and sell items, however its set to be allowed to have the money value increased or decreased depending on any number of factors.

The cost is based on a random money amount. The way it's designed is based on this concept in the real world. Something with a BRP of 100 is equal to a real world of \$1.00, thus when figuring out the money system for your game when figuring the cost of some items should keep in mind that the BRP is equal to a normal cost by moving the decimal point passed the first two numbers.

Based on Popular games this is how the money breaks down

Fantasy Currency		=	BRP
Platinum coin	1	=	10000
Gold coin	1	=	1000
Silver coin	1	=	100
Lead coin	1	=	10
Coppercoin	1	=	1

Modern US Currency

Platinum Coin / \$100 Bill	1	=	10000
Gold Coin / \$10 Bill	1	=	1000
Silver Coin / \$1 Bill	1	=	100
Lead Coin	1	=	10
Copper Coin	1	=	1

Supplies Needed / Gathered for crafting

When Players gather or need supplies they have a needed to complete a build. The needed supplies are based on GM's suggestion for supplies needed and the amounts needed are based on the size of the build & the DC of the item.

Builds Size	Machines	Vehicle	Weapons	Items	Armor	Cooking	Chemistry
Minimal	+1	+1	+1	0	0	+1	0
Tiny	+2	+2	+1	0	+1	+1	0
Small	+3	+3	+2	+1	+1	+1	+1
Medium	+4	+4	+2	+1	+2	+1	+1
Large	+5	+5	+3	+1	+2	+2	+1
Huge	+6	+6	+3	+2	+3	+2	+2
Colossal	+7	+7	+4	+2	+3	+2	+2
Gargantuan	+8	+8	+4	+2	+4	+2	+2
every 10 points DC of the Build	+5	+5	+2	+1	+2	+1	+1

Reputation

As a choice for the player's actions and succeeding in completing complicated encounters they may be rewarded with Reputation. There are many abilities both class and other wise that allows the players to use their reputation to affect many things. The most important thing of note depends on the reactions from the public. Reputation is divided into two types, good and bad. Depending on how the reputation falls depends on how open or inviting the public will act to the players.

Example of Reputation

Player with no Reputation wanting to buy from a store has to pay the normal rates.

Player with a Positive Reputation wanting to buy from the same store may be given a discount, bonus items or shared information.

Player with a Negative Reputation wanting to buy is likely to suffer higher prices and discrimination from the shopkeeper.

The opposite is true when dealing with illegal matters where a Bad Reputation will be befitting for the player.

Players can often influence reputations with some abilities, diplomacy, or through giving the person some extra funds.

Giving Reputation

The Degree of Reputation given to a player from an event or encounter relates on the public opinion of the area they are in. Such as if a player kills a lord of a city it's normally bad and will likely stand as a -5 Reputation, but if that lord is despised and hated by the people it may be a positive reputation of +5.

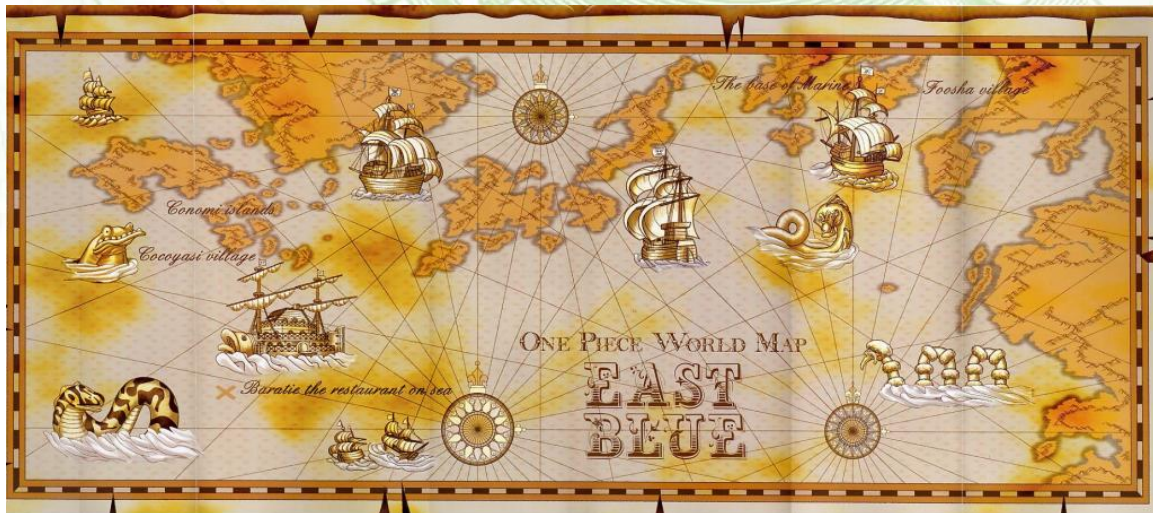
Guilt by Association

The standing points for player's actions can increase or decrease their reputation through their actions. It's important to figure out the Reputation for each player actions separately, but a player with an excessively high or low Reputation may influence the Rep of others scores depending on guilt by association.

Suggestions for reputation rewards

Save a person's life	+5
Defeat raiders	+5
Kill a Noble	-5
Caught Stealing	-2
Caught Killing	-4
Caught Dealing Illegal substances	-1
Fight Fires	+2
Raid towns	-5
Build for Needy	+5
Charity (10,000 BRP Value)	+1

Island Creation



It's Important to play in both travel and island types to take into play weather conditions and other outstanding conditions of the island, While the events of each island is up to the GM along with the islands inhabitants. Things such as plant life, animal life and general weather conditions that may cause issue with the players, handling a one on one battle with pirates is nothing like facing the full fury of a Hurricane.

When traveling the seas each Island effects the climate conditions as you approach them so its important for the GM to know (mainly when going to the grand line) what type of island they are headed to

Grand Line Island Types

First roll 1d4 to determine to Main Climate

- | | |
|----|--------|
| 01 | Spring |
| 02 | Summer |
| 03 | Fall |
| 04 | Winter |

(Note: When playing in the grand line its important after the first roll a second roll on the 1d4 determines the secondary climate, Duplicate climates such as Summer +Summer – is highly likely a Dessert while opposing



The next roll required is to sum up the islands makeup to do this it's a good idea that the GM figures the basic size of the island Small Islands are 1 – 10 miles in size, Medium 11 – 30 miles in size, Large 31 – 60 miles in size, Huge 61 - 100 miles in size, Any thing larger can be considered a content which is not very likely in the Grandline but is likely in ether of the 4 seas. The make up the islands depending on the size may require more then 1 roll, it is suggested to roll twice for each size category.

- | | |
|----|-------------------------|
| 01 | Grassland |
| 02 | Urban |
| 03 | Forrest |
| 04 | Jungle |
| 05 | Rolling Hills |
| 06 | Mountainous |
| 07 | Rocky |
| 08 | Dessert / Bad Lands |
| 09 | Swamp |
| 10 | Tundra |
| 11 | Farmlands |
| 12 | Coral Bed |
| 13 | Heavy Cloud |
| 14 | Plant life |
| 15 | Massive Animal |
| 16 | Sand |
| 17 | Ship Wreck / Junk/ Bone |
| 18 | Cavernous |
| 19 | Volcanic |
| 20 | Other |

The weather conditions effect hazards that may arise
Roll the Weather Conditions for each day of the island

- 01 Sunny
- 02 Partly Cloudy
- 03 Cloudy
- 04 Clear / Frost / Sizzle [Frost causes 1d4 Cold damage, Sizzle 1d4 Heat damage]
- 05 Humid [sense of temps is felt as the next category higher/ lower in cold climate]
- 06 Fog / Haze [Notice Check required to stay on course when traveling in this]
- 07 Drizzle / Flurries/ Dew
- 08 Rain / Snow/ Dust
- 09 Storm/ Snow Storm/ Dust Storm [Fort Save DC 15 vs. Temp Blindness]
- 10 Maelstrom/ Blizzard/ Sand Storm [Fort Save DC 30 vs. Temp Blindness]
- 11 Hail/ Ice Storm/ Twister [Hail 1d6 a round bashing SS/ 1d10 Cold damage/ Debris flying]
- 12 Oddity (GM Decides on the weather Event)



Wind Conditions

With out the wind in the sails the ship wont move or will use up precious power sources to push onward. The wind is a fickle thing and can shift, increase or stop all together at times (ANY travel in the calm belt the wind is always None forcing the players to rely on other sources to move through before they become Sea King Chow). Direction of the wind isn't important unless you the GM wants to or it is based on some story element

- 01 No Wind Ship Can't move with out Engine or alternate form of movement
- 02 Breeze ½ Movement rate
- 03 Wind Normal Move
- 04 Gust Normal Move
- 05 Strong Wind + ½ Movement rate
- 06 Cross Breeze Normal Move [+20 Navigate check DC to stay on course]
- 07 Heavy Wind Double Movement Rate [+20 Pilot Check to keep ship from damage 4d10 bash]
- 08 Hurricane Winds [+40 Pilot check vs. damage 8d10 bashing from winds], Flying debris
- 09 Fresh Wind Normal movement, relaxation effect removing exhaustion, stress based penalties
- 10 Foul Wind Normal movement, Players must make Save vs. Sickness

- 16 Lower 90's
- 17 Upper 90's [long term exposure Heat damage 1d6 SS]
- 18 Lower 100's [long term exposure Heat damage 1d6 SS]
- 19 Upper 100's [long term exposure Heat damage 1d6 SS]
- 20 110's [long term exposure Heat damage 1d6 SS]

Hot Climate (West Blue, South Blue, Summer Island, or Hot Climate Islands)

- 01 Upper 60's
- 02 70's
- 03 80's
- 04 Lower 90's
- 05 Upper 90's [long term exposure Heat damage 1d6 SS]
- 06 Lower 100's [long term exposure Heat damage 1d6 SS]
- 07 Upper 100's [long term exposure Heat damage 1d6 SS]
- 08 110's [long term exposure Heat damage 1d6 SS]
- 09 120's [long term exposure Heat damage 1d8 SS]
- 10 130's [long term exposure Heat damage 2d6 SS]
- 11 140's [long term exposure Heat damage 2d12 SS]
- 12 150's [long term exposure Heat damage 2d20 SS]

Cold Climate (North Blue, Winter Island, or Cold Climate Islands)

- 01 -40's [long term exposure Cold damage 2d20 SS]
- 02 -30's [long term exposure Cold damage 2d12 SS]
- 03 -20's [long term exposure Cold damage 2d6 SS/ Sea Water starts to freeze]
- 04 -10's [long term exposure Cold damage 1d8 SS]
- 05 Below 0 [long term exposure Cold damage 1d6 SS]
- 06 Above 0 [long term exposure Cold damage 1d6 SS]
- 07 10's [long term exposure Cold damage 1d6 SS]
- 08 20's [long term exposure Cold damage 1d6 SS/ Fresh Water starts to freeze]
- 09 30's
- 10 40's
- 11 Lower 50's
- 12 Upper 50's

Water Conditions

roll 1d10 for the water conditions for ocean travel, if the result of 9 or 10 re-roll if ether comes up a second time that event occurs, roll a 1d8 to see the rest of the days water conditions. If you want to save the results of 9 and 10 for better moments then simply roll water conditions on a d8.

* = Reflex Move is when one tries normal movement on a ship they have a chance at tripping and falling forcing them at a half / cautious movement [Sea Legs Ability avoids this roll]

- 01 Still [No Movement Penalty on ship]
- 02 Calm [DC 05 Reflex Move* Penalty on ship]
- 03 Normal [DC 10 Reflex Move* Penalty on ship]
- 04 Choppy [DC 15 Reflex Move* Penalty on ship]
- 05 Rolling [DC 20 Reflex Move* Penalty on ship]
- 06 Big Waves [DC 25 Reflex Move* Penalty on ship]
- 07 Rough waves [DC 30 Reflex Move* Penalty on ship]
- 08 Crashing Waves [DC 35 Reflex Move* Penalty on ship,
+20 Pilot check DC vs. 2d10 bashing damage]
- 09 Rogue Wave [+40 Pilot check DC vs. 6d10 bashing damage]
- 10 Tidal Wave / Tsunami [+60 Pilot check DC vs. 6d10 bashing and 25% chance of flipping ship over]



Pose Time

While some islands hold their own magnetic field that causes poses to act odd most in the grand line have a set pull from a set path of islands in the first half there is divided in 7 routes from Reverse Mountain, The second half while in the part of the Grand line dubbed "The New World" there a several islands that the more environmentally sever the island the strong the pull it has on the pose plus some islands have a hidden magnetic field thus make the pose useless in locating. Also many inhabited islands have log poses that are set with their own magnetic field and can be purchased around the world. When landing on an island it takes time for standard and New World Poses to lock on the next islands locations, roll 1d6 on the chart below then roll the dice it requires for the time. In the four Seas (North, East, South, West) a normal compass is usable and does not reset.

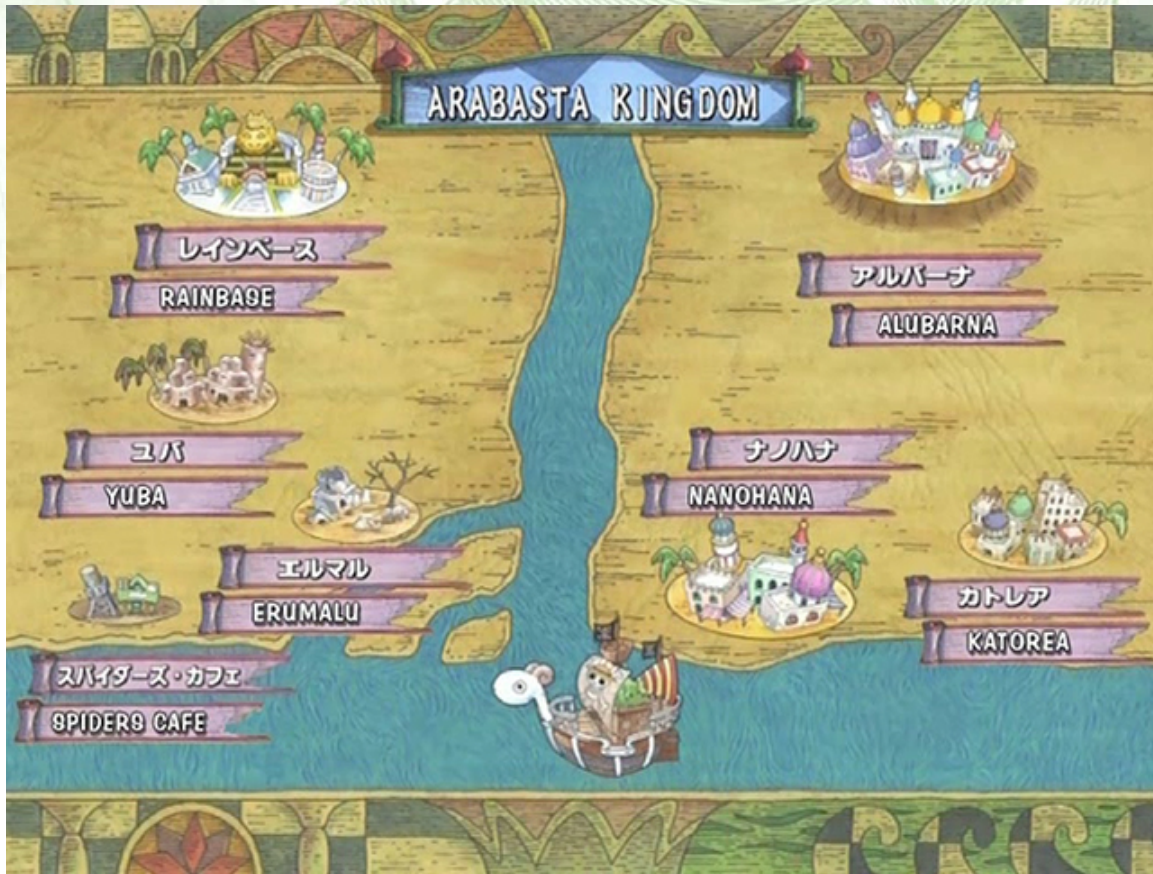
- | | |
|----|--------------------------------|
| 01 | Minutes roll 6d10 for how many |
| 02 | Hours roll 1d12 for how many |
| 03 | Days roll 1d6 for how many |
| 04 | Weeks roll 1d4 for how many |
| 05 | Months roll 1d10 for how many |
| 06 | Years roll 1d2 for how many |



Travel Time

Personally I suggest in the early parts of the game the GM create an idea of all locations in the 4 sea that they start the players in and draw up a map to determine the basic distance. I state this as it lets the players wander on their own exploring the area. And with this you can figure ahead the basic time it takes from the island they are on to the next one. Meanwhile in the Grand line "Paradise" as long as they follow their Log pose the time between the islands can be days based on the chart below. "New World" also would the time it takes to get from the last island to this one, roll 1d6 to determine the amount of days it takes to get to the next island, once the d6 is rolled follow the chart on the next roll to determine the time that it would take under normal conditions to arrive.

- | | |
|----|----------------------------------|
| 01 | roll 1d4 days |
| 02 | roll 1d6 days |
| 03 | roll 1d8 days |
| 04 | roll 1d12 days |
| 05 | roll 1d20 days |
| 06 | roll again twice add the results |



Once you have all the setup in the lines above you need to work on event/ adventures of each island. This is based how creative of a GM you can be. Most islands will have at least 1 or 2 major events that lead to battles. (Example: In the series the Straw hats arrived at Drum Island in the need of a doctor, on it they had that search for a doctor as a major event and it lead into the battles with Wappo's forces, The Lapin Battle with Sanji and Luffy, a town battle with Ussop, Zoro, and Vivi. Yet the secondary events occurred such as Zoro's training, or Ussop and Vivi aiding the town from the Avalanche caused in the Lapin battle.) So minor events occur ether based on the island, characters in the party, or outside forces (As the group missed picking up on Ace showing up leading to the White Beard Plotline). Personally I make sure to note any large fish / fish schools / Sea kings on maps I make for my own use.

Also noting places for materials to be collected is important, caves, mines, farms, ranches, forests and such all hold a collection of useable items the group can gather in their down time when they aren't running around. The following is the amount of time it takes to handle tasks that help gather supplies or money.

Task	Time (Hours)	Failure (rolled a 1 or failed DC)	Success Meet or pass DC	Great Success 10 above the DC	Critical 20 rolled	Skills Used (without skills player can only gain "Success")
Fishing, pole	6	0 units, line breaks	1d4 units	1d6 units	1d10 units	Prof. Fish
Fishing, net	3	0 units, destroy net	1d10 units	2d10 units	3d10 units	Prof. Fish
Gardening (Daily task for ship gardens)	4	0 units, kills plant	1d10 units	2d10 units	3d10 units	Prof. Farm
Ranching (Daily Task for Ship animals)	4	0 units, Hurt Animal	1d6 units	1d12 units	2d12 units	Prof. Ran/ Animal Empathy
Gather Plants	2	0 units, useless stuff	1d10 units	2d10 units	3d10 units	Search, Survival, Prof. Herb, Know Nature
Gather Herbs	6	Cant find	1d6 units	1d12 units	2d12 units	Prof. Herb, Know Nature
Collect Lumber	4	0 units, Break tools	1d6 units	1d12 units	2d12 units	Prof. Lumberjack
Mining	6	0 units, Break tools	1d6 units	1d12 units	2d12 units	Prof. Mining
Write Article/ Story	3	Writes block	Task done 1000 BRP	Great writing 5000 BRP	Master work 7500 BRP	Prof. Writer
Hunt	4	Cant Find	1d6 units	1d12 units	2d12 units	Survival
Build Camp	2	Fail to build	Set up	+2 AC in camp	+4 AC in Camp	Survival
Draw Map	4	Ruin paper	Simple map	Detail map	Terrain map	Navigate
Clean Area	2	Make a mess	Remove clutter	Relax ability	Double Healing	Prof. Housekeep
Collect Stone	6	0 units, break tools	1d6 units	1d12 units	2d12 units	Prof. Mining
Painting	6	Ruin canvas	Abstract 1000 BRP	Scenery 5000 BRP	Still Life 7500 BRP	Prof. Artist
Drawing	2	Ruin drawing	Doodle 100 BRP	Sketch 500 BRP	Master piece 750 BRP	Prof. Artist
Song writing	2	Ruin paper	Tune 100 BRP	Song 500 BRP	Master piece 750 BRP	Prof. Artist
Gather Food	3	Cant find	1d8 units	2d8 units	2d12 units	Survival, Search, Know. Nature
Explore area	6	Get lost	normal	Find unique Plant life	Find some Special	Know. Geography
Make Blue Prints	6	Useless plans	Simple plans 1000 BRP	Skilled Plans 5000 BRP	Master Plans 7500 BRP	Know Military, Craft Vehicle, Know machines

Medicine in One Piece

Unique Diseases and Cures, This is on top of common diseases of the real world

Disease	Identify DC	Save DC
Tree Fever	DC 40	DC 20 after long term exposure
Symptoms	Green spots of skin in the form of a rash, pain when moving	
How it's transferred	Long term exposure to the Kona Tree pollen	
Cure	Conine extract, Refined from the Extract of the Kona Tree (Note the disease is caused by the same tree) Craft 40 Chemical from Conine Sap	
Effect	players have to make resistance save dc 15 to make actions do to pain, eventually it gets so painful that it hurts too much to move at all and without others feeding them the player will starve to death	
Real Life version		

Disease	Identify DC	Save DC
Amber Lead Syndrome	DC 50	Resistance Save DC 20 after long term exposure
Symptoms	The body is coated in a white patches that grow the longer it effects the body, in time organs shut down, people cough up blood and lose strength	
How it's Transferred	Long term exposure to the area effected (can be avoided with care)	
Cure	No known cure, The World Government has orders to Exterminate and burn areas where this disease breaks out, however its origin is overworking and polluting environments of an island	
Effect	-1 End a month, visual effects cause fear in the world, death	
Real Life version	Lead Poisoning	

Disease	Identify DC	Save DC
Love Sickness	DC 50	Will Save DC 15
Symptoms	Racing heart, exhaustion, fever	
How it's Transferred	meeting someone your attracted to after being repressed	
Cure	Admit love for one target and following them, despite the cheesiness the series actually has doctors investigating it and it seems to be a real disease in one piece.	
Effect	unable to walk, or eat till within the presence of ones love	
Real Life version	love	

Disease	Identify DC	Save DC
Nose & Sneeze	DC 30	Resistance Save DC 25 to stave off symptoms
Symptoms	Random acts of sneezing and a runny nose, unleashing attacks unwillingly	
How it's Transferred	Natural born allergy	
Cure	No cure, but can be treated with medication	
Effect	random sneeze, which unleashes an attack and destroys any stealth action being made by the players	
Real Life version	Allergies	

Disease	Identify DC	Save DC
Casha	DC 30	Resistance Save DC 20
Symptoms	High fever, Weak body, sever exhaustion, Unconsciousness	
How it's Transferred	Insect bites	
Cure	Medical treatment from a unexplained collection of medicine, 5 days recovery	
Effect	Passes out, unable to wake until treatment, -1 End every 2 days.	
Real Life version	Malaria	

Real World Diseases

Disease	Identify DC	Save DC
Alzheimer's	DC 40	Will Save DC 15+ vs memory loss, Increases when not treated
Symptoms	forgetfulness, absent mindedness	
How its transferred	Genetic Disease	
Cure	no, can be treated with medication.	
Effect	player with this disease may easily get lost or forget abilities, attacks orders.	

Disease	Identify DC	Save DC
Anemia	DC 25	Resist DC 20 vs Faint
Symptoms	Light headedness, passing out	
How its transferred	Blood born disease	
Cure	no, can be treated will blood infusions, or eating red meat regularly	
Effect	player may pass out in the midst of an action, also bleeds easier, to the point that they take double bleeding damage when its active.	

Disease	Identify DC	Save DC
Anthrax	DC 20	DC 30 Resistance
Symptoms	Vomiting, Loss of appetite, fever, abdominal pain, swollen neck, shock	
How its transferred	Contact to the skin or through the air	
Cure	Vaccine Strong , 2 weeks rest	
Effect	-20 on social skill while infected, on the roll of a one player will go into shock and needs Medical DC 40 surgery to restore function of organs	

Disease	Identify DC	Save DC
Arthritis	DC 30	Resist DC 15 + for pain, it increases days it is not treated
Symptoms	Constant joint pain, stiffness of joints	
How its transferred	genetic disease	
Cure	no cure, can be treated with pain killers	
Effect	-2 on all attacks and skills that require DEX or STR	

Disease	Identify DC	Save DC
Asthma	DC 30	Resistance Save DC +5 based on # strenuous actions
Symptoms	Tightness of chest, difficulty breathing	
How its transferred	Unknown	
Cure	no disease but can be treated by medication	
Effect	player must make a Resistance Save (DC 15) or pass out on the result of a 1 they slip into dying phase, this can be halted with medical attention (DC 5)	

Disease	Identify DC	Save DC
Bronchitis	DC 30	Resist Save DC 15 to avoid infection
Symptoms	sever coughing, fever, wheezing	
How its transferred	air born disease	
Cure	bed rest 3 days, vitamins, and liquids	
Effect	player must make a Resistance Save (DC 15) or pass out on the result of a 1 they slip into dying phase, this can be halted with medical attention (DC 5)	

Disease	Identify DC	Save DC
Bubonic Plaque	DC 40	Resist Save DC 25 to avoid infection
Symptoms	Swollen Lymph nodes, vomiting blood,	
How its transferred	Insect bites and infected blood transfer from living in filthy environment with poor sewage	
Cure	Vaccine Strong needed	
Effect	-1 END damage a day till death	

Disease	Identify DC	Save DC
Cancer	DC 50	Resist DC 20 vs flair up
Symptoms	Fatigue, Persistent cough, Skin soars, muscle pain, night sweats	
How its transferred	Genetic, exposure to radiation	
Cure	Surgery DC 30+ based on type, Radiation exposure, medication	
Effect	Fatigue, Cough destroys stealth attempts made by player, -2 Reflex, -1 END a month till death	

Disease	Identify DC	Save DC
Chickenpox	DC 20	Resist DC 20 to avoid infection
Symptoms	Fever, Loss of Appetite, Exhaustion	
How its transferred	Air born Virus	
Cure	Vaccine Weak, Skin cream/ oatmeal, 1 weeks rest	
Effect	Rash causes target to make Will DC 15 save vs losing a turn to scratch, Coughing spreading the disease	

Disease	Identify DC	Save DC
Cold	DC 25	Resistance DC 15+ (increases in colder climates)
Symptoms	runny nose, sneezing, exhaustion	
How its transferred	Air born disease	
Cure	bed rest (1 day), vitamins	
Effect	player uncontrollably sneezes destroying any stealth they are making also suffers from exhaustion	

Disease	Identify DC	Save DC
Diabetes	DC 30	Resist DC 20 vs flair up
Symptoms	Fatigue, Sweating, Seizures, Hunger	
How its transferred	Genetic or builds over time	
Cure	No cure, Treatment with medication	
Effect	Fatigue, result of 1 on the save causes seizure DC 15+ Medical vs death	

Disease	Identify DC	Save DC
Drug Abuse	DC 15	DC based on the drug and amount used
Symptoms	Cravings for the drug, fever, shakes, vomiting	
How its transferred	by taking drugs multiple times	
Cure	small doses slowly reducing the dependence, then removal of the drug from their lives	
Effect	Exhaustion, player randomly vomits and look visibly ill (-20 social rolls)	

Disease	Identify DC	Save DC
Dysentery	DC 15	DC 25 Resistance
Symptoms	Fever, Cramping Diarrhea, Vomiting, Blood in Stool	
How its transferred	Contaminated food or water	
Cure	Rest and restoring fluids for 3 days with Medication	
Effect	If untreated the disease will cause the player to lose 1d4 END a day until death.	

Disease	Identify DC	Save DC
E. Coli	DC 30	DC 20 Resistance to avoid
Symptoms	Cramps, Vomiting, Diarrhea	
How its transferred	Contaminated food or water, person to person contact	
Cure	Vaccine Medium	
Effect	Vomiting / Diarrhea -20 social rolls, Results of 1 on Resist Save cause kidney failure Medical DC 40 surgery or death	

Disease	Identify DC	Save DC
Ebola	DC 50	DC 35 Resistance to avoid
Symptoms	High fever, sever vomiting, bleeding from all orifices (after 1 month)	
How its transferred	Contact from infected animals	
Cure	Vaccine Strong before bleeding occurs	
Effect	-20 social rolls for vomiting and fever, -60 social for bleeding, organ failure on a Resistance roll of 1 DC 80 Medical to keep alive	

Disease	Identify DC	Save DC
Eczema	DC 25	DC 15 Resistance vs flair up
Symptoms	Scaly skin, rash	
How its transferred	Born Allergy	
Cure	No cure, Medication for treatment	
Effect	Rash causes target to make Will DC 15 save vs losing a turn to scratch	

Disease	Identify DC	Save DC
Gangrene	DC 15	Resist DC 25
Symptoms	High fever, Exhaustion, smell of almonds, green look to skin	
How its transferred	Untreated sever or worse wound over a 2 - 4 days	
Cure	Amputation & Medication for 1 week	
Effect	Character is visibly sick (-20 social rolls), Suffers from exhaustion	

Disease	Identify DC	Save DC
HIV	DC 25	DC 35 Resist infection, 20 resist flair up
Symptoms	Fever, Headache, Chills, Night Sweats	
How its transferred	Sexual Transmitted Disease, or blood transfusion	
Cure	No cure, treatment through medication to resist flare ups	
Effect	Infected players during flair ups suffer a -20 to resistance saves	

Disease	Identify DC	Save DC
Influenza	DC 15	DC 25 Resist infection
Symptoms	High fever, Sweats and Chills, Exhaustion, Dry Cough	
How its transferred	Air born	
Cure	Vaccine, 1 weeks rest	
Effect	High risk players (getting this on top of other diseases) causes them to take -1 END a day	

Disease	Identify DC	Save DC
Leprosy	DC 15	DC 20 vs infection, DC 20 resistance vs flair up
Symptoms	Numbness, Skin Lesions, Tissue loss, Deformation of limbs	
How its transferred	Transferred by some animal bites, Nasal Drippings of Armadillo's	
Cure	Medication over long period of time	
Effect	Player infected suffer -4 on all physical actions including to hit and damage, they also take bleed damage of 1 for wounds, Taking no treatment will cause limbs to become useless and the player can bleed out.	

Disease	Identify DC	Save DC
Leukemia	DC 75	Resist DC 20 vs flair up
Symptoms	Fever and chills, tender bones, Fatigue, bleeding easily	
How its transferred	Genetic / Blood born disease	
Cure	Surgery DC 30+ based on type, Radiation exposure, medication	
Effect	Fatigue, Bleed damage double effect, -1 END a month till death	

Disease	Identify DC	Save DC
Lupus	DC 40	Resist DC 15+ flare up, increases when not medicated
Symptoms	Rash, Fever, Discolored digits (blue to white), shortness of breath	
How its transferred	Genetic, flare ups caused by infection, medications, sunlight	
Cure	No cure, Medication for treatment, avoid sunlight,	
Effect	Rash causes target to make Will DC 15 save vs losing a turn to scratch, (-5 Social rolls during flare ups	

Disease	Identify DC	Save DC
Malaria	DC 20	DC 20 Resistance vs infection
Symptoms	High fever, Sweating, Vomiting, Diarrhea	
How its transferred	Tropical Climate insect bites	
Cure	Vaccine Weak, bed rest 3 days	
Effect	-20 social rolls for vomiting and fever, organ failure on a Resistance roll of 1 DC 40 Medical to keep alive	

Disease	Identify DC	Save DC
Measles	DC 15	DC 15 Resistance vs infection
Symptoms	Mild Fever, Inflamed Eyes, Rash,	
How its transferred	Air born disease that can remain alive on surfaces	
Cure	Vaccine Weak, Bed Rest for 1 week, lotion/aloë for rash	
Effect	Rash causes target to make Will DC 15 save vs losing a turn to scratch, Coughing spreads disease and ruins stealth actions	

Disease	Identify DC	Save DC
Parkinson's	DC 35	DC 25 Resistance to avoid flare up
Symptoms	Tremors, Slurred Speech, change in writing, rigid muscles	
How its transferred	Genetic	
Cure	No cure, Medication treatment to deal with symptoms	
Effect	-2 to STR and DEX actions during flair ups, -5 Social for speech, -10 forgery for writing	

Disease	Identify DC	Save DC
Pink Eye	DC 10	DC 25 Resistance to avoid infection
Symptoms	Redness of eye, Itchiness of eye, discharge of eyes	
How its transferred	Infections of other diseases, chemical exposure	
Cure	Medication 1 to 3 days	
Effect	Partial blindness of the eye -20 notice checks, if no treatment is made after a week roll a second Resistance Save Dc 15 vs blindness (on a 1 character is blind permanently)	

Disease	Identify DC	Save DC
Pneumonia	DC 20	DC 15+ Resistance To avoid infection, increases in cold damp environments
Symptoms	Sever cough, Mucus, High fever, Chills, Vomiting	
How its transferred	Air born	
Cure	Medication and 1 weeks bed rest	
Effect	Coughing spreads disease and ruins stealth actions, doing strenuous actions while infected causes another Resistance save DC 15 vs drowning (in mucus)	

Disease	Identify DC	Save DC
Polio	DC 30	DC 20 Resistance to avoid infection
Symptoms	Fever, Muscle stiffness, Vomiting, Fatigue	
How its transferred	Contaminated Water and Food	
Cure	Vaccine Weak, 2 weeks bed rest	
Effect	On the result of a one the Polio is Paralytic (causes paralysis), -20 Social rolls while sick	

Disease	Identify DC	Save DC
Rabies	DC 10	DC 25 Resistance to avoid infection
Symptoms	Fever, Vomiting, Confusion, Excessive salivation, Difficulty swallowing	
How its transferred	Infected Animal bite	
Cure	Vaccine Medium, 3 days rest	
Effect	Infected players become confused (confusion rules apply), -20 social rolls while sick, eating/drinking while infected has a DC 15 resistance vs drowning	

Disease	Identify DC	Save DC
Ring Worm	DC 20	DC 15 Resistance to avoid infection
Symptoms	Ring shaped rash on the skin	
How its transferred	Fungal infection with animals and soil	
Cure	Medication for 1 + weeks, Lotions / Aloe will control itchiness	
Effect	Rash causes target to make Will DC 15 save vs losing a turn to scratch	

Disease	Identify DC	Save DC
Rocky Mountain Spotted Fever	DC 30	DC 20 Resistance to avoid infection
Symptoms	High fever, Chills, Vomiting, insomnia, spotty rash	
How its transferred	Insect Bite, cool, Mountainous areas	
Cure	Medication, 2 weeks bed rest	
Effect	-20 Social skills while infected, On the result of a 1 on infection the player need to make a second resistance roll DC 15, should they roll a 1 on that roll they need Medical skill (for surgery) DC 40 to deal with inflamed organs	

Disease	Identify DC	Save DC
Scarlet Fever	DC 25	DC 20
Symptoms	Red lines along the skin, Strawberry shaped tongue, Flushed face, Fever, vomiting, Coughing	
How its transferred	Spread by infected people through air in coughs and sneezes	
Cure	Medication, 2 weeks bed rest	
Effect	-20 Social Skills while infected, no stealth rolls will be successful due to cough,	

Disease	Identify DC	Save DC
Scurvy	DC 20	10
Symptoms	Depression, spots on limbs, pale look, Shortness of Breath, bone pain, Easy Bruising and difficulty healing injuries	
How its transferred	Failing to take in enough vitamin C in the body over prolonged periods of time. 1 -3 Months no citrus or sources of Vitamin C.	
Cure	Vitamins, 1 days rest	
Effect	Players suffer from Depression effect, and have +20 to the difficulty in medical checks to be treated for wounds. Prolonged none treatment the players become numb in their legs and their bones give 2d6 damage in pain a day.	

Disease	Identify DC	Save DC
Small Pox	DC 20	DC 25
Symptoms	Fever, Over all pain, Fatigue, small red spots on skin	
How its transferred	Air Born disease, also through skin contact, bio weapon	
Cure	Vaccine Strong	
Effect	Those that fail the disease need to roll a second resistance save DC 15 vs death, Survivors need to roll a DC 15 vs blindness	

Disease	Identify DC	Save DC
Staph Infection	DC 20	DC 15
Symptoms	Boils, Pain full rash, High fever, Confusion	
How its transferred	Non Sterile Medical environment	
Cure	Medical Check DC 40, Rest and Medication	
Effect	Rash causes target to make Will DC 15 save vs losing a turn to scratch which does 1d4 damage to character, Infected players become confused (confusion rules apply), -20 social rolls while sick	

Disease	Identify DC	Save DC
Tuberculosis		
Symptoms	Coughing severely, fever, coughing up blood	
How its transferred		
Cure	Vaccine	
Effect		

Disease	Identify DC	Save DC
Ulcers		
Symptoms		
How its transferred		
Cure		
Effect		

Disease	Identify DC	Save DC
Yellow Fever		
Symptoms		
How its transferred		
Cure		
Effect		

Surgery (added thru One Piece Job Tiers for Medicine)

Unlike in the real world Surgery is a major advancement. So much to the point, that some surgeons have been able to create monstrous creations, by surgery. Provide legs for creatures that never had legs or even create mythical hybrids with attaching animal body parts to other animals. Such Surgeries take about a few hours and the subjects recover within a day or so.

Listing of plants

the following is a listing of some real some made up for One piece finable plants, herbs, spices, useful material plants, poison plants, and drug plants.

D - Drug, Medical
 P - Poisonous
 M - Material
 E - Edible
 S - Spice
 W - Wood Producer
 G - Garden plant

Terrains

1 - Winter /Tundra
 2 - Dessert
 3 - Tropic
 4 - Swamp
 5 - Mountainous
 6 - Forrest
 7 - Rain forest
 8 - Grassland / Temperate
 9 - Garden

Note I am only listing a collection of plants that I feel is a good selection of ones to be found, Basic Fruits and Veggies are listed as well.

Gardening Plants - In One piece it is not unheard of to have a garden/greenhouse on board. Unless a watering system is made or climate is controlled these plants can die out of their terrain so keep that in mind if the players are growing anything. It is a simple daily task that they can claim to do or set a NPC crew member on. After a given time of weeks in proper climate their garden can produce at a rate of 1d4 unit's a plant a week.

The Plants are Listed as follows with the [] indicating the DC Knowledge Nature to identify what you know about said plant () gives a basic look/ description then what uses it has . Only one roll is given per plant but once rolled it determines how much they know or can find out about said plant , Lastly there is the Sell Prices of the plants / Material first you have a basic sell price then you have a good sell price. Determine ahead of time based on the islands Terrain on if there is a call for plants from a different Terrain which may raise the price by a multiplier or if its not wanted lower. This allows the player to sell unneeded supplies for money to get need .

Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Making Rolls

There are two ways a player can make rolls in search of plants, If they know what they are looking for they can make a simple Search roll Which DC is based on how easy it is to find by their description of what they are looking for. I.e. one player says he is looking for wood while another player is looking for a certain plant for medical use. Player 1 has a DC of 10 to their search as many people can find trees that can be used for wood easily, while player two has a much higher DC 25 as they need to find a certain plant within a massive land mass.

Once found the plant can only be described to the player until they make a Knowledge Nature roll to identify the plant and possible uses and useable parts, as well as any warnings for the plant like if its poisonous or not. A survival Roll can also be used to determine if a plant is safe or not to eat, while it wont tell you what parts or what uses the plant is it can tell you if its poisonous or safe to eat The DC is the Caution DC.

To Collect supplies from it the GM will make two rolls the first to see how much of the plant is in supply in the area. This is done a 1d6. The other roll is the amount of units they can gather form the plant.

- 1 There is only the one plant =1 unit of the plant materials
- 2-3 A few plants = 1d8 units of the plant materials
- 4-5 Small Garden = 1d20 units of the plant materials
- 6 Thriving garden = 1d100 units of the plant materials

Plants Listing and die result, Sections are based off of Terrain Climate of the island they are on

Skills listed N/A means any one can collect it no skill is needed otherwise only certain skills can produce or collect certain items.

Winter /Tundra

01	Arctic willow	25	Plantain
02	Bearberry	26	Purslane
03	Blackberry, raspberry, and dewberry	27	Reed
04	Burdock	28	Reindeer moss
05	Cattail	29	Sassafras
06	Chinaberry	30	Sheep sorrel
07	Cranberry	31	Spatterdock or yellow water lily
08	Crowberry	32-34	Strawberry
09	Dandelion	35	Water hemlock or spotted cowbane
10	death lily	36-38	Water lettuce
11	Elderberry	39-41	Wild dock and wild sorrel
12-13	Fireweed	42-44	Wild gourd or luffa sponge
14	Hemlock, fool's parsley	45-48	Wild onion and garlic
15	Iceland moss	49	Wild rose
16	Indian potato or Eskimo potato		
17	Poison ivy and poison oak		
18	Marsh marigold		
19	Oak		
20	Peppermint		
21	Persimmon		
22-24	Pine		

Dessert

01-03	Aloe vera	39	Purslane
04	Abal	40-42	Reed
05-08	Acacia	43	Saxaul
09	Agave	44	Tamarind
10	Baobab	45	Wild caper
11	Boo phone	46	Wild desert gourd or colocynth
12-14	Cattail	47	Wild onion and garlic
15-19	Cereus cactus	48	Wild pistachio
20	Chufa	49	Yam bean
21-24	Common jujube	50-75	Junk Item
25	Date palm	75-99	Material chart item
26-33	Pincushion cactus	00	Random Item on other chart
34-38	Prickly pear cactus		

Rain forest

01-02	Bamboo	44-47	Reed
03	Banana and plantain	48-50	Renghas tree
04	Batoko plum	51	Rose apple
05	Bignay	52	Rosary pea or crab's eyes
06	Castor bean	53-56	Sago palm
07-09	Cattail	57-61	Screw pine
10	Chinaberry	62-65	Sorghum
11	Chestnut	65-68	Strychnine tree
12-13	Cuipo tree	69	Taro
14	Daylily	70	Water chestnut
15-17	Fishtail palm	71	Water lettuce
18	Foxtail grass	72	Water lily
19	Horseradish tree	73	Water plantain
20	Poison ivy and poison oak	74	Wild dock and wild sorrel
21	Mango	75	Wild fig
22-25	Nettle	76	Wild grape vine
26-28	Nipa palm	77-83	Wild onion and garlic
29-31	Palmetto palm	84-88	Wild rice
32	Pangi	89	Yam bean
33	Papaya or pawpaw	90-93	Junk Item
34-37	Pine	94-99	Materials Chart
38	Purslane	00	Item On Another Chart
39-43	Rattan palm		

Tropic

01	Acacia	41	Oleander
02	Almond	42	Orach
03	Arrowroot	43	Palmetto palm
04	Bael fruit	44	Physic nut
05	Bamboo	45	Purslane
06	Banana and plantain	46	Rattan palm
07	Baobab	47	Reed
08	Batoko plum	48	Renghas tree
09	Bignay	49	Rose apple
10	Breadfruit	50	Rosary pea or crab's eyes
11	Burl Palm	51	Sago palm
12	Canna lily	52	Sorghum
13	Cashew nut	53	Sterculia
14	Castor bean	54	Strychnine tree
15	Cattail	55	Sugarcane
16	Chinaberry	56	Sugar palm
17	Cereus cactus	57	Sugar wrack
18	Chestnut	58	Sweetsop
19	Coconut	59	Tamarind
20	Cowhage	60	Taro
21	Cuipo tree	61	Ti
22	Dandelion	62	Tree fern
23	Date palm	63	Tropical almond
24	Daylily	64	Water chestnut
25	Fishtail palm	65	Water lettuce
26	Goa bean	66	Water lily
27	Green seaweed	67	Water plantain
28	Horseradish tree	68	Wild crab apple or wild apple
29	Irish moss	69	Wild desert gourd or colocynth
30	Poison ivy and poison oak	70	Wild dock and wild sorrel
31	Juniper	71	Wild fig
32	Kelp	72	Wild grape vine
33	Lantana	73	Wild onion and garlic
34	Laver	74	Wild pistachio
35	Manchineel	75	Yam
36	Mango	76	Yam bean
37	Manioc	77-80	Driftwood
38	Mulberry	81-85	Junk Item
39	Nettle	86-99	Random Material
40	Nipa palm	00	Random Item from other chart

Swamp and Moor

01 - 02	Angel Wings	48	Plantain
03	Amaranth	49	Psilocybin
04	Arrowroot	50-52	Puffball
05 - 10	Bamboo	53	Purslane
11 - 13	Cattail	54-57	Reed
14	Chanterelles	58	Reishi
15	Cranberry	59	Sassafras
16-18	Dandelion	60	Sea orach
19	Death Cap	61	Sorghum
20	Death lily	62	Spatterdock or yellow water lily
21	Elderberry	63 - 66	Poison sumac
22	False Morels	67	Tree fern
23	Fishtail palm	68	Truffle
24	Foxtail grass	69 - 72	Trumpet vine or trumpet creeper
25	Hackberry	73	Water chestnut
26	Hazelnut	74	Water hemlock or spotted cowbane
27	Hemlock, fool's parsley	75	Water lily
28	Horseradish tree	76	Wild caper
29 - 31	Poison ivy and poison oak	77	Wild dock and wild sorrel
32	Jack-O-Lantern	78	Wild fig
33	Lotus	79	Wild gourd or luffa sponge
34	Marsh marigold	80	Wild grape vine
35-37	Morels	81 - 83	Wild onion and garlic
38	Mushtake	84 - 86	Wild rice
39	Nettle	87	Yam bean
40	Nipa palm	88 - 94	Junk Item
41-43	Oak	95 - 99	Materials Chart
44	Oleander	00	Other Chart
45-47	Pine		

Mountainous

01	Angel Wings	52-54	Pine
02	Amaranth	55	Plantain
03 - 06	Arctic willow	56 - 57	Poppy
07	Blackberry, raspberry, and dewberry	58	Psilocybin
08	Blueberry and huckleberry	59 - 60	Puffball
09	Burdock	61	Purslane
10 - 12	Cattail	62 - 63	Reed
13	Chanterelles	64 - 65	Reindeer moss
14	Chinaberry	66	Reishi
15 - 20	Clove	67 - 68	Rock tripe
21	Cuipo tree	69	Sassafras
22 - 25	Dandelion	70 - 72	Shiitake mushrooms
26	Death Cap	73	Strawberry
27	Death lily	74	Truffle
28 - 30	False Morels	75	Walnut
31	Hackberry	76	Water chestnut
32	Hazelnut	77	Water lettuce
33	Hemlock, fool's parsley	78	Wild crab apple or wild apple
34 - 36	Hops	79	Wild dock and wild sorrel
37	Indian potato or Eskimo potato	80	Wild gourd or luffa sponge
38 - 39	Poison ivy and poison oak	81	Wild grape vine
40	Jack-O-Lantern	82 - 84	Wild onion and garlic
41 - 45	Morels	85 - 87	Wild rose
46	Mushtake	88	Yam
47 - 49	Oak	89 - 94	Junk Item
50	Peppermint	95 - 99	Materials Chart
51	Persimmon	00	Other chart

Forrest

01	Angle Wings	50	Plantain
02	Arctic willow	51	Psilocybin
03 - 04	Bamboo	52	Puffball
04	Banana and plantain	53	Purslane
05 - 07	Beech	54	Reed
08	Blackberry, raspberry, and dewberry	55	Reindeer moss
09	Breadfruit	56	Renghas tree
10	Burdock	57	Reishi
11	Carob tree	58	Rosary pea or crab's eyes
12 - 13	Cattail	59	Sago palm
14	Chanterelles	60	Sassafras
15	Chestnut	61	Screw pine
16	Clove	62 - 63	Shiitake mushrooms
17	Common jujube	64	Sorghum
18 - 19	Dandelion	65	St. John's wort
20	Daylily	66	Sterculia
21	Death Cap	67	Strawberry
22	Duchesnea or Indian strawberry	68	Strychnine tree
23	Elderberry	69	Sugar palm
24	False Morels	70	Thistle
25	Fenugreek	71	Ti
26	Hackberry	72	Truffle
27	Hazelnut	73 - 75	Trumpet vine or trumpet creeper
28	Hemlock, fool's parsley	76	Vanilla
29	Horseradish tree	77	Walnut
30 - 32	Poison ivy and poison oak	78	Water chestnut
33	Jack-O-Lantern	79	Water lettuce
34	Juniper	80	Water lily
35	Lotus	81	Wild crab apple or wild apple
36	Marsh marigold	82	Wild dock and wild sorrel
37	Morels	83	Wild fig
38	Mushtake	84	Wild gourd or luffa sponge
39	Nettle	85	Wild grape vine
40 - 42	Oak	86	Wild onion and garlic
43	Pangi	87	Wild rice
44	Papaya or pawpaw	88	Wood sorrel
45	Peppermint	89	Yam
46	Persimmon	90 - 94	Junk Item
47 - 49	Pine	95 - 99	Materials Chart
		00	Item on an Other Chart

Grassland / Temperate

01	Amaranth	52	Peppermint
02	Bamboo	53	Persimmon
03	Barley	54	Pine
04	Basil	55	Pokeweed
05	Bayleaf	56	Poppy
06	Beech	57	Purslane
07	Blueberry and huckleberry	58	Reed
08	Burdock	59	Reindeer moss
09	Cannabis	60	Rosemary
10	Castor bean	61	Saffron
11	Catnip	62	Sage
12	Cattail	63	Sassafras
13	Cayenne pepper	64	Sesame seed
14	Chamomile	65	Sheep sorrel
15	Chicory	66	Sorghum
16	Chili pepper	67	Spatterdock or yellow water lily
17	Chufa	68	Spearmint
18	Clove	69	St. John's wort
19	Cranberry	70	Sterculia
20-21	Dandelion	71	Strawberry
22	Daylily	72	Sweet sagewort
23	Dill seed	73	Sweetsop
24	Duchesnea or Indian strawberry	74	Tamarind
25	Elderberry	75	Taro
26	Foxtail grass	76	Tarragon
27	Fenugreek	77	Tea
28	Ginger	78	Thistle
29	Ginseng	79	Thyme
30	Hackberry	80	Trumpet vine or trumpet creeper
31	Hazelnut	81	Vanilla
32	Hemlock, fool's parsley	82	Walnut
33	Hops	83	Wasabi
34	Indian potato or Eskimo potato	84	Water chestnut
35	Indonesian Cinnamon	85	Water hemlock or spotted cowbane
36	Poison ivy and poison oak	86	Water lily
37	Jasmine	87	Wheat
38	Juniper	88	Wild crab apple or wild apple
39	Lavender	89	Wild dock and wild sorrel
40	Lemongrass	90	Wild gourd or luffa sponge
41	Licorice	91	Wild grape vine
42	Lotus	92	Wild onion and garlic
43	Lantana	93	Wild rice
44	Manchineel	94	Wild rose
45	Mulberry	95	Wood sorrel
46	Mustard	96	Yam
47	Nutmeg	97	Yarrow
48	Oak	98	Junk Item
49	Oleander	99	Materials Chart
50	Oregano	00	Item on another chart
51	Parsley		

Control / Garden

01 - 03	Apple	40	Licorice
04	Asparagus	52	Lime
05	Avocado	53	Mustard
06	Banana	54 - 57	Oats
07 - 09	Barley	58	Olive
10	Basil	59	Onion
11	Blackberry, raspberry, and dewberry	60 - 63	Orange
12	Blueberry and huckleberry	64	Oregano
13	Broccoli	65	Parsley
14	Cabbage	66	Pea
15	Cannabis	67	Peach
16	Carrot	68	Peanut
17	Catnip	69	Pear
18	Celery	70	Peppermint
19 - 22	Cherry, Plum, Apricot	71	Pineapple
23	Chili Pepper	72	Potato
24	Clove	73	Pumpkin
25	Cocoa Bean	74	Radish
26	Coffee Bean	75	Red Pepper
27	Corn	76 - 78	Rice
28	Cotton	79	Soy
29	Cucumber	80	Spinach
30	Dill Seed	81	Squash
31	Funugreek	82	Sunflower
32	Garlic	83	Tangerine
33	Ginger	84	Tea
34	Ginseng	85	Tobacco
35	Grape	86	Tomato
36	Grapefruit	87	Turnip
37	Green Bean	88	Watermelon
38	Green Pepper	89 - 91	Wheat
39 - 40	Hops	92 - 94	Weed
41 - 45	Kale, Collards, Spring Mix	95	Yam
46	Lavender	96 - 97	Junk Item
47	Lettuce	98 - 99	Material Chart
48 - 50	Lemon	00	Item from other chart
51	Lemongrass		

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Abal		20	E, M
Description:			
The abal is one of the few shrubby plants that exists in the shady deserts. This plant grows to about 1.2 meters, and its branches look like wisps from a broom. The stiff, green branches produce an abundance of flowers in the early spring months (March, April).			
Edible Parts			
This plant's general appearance would not indicate its usefulness to the survivor, but while this plant is flowering in the spring, its fresh flowers can be eaten. This plant is common in the areas where it is found. An analysis of the food value of this plant has shown it to be high in sugar and nitrogenous components.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	50	N/A	N/A
Reeds	50	N/A	N/A
Sugar	100	Cooking	20
Nitrogen Fertilizer	300	Chemical	40

Name		Identify DC	Uses
Acacia		20	E, M
Description			
Acacia is a spreading, usually short tree with spines and alternate compound leaves. Its individual leaflets are small. Its flowers are ball-shaped, bright yellow, and very fragrant. Its bark is a whitish-gray color. Its fruits are dark brown and pod like.			
Edible Parts			
Its young leaves, flowers, and pods are edible raw or cooked.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Spines of the tree can be craft to use as arrow/dart tips			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	20	N/A	N/A
Flowers	50	N/A	N/A
Pods	50	N/A	N/A
Spines	10	Weapon	20

Name		Identify DC	Uses
Agave		25	E, M
Description			
These plants have large clusters of thick, fleshy leaves borne close to the ground and surrounding a central stalk. The plants flower only once, and then die. They produce a massive flower stalk.			
Edible Parts			
Its flowers and flower buds are edible. Boil them before eating.			
Other Uses		Other Use DC	
Cut the huge flower stalk and collect the juice for drinking. Some species have very fibrous leaves. Pound the leaves and remove the fibers for weaving and making ropes. Most species have thick, sharp needles at the tips of the leaves. Use them for sewing or making hacks. The sap of some species contains a chemical that makes the sap suitable for use as soap.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	50	Cooking	10
Twine	50	Craft Item	10
Soap	100	Craft Item	20
Juice	100	Survival	20

Name		Identify DC	Uses
Almond		20	W,E
Description			
The almond tree, which sometimes grows to 12.2 meters, looks like a peach tree. The fresh almond fruit resembles a gnarled, unripe peach and grows in clusters. The stone (the almond itself) is covered with a thick, dry, woolly skin.			
Edible Parts			
The mature almond fruit splits open lengthwise down the side, exposing the ripe almond nut. You can easily get the dry kernel by simply cracking open the stone. Almond meats are rich in food value, like all nuts. Gather them in large quantities and shell them for further use as survival food. You could live solely on almonds for rather long periods. When you boil them, the kernel's outer covering comes off and only the white meat remains.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof Lumberjack/ Survival	10
Almond	100	Prof Farmer/ Survival	20

Name		Identify DC	Uses
Aloe vera		20	D
Description			
A small bush like plant with long thick sword like leaves growing from the root.			
Other Uses		Other Use DC	20
The plant has a natural Lotion about it that has healing ability; Further processed it can be used to heal wounds.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farming / Survival	20
Lotion	200	Prof. Herbalist / Survival	20
Potion	N/A	Chemical (See Items Rules)	N/A

Name		Identify DC	Uses
Amaranth		20	E
Description			
These plants, which grow 90 centimeters to 150 centimeters tall, are abundant weeds in many parts of the world. All amaranth have alternate simple leaves. They may have some red color present on the stems. They bear minute, greenish flowers in dense clusters at the top of the plants. Their seeds may be brown or black in weedy species and light-colored in domestic species.			
Edible Parts			
All parts are edible, but some may have sharp spines you should remove before eating. The young plants or the growing tips of alder plants are an excellent vegetable. Simply boil the young plants or eat them raw. Their seeds are very nutritious. Shake the tops of alder plants to get the seeds. Eat the seeds raw, boiled, ground into flour, or popped like popcorn.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist	20
Flour	50	Cooking	20
Popcorn	100	Cooking	15

Name		Identify DC	Uses
Angel Wings		25	P
Description			
A large White mushroom with a small ring on the stem.			
Caution		Threat ID DC	
The mushrooms are poisonous to eat and cause a good amount of damage in the raw doing 2d8 a round for 1d20 rounds DC 15 Resistance			
Other Uses		Other Use DC	45
Refined Poison 3d8 a round for 2d20 rounds DC 15 Resistance			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	N/A	N/A
Poison Refined	20,000	Chemistry	40

Name		Identify DC	Uses
Apple		25	E,P,W,G
Description			
Most wild apples look enough like domestic apples that the survivor can easily recognize them. Apple varieties are much smaller than cultivated kinds; the largest kinds usually do not exceed 5 to 7.5 centimeters in diameter, and most often less. They have small, alternate, simple leaves and often have thorns. Their flowers are white or pink and their fruits reddish or yellowish.			
Edible Parts			
Prepare Apple for eating in the same manner as cultivated kinds. Eat them fresh, when ripe, or cooked. Should you need to store food, cut the apples into thin slices and dry them. They are a good source of vitamins.			
Caution		Threat ID DC	25
Apple seeds contain cyanide compounds. Do not eat. If eaten they do 1d6 a round for 1d12 rounds DC 15 Fort			
Other Uses		Other Use DC	50
The Seeds can be used to create Cyanide (see Items: Poisons)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof Farmer/ Survival	10
Wood	10	Prof lumberjack/ Survival	10
Poison Refined	250	Chemistry (Items poison rules)	N/A
Seed for growing	50	Prof Farmer	40

Name		Identify DC	Uses
Arctic willow		35	E, W, D
Description			
The arctic willow is a shrub that never exceeds more than 60 centimeters in height			
Edible Parts			
You can collect the succulent, tender young shoots of the arctic willow in early spring. Strip off the outer bark of the new shoots and eat the inner portion raw. You can also peel and eat raw the young underground shoots of any of the various kinds of arctic willow. Young willow leaves are one of the richest sources of vitamin C, containing 7 to 10 times more than an orange.			
Other Uses		Other Use DC	40
The Arctic Willow leaves can be crushed and used in medical potions as per rules in items section			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Potion	N/A	Chemistry (See Items Rules)	N/A

Name		Identify DC	Uses
Arrowroot		25	E
Description			
The arrowroot is an aquatic plant with arrow-shaped leaves and potato like tubers in the mud.			
Edible Parts			
The rootstock is a rich source of high quality starch. Boil the rootstock and eat it as a vegetable.			
Products	Product Value	Skill to Harvest/Craft	DC
Root	5	Survival / Prof. Herbalist	30

Name		Identify DC	Uses
Asparagus		20	E, D
Description			
A Bushy green plant with a strong smell to the green stalks			
Edible Parts			
The green stems of the bush is edible.			
Other Uses		Other Use DC	25
The stalks are said to have a light healing property so its sought for making medicine. (see items potions crafting rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	150	Prof. Farming / Survival	20
Potion	N/A	Chemistry (See Items rules)	

Name		Identify DC	Uses
Avocado		20	W, E
Description			
A Small tree with oval dark green leaves and a dark green fruit			
Edible Parts			
The Fruit is edible once it has been peeled free from the leathery hide of the fruit.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming	30
Wood	10	Prof. Lumberjack/ Survival	20
Seed	50	Prof. Farming	50

Name		Identify DC	Uses
Bael fruit		25	W,E
Description			
This is a tree that grows from 2.4 to 4.6 meters tall, with a dense spiny growth. The fruit is 5 to 10 centimeters in diameter, gray or yellowish, and full of seeds.			
Edible Parts			
The fruit, which ripens in December, is at its best when just turning ripe. The juice of the ripe fruit, diluted with water and mixed with a small amount of tamarind and sugar or honey, is sour but refreshing. Like other citrus fruits, it is rich in vitamin C.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fruit	100	Prof. Farmer	20
Seeds	20	Prof. Farmer	30

Name		Identify DC	Uses
Bamboo		10	M,W,E
Description			
Bamboos are woody grasses that grow up to 15 meters tall. The leaves are grass like and the stems are the familiar bamboo used in furniture and fishing poles.			
Edible Parts			
The young shoots of almost all species are edible raw or cooked. Raw shoots have a slightly bitter taste that is removed by boiling. To prepare, remove the tough protective sheath that is coated with tawny or red hairs. The seed grain of the flowering bamboo is also edible. Boil the seeds like rice or pulverize them, mix with water, and make into cakes.			
Other Uses		Other Use DC	15
Use the mature bamboo to build structures or to make containers, ladles, spoons, and various other cooking utensils. Also use bamboo to make tools and weapons. You can make a strong bow by splitting the bamboo and putting several pieces together.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Shoots	50	Cooking/ Prof Farming	10
Materials	10	Craft Items/Craft Weapon	N/A

Name		Identify DC	Uses
Banana and plantain		20	M,W,E,G
Description			
These are treelike plants with several large leaves at the top. Their flowers are borne in dense hanging clusters.			
Edible Parts			
Their fruits are edible raw or cooked. They may be boiled or baked. You can boil their flowers and eat them like a vegetable. You can cook and eat the rootstocks and leaf sheaths of many species. The center or "heart" or the plant is edible year-round, cooked or raw.			
Other Uses		Other Use DC	20
You can use the layers of the lower third of the plants to cover coals to roast food. You can also use their stumps to get water. You can use their leaves to wrap other foods for cooking or storage. Replanting trees are possible in garden.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fruit	100	Prof. Farmer/ Survival	30
Leaf	5	Prof. Lumberjack	30
Flower	200	Cooking	20
Plant Heart	100	Survival	50

Name		Identify DC	Uses
Baobab		25	W, E, M, D
Description			
The baobab tree may grow as high as 18 meters and may have a trunk 9 meters in diameter. The tree has short, stubby branches and a gray, thick bark. Its leaves are compound and their segments are arranged like the palm of a hand. Its flowers, which are white and several centimeters across, hang from the higher branches. Its fruit is shaped like a football, measures up to 45 centimeters long, and is covered with short dense hair.			
Edible Parts			
You can use the young leaves as a soup vegetable. The tender root of the young baobab tree is edible. The pulp and seeds of the fruit are also edible. Use one handful of pulp to about one cup of water for a refreshing drink. To obtain flour, roast the seeds, and then grind them.			
Other Uses		Other Use DC	40
Drinking a mixture of pulp and water will help cure diarrhea. Often the hollow trunks are good sources of fresh water. The bark can be cut into strips and pounded to obtain a strong fiber for making rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fruit	150	Prof. Farmer / Survival	40
Potion	N/A	Chemical (See Items Rules)	N/A
Rope	100	Items	25
Fresh Water	200	Survival	40
Seeds	40	Prof. Farmer	30
Flour	50	Cooking	20

Name		Identify DC	Uses
Barley		20	E,D
Description			
Long reeds of grass with seeds on the cap, Its green when growing but turns brown when dried			
Edible Parts			
A form of Wheat that can be cooked as is and eaten, feed raw to animals for food or crushed into a fine flour. Key ingredient in some alcohol.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Farmer	10
Flour	100	Cooking	10
Alcohol	N/A	Chemistry / Cooking (Items Rules)	N/A

Name		Identify DC	Uses
Basil		20	S
Description			
Basil grows to between 30–130 cm tall, with opposite, light green, silky leaves 3–11 cm long and 1–6 cm broad. The flowers are small, white in color and arranged in a terminal spike.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	200	Prof. Herbalist / Prof. Farmer	10
Spice	50	Prof. Herbalist / Prof. Farmer	10

Name		Identify DC	Uses
Batoko plum		25	E
Description			
This shrub or small tree has dark green, alternate, simple leaves. Its fruits are bright red and contain six or more seeds.			
Edible Parts			
Eat the fruit raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer / Survival	10
Seed	20	Prof. Farmer	20

Name		Identify DC	Uses
Bayleaf		20	S, M
Description			
Gardeners in frost-free or light frost areas will find that Bay Laurel seedlings planted in the ground willingly grow into large trees, 38 feet and taller; but when kept pruned the Bay Laurel tree can thrive as a small bush			
Other Uses		Other Use DC	25
Can be crushed to make a fine oil (baby Oil)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Herbalist / Prof. Farmer	10
Spice	50	Prof. Herbalist	10
Oil	150	Chemistry	20

Name		Identify DC	Uses
Bearberry		25	E
Description			
This plant is a common evergreen shrub with reddish, scaly bark and thick, leathery leaves 4 centimeters long and 1 centimeter wide. It has white flowers and bright red fruits.			
Edible Parts			
Its berries are edible raw or cooked.			
Other Uses		Other Use DC	45
You can make a refreshing tea from its young leaves.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	10
Tea	100	Cooking / Survival	10
Plant	200	Prof. Farming	30

Name		Identify DC	Uses
Beech		20	W,M,E
Description			
Beech trees are large (9 to 24 meters), symmetrical forest trees that have smooth, light-gray bark and dark green foliage. The character of its bark, plus its clusters of prickly seedpods, clearly distinguishes the beech tree in the field.			
Edible Parts			
The mature beechnuts readily fall out of the husk like seedpods. You can eat these dark brown triangular nuts by breaking the thin shell with your fingernail and removing the white, sweet kernel inside. Beechnuts are one of the most delicious of all wild nuts. They are a most useful survival food because of the kernel's high oil content. You can also use the beechnuts as a coffee substitute. Roast them so that the kernel becomes golden brown and quite hard. Then pulverize the kernel and, after boiling or steeping in hot water, you have a passable coffee substitute.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Nuts	50	Prof. Farmer / Survivalist	20
Coffee	100	Cooking	30

Name		Identify DC	Uses
Bignay		25	E, P
Description			
Bignay is a shrub or small tree, 3 to 12 meters tall, with shiny, pointed leaves about 15 centimeters long. Its flowers are small, clustered, and green. It has fleshy, dark red or black fruit and a single seed. The fruit is about 1 centimeter in diameter.			
Edible Parts			
The fruit is edible raw			
Caution		Threat ID DC	40
Do not eat any other parts of the tree. In Africa, the roots are toxic. Other parts of the plant may be poisonous. Doing 1d6 an hour for 1d6 hours DC 10 Resistance			
Other Uses		Other Use DC	40
Refined Poison. Does DC 20 Resistance 2d6 an hour for 1d12 hours			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	40
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Blackberry, raspberry, and dewberry		15	E, D
Description			
These plants have prickly stems (canes) that grow upward, arching back toward the ground. They have alternate, usually compound leaves. Their fruits may be red, black, yellow, or orange.			
Edible Parts			
The fruits and peeled young shoots are edible. Flavor varies greatly.			
Other Uses		Other Use DC	35
The leaves of the bush are useable in chemical potions for healing ailments.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Herbalist / Survival /Farming	10
Plant	100	Prof. Farming / Prof. Herbalist	20
Potion	N/A	Chemistry (see Item rules)	N/A
Jam /Jelly	1000	Cooking	30

Name		Identify DC	Uses
Blueberry and huckleberry		20	E
Description			
These shrubs vary in size from 30 centimeters to 3.7 meters tall. All have alternate, simple leaves. Their fruits may be dark blue, black, or red and have many small seeds.			
Edible Parts			
Their fruits are edible raw or cooked into things, it also can be preserved in jams or jellies.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Farming/ Herbalist/ Survival	10
Seeds	50	Prof. Farming/Prof. Herbalist	20
Jam /Jelly	1000	Cooking	30

Name		Identify DC	Uses
Boo phone		20	D
Description			
A long flowerlike plant with tiny red long blooms			
Caution		Threat ID DC	
The plant creates a strong amount of Hallucinations in those that eat this plant. DC 15 Will vs illusions 1d4 hours			
Other Uses		Other Use DC	40
Processing the plant can create ether a strong Hallucinating drug Will save 20 vs. Illusions 1d8 hours, or a chemical for "Potions of Release".			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farming	20
Drug	20,000	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Breadfruit		20	W, E, M
Description			
This tree may grow up to 9 meters tall. It has dark green, deeply divided leaves that are 75 centimeters long and 30 centimeters wide. Its fruits are large, green, ball-like structures up to 30 centimeters across when mature.			
Edible Parts			
The fruit pulp is edible raw. The fruit can be sliced, dried, and ground into flour for later use. The seeds are edible cooked.			
Other Uses		Other Use DC	
The thick sap can serve as glue and caulking material. You can also use it as birdlime (to entrap small birds by smearing the sap on twigs where they usually perch).			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farmer / Survival	20
Seed	100	Prof. Farmer	30
Glue	200	Chemistry	20
Small Game Trap	1000	Survival	40
Flour	50	Cooking	10

Name		Identify DC	Uses
Broccoli			E, D
Description			
A small bushy plant with tiny buds within its wrapped leaves			
Edible Parts			
The Full Stalk and leave are edible yet easiest to eat when steamed.			
Other Uses		Other Use DC	35
Chemists can extract the benefits from the plant and create potions. (See Item Rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Stalk	150	Prof. Farming / Survival	20
Potion	N/A	Chemistry	N/A

Name		Identify DC	Uses
Burdock		20	W, M, E
Description			
This plant has wavy-edged, arrow-shaped leaves and flower heads in burr like clusters. It grows up to 2 meters tall, with purple or pink flowers and a large, fleshy root.			
Edible Parts			
Peel the tender leaf stalks and eat them raw or cook them like greens. The roots are also edible boiled or baked.			
Other Uses		Other Use DC	45
Use the fiber from the dried stalk to weave Rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Leaves	20	Cooking / Survival	10
Rope	20	Craft Items	10

Name		Identify DC	Uses
Burl Palm		25	W, E, M
Description			
This tree may reach 18 meters in height. It has large, fan-shaped leaves up to 3 meters long and split into about 100 narrow segments. It bears flowers in huge dusters at the top of the tree. The tree dies after flowering.			
Edible Parts			
The trunk contains starch that is edible raw. The very tip of the trunk is also edible raw or cooked. You can get large quantities of liquid by bruising the flowering stalk. The kernels of the nuts are edible.			
Other Uses		Other Use DC	15
You can use the leaves as weaving material.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	30
Nuts	100	Prof. Farming/ Survival	30
Leaves	10	Craft Item	10

Name		Identify DC	Uses
Cabbage		20	E, D
Description			
A small Leafy plant rolled up in a ball shape			
Edible Parts			
The whole plant is edible yet best served cooked.			
Other Uses		Other Use DC	35
Chemists can extract the benefits from the plant and create a potions. (See Items rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	150	Prof. Farming / Survival	10
Potions	N/A	Chemistry (See items rules)	N/A

Name		Identify DC	Uses
Cannabis/Marijuana		15	M, D
Description			
a Small green tree like plant with five leaves.			
Caution		Threat ID DC	20
This plant when used as a drug it can carry addictive qualities (See Item Rules Drugs)			
Other Uses		Other Use DC	20
Plant can be dried and made into Hemp used to make rope. Pain relief, hunger stimulation, wasting caused by HIV/AIDS, Glaucoma, nausea.			
Products	Product Value	Skill to Harvest/Craft	DC
Hemp	10	Herbalist/ Farming / Survival	20
Rope	100	Craft Item	10
Drug	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Canna lily		25	E
Description			
The canna lily is a coarse perennial herb, 90 centimeters to 3 meters tall. The plant grows from a large, thick, underground rootstock that is edible. Its large leaves resemble those of the banana plant but are not so large. The flowers of wild canna lily are usually small, relatively inconspicuous, and brightly colored reds, oranges, or yellows.			
Edible Parts			
The large and much branched rootstocks are full of edible starch. The younger parts may be finely chopped and then boiled or pulverized into a meal. Mix in the young shoots of palm cabbage for flavoring.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	100	Prof. Herbalist	10
Root	5	Prof. Herbalist	20

Name		Identify DC	Uses
Carob tree		25	W, E
Description			
This large tree has a spreading crown. Its leaves are compound and alternate. Its seedpods, also known as Saint John's bread, are up to 45 centimeters long and are filled with round, hard seeds and a thick pulp.			
Edible Parts			
The young tender pods are edible raw or boiled. You can pulverize the seeds in mature pods and cook as porridge.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Pods	50	Survival	40

Name		Identify DC	Uses
Carrot		20	E
Description			
A small White flower covered stalk with bushy leaves.			
Edible Parts			
The root of the carrot is one of the healthiest food that can be eaten raw or cooked			
Other Uses		Other Use DC	
Carrots are common ingredient in many potions. (See Item Rules			
Products	Product Value	Skill to Harvest/Craft	DC
Carrot	150	Prof. Farming / Survival	20
Potion	N/A	Chemistry (See Item Rules	N/A

Name		Identify DC	Uses
Cashew nut		20	E, P, W
Description			
The cashew is a spreading evergreen tree growing to a height of 12 meters, with leaves up to 20 centimeters long and 10 centimeters wide. Its flowers are yellowish-pink. Its fruit is very easy to recognize because of its peculiar structure. The fruit is thick and pear shaped, pulpy and red or yellow when ripe. This fruit bears a hard, green, kidney-shaped nut at its tip. This nut is smooth, shiny, and green or brown according to its maturity.			
Edible Parts			
The nut encloses one seed. The seed is edible when roasted. The pear-shaped fruit is juicy, sweet-acid, and astringent. It is quite safe and considered delicious by most people who eat it.			
Caution		Threat ID DC	40
The green hull surrounding the nut contains a resinous irritant poison that will blister the lips and tongue like poison ivy. Heat destroys this poison when roasting the nuts. It does DC 15 Will vs 1d4 damage for 1d4 hours.			
Other Uses		Other Use DC	
DC 20 Will save to make Itching Powder doing 2d4 damage, an hour for 1d8 hours.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	25
Nut	200	Prof. Farming	40
Itching Powder	150	Chemistry	40

Name		Identify DC	Uses
Castor bean		35	D, P
Description			
The castor bean is a semi woody plant with large, alternate, star like leaves that grows as a tree in tropical regions and as an annual in temperate regions. Its flowers are very small and inconspicuous. Its fruits grow in clusters at the tops of the plants.			
Caution		Threat ID DC	
All parts of the plant are very poisonous to eat. The seeds are large and may be mistaken for a beanlike food. The plant in the raw does 1d6 an hour for 1d12 hours			
Other Uses		Other Use DC	
Castor Bean can be used to both create a refined poison and a fine oil. The refined poison does 2d6 an hour for 1d12 hours. The oil is used in potions for medical purposes. For that see the (Item Rules) for the potions and use DC)			
Products	Product Value	Skill to Harvest/Craft	DC
Bean	100	Prof. Herbalist	10
Refined Poison	500	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Catnip		25	D
Description			
Catnip is a 50–100 cm tall perennial herb resembling mint in appearance, with grayish-green leaves; the flowers are white, finely spotted with purple			
Catnip Soothes coughs, it is used in processing potions. (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist	10
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Cattail		10	M, E
Description			
Cattails are glasslike plants with strap-shaped leaves 1 to 5 centimeters wide and growing up to 1.8 meters tall. The male flowers are borne in a dense mass above the female flowers. These last only a short time, leaving the female flowers that develop into the brown cattail. Pollen from the male flowers is often abundant and bright yellow.			
Edible Parts			
The young tender shoots are edible raw or cooked. The rhizome is often very tough but is a rich source of starch. Pound the rhizome to remove the starch and use as flour. The pollen is also an exceptional source of starch. When the cattail is immature and still green, you can boil the female portion and eat it like corn on the cob.			
Other Uses		Other Use DC	20
The dried leaves are an excellent source of weaving material you can use to make floats and rafts. The cottony seeds make good pillow stuffing and insulation. The fluff makes excellent tinder. Dried cattails are effective insect repellents when burned.			
Products	Product Value	Skill to Harvest/Craft	DC
Reed	10	Prof. Herbalist / Survival	10
Net	150	Craft Item	20
Raft	3000	Craft Vehicle	40
Stuffing	50	Craft Item	20

Name		Identify DC	Uses
Cayenne pepper		25	E,S,D
Description			
A small bush with little red fruit.			
Edible Parts			
The fruit is Edible but ill advised as its incredibly spicy			
Other Uses		Other Use DC	30
the juice can be used to create a form of mace to spray in the eyes. Also the plant can be dried and ground into a spice			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Farming / Prof. Herbalist	10
Fruit	150	Prof. Farming / Survivalist	20
Pepper	100	Cooking	20
Mace	2000	Chemistry	40
Seed	10	Prof. Farming	20

Name		Identify DC	Uses
Celery		20	E, D
Description			
Long stems collected at a based root with broad green leaves, the stems have a u shape to them			
Edible Parts			
The Stems are Edible and even used as a dull spice in cooking.			
Other Uses		Other Use DC	40
Celery has multiple uses in the form of including according to some one that is used in falling in love, thus celery has uses in potions. (See Items Rules) For uses.			
Products	Product Value	Skill to Harvest/Craft	DC
Stalks	150	Prof. Farming	20
Seeds	100	Chemistry / Prof. Farming	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Cereus cactus		20	E
Description			
These cacti are tall and narrow with angled stems and numerous spines.			
Edible Parts			
The fruits are edible, but some may have a laxative effect.			
Other Uses		Other Use DC	25
The pulp of the cactus is a good source of water. Break open the stem and scoop out the pulp.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer / Survival	20
Fresh Water	50	Survival	30

Name		Identify DC	Uses
Chamomile		25	S,D
Description			
Daisy like flowering plants			
Edible Parts			
The key plant in making Tea from its leaves			
Other Uses		Other Use DC	40
Chamomile Relaxant/Calmative which is used in making potions. (See Item Rules) for uses.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	50	Prof. Herbalist	20
Tea	100	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Chanterelles		25	E
Description			
A shelf like Mushroom growing in clusters			
Edible Parts			
All parts are edible and often used to mix in with meat like chicken to add flavor to the meat or even added to scrambled eggs.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	200	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Cherry, Plum, Apricot		20	W,E,P,M,D
Description			
A massive flowering tree that has pink/white/ Purple blossoms depending on the type of fruit it bears. These trees are said to be symbols of time and mystical in their properties. After the bloom falls it builds into a fruit some small red, others Yellow and some purple.			
Edible Parts			
The fruit of the tree is edible and sought as a delicious flavor. The flowers are also edible in moderation. They can also be used to process weak liquor (See wine in item rules for effect). The Wood is also said to burn the flowers sweet smell into food.			
Caution		Threat ID DC	20
A large dosage of the flower can cause illness DC 10 Fort vs. Sickness			
Other Uses		Other Use DC	35
The Flowers are widely sought for both their beauty and smell thus making a perfume or fine powder is often sought by those with great wealth. Also the Extract of the fruit is often used to make bitter medicine in the form of potions. (See Item Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farming / Survival	30
Liquor	700	Cooking / Chemistry	30
Perfume	1000	Chemistry	40
Flower	500	Prof. Farming / Prof. Herbalist	10
Seed	50	Prof. Farming	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Chicory		25	E,M
Description			
This plant grows up to 1.8 meters tall. It has leaves clustered at the base of the stem and some leaves on the stem. The base leaves resemble those of the dandelion. The flowers are sky blue and stay open only on sunny days. Chicory has a milky juice.			
Edible Parts			
All parts are edible. Eat the young leaves as a salad or boil to eat as a vegetable. Cook the roots as a vegetable. For use as a coffee substitute, roast the roots until they are dark brown and then pulverize them.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Prof. Farming	20
Coffee	100	Cooking	20

Name		Identify DC	Uses
Chestnut		20	E, W
Description			
The European chestnut is usually a large tree, up to 18 meters in height.			
Edible Parts			
Chestnuts are highly useful as survival food. Ripe nuts are usually picked in autumn, although unripe nuts picked while green may also be used for food. Perhaps the easiest way to prepare them is to roast the ripe nuts in embers. Cooked this way, they are quite tasty, and you can eat large quantities. Another way is to boil the kernels after removing the outer shell. After being boiled until fairly soft, you can mash the nuts like potatoes.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Nuts	200	Prof. Farming / Survival	30

Name		Identify DC	Uses
Chili pepper		20	E,S,M
Description			
The fruit is eaten raw or cooked for its fiery hot flavor, concentrated along the top of the pod. The stem end of the pod has most of the glands that produce the capsaicin			
Edible Parts			
The Fruit can be eaten raw or cooked			
Other Uses	Other Use DC		25
The capsaicin can be used as a medical to cure pain and also can be used to make a mace. (See Items Rules for uses in Potions)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Farming / Herbalist / Survival	10
Spice	100	Prof. Herbalist	20
Mace	2000	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Chufa		25	E, M
Description			
This very common plant has a triangular stem and glasslike leaves. It grows to a height of 20 to 60 centimeters. The mature plant has a soft fur like bloom that extends from a whorl of leaves. Tubers 1 to 2.5 centimeters in diameter grow at the ends of the roots.			
Edible Parts			
The tubers are edible raw, boiled, or baked. You can also grind them and use them as a coffee substitute.			
Products	Product Value	Skill to Harvest/Craft	DC
Reeds	50	Craft Item	10
Coffee	100	Cooking	20
Tuber	150	Survival	30

Name		Identify DC	Uses
Clove		15	S, M
Description			
The English name derives from Latin <i>calves</i> 'nail' as the buds vaguely resemble small irregular nails in shape.			
Other Uses		Other Use DC	30
Clove is used in place of tobacco for smoking			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist/ Survival	10
Tobacco	150	Craft Item	20
Four Leaf Clover	100	Prof. Herbalist / Search	50

Name		Identify DC	Uses
Cocoa Bean		25	E, W, D
Description			
A small tree with a Leathery Reddish yellow pod and broad dark green leaves.			
Edible Parts			
The plant is not edible but once the pods are fermented and cooked they become Cocoa powder which can be turned around and used to make Chocolate.			
Other Uses		Other Use DC	25
It is widely known that the chocolate has healing properties. The powder can be crafted into potions. (See Item Rules for Uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Bean	50	Prof. Farming	30
Cocoa Powder	100	Cooking	20
Chocolate	200	Cooking	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name	Identify DC	Uses	
Coconut	15	W, E, M, D	
Description			
This tree has a single, narrow, tall trunk with a cluster of very large leaves at the top. Each leaf may be over 6 meters long with over 100 pairs of leaflets.			
Edible Parts			
The nut is a valuable source of food. The milk of the young coconut is rich in sugar and vitamins and is an excellent source of liquid. The nut meat is also nutritious but is rich in oil. To preserve the meat, spread it in the sun until it is completely dry.			
Other Uses	Other Use DC	25	
Use coconut oil craft DC chemical to cook and to protect metal objects from corrosion. Also use the oil to treat saltwater sores, sunburn, and dry skin. Use the oil in improvised torches. Use the tree trunk as building material and the leaves as thatch. Hollow out the large stump for use as a food container. The coconut husks are good flotation devices and the husk's fibers are used to weave ropes and other items. Use the gauzelike fibers at the leaf bases as strainers or use them to weave a bug net or to make a pad to use on wounds. The husk makes a good abrasive. Dried husk fiber is an excellent tinder. A smoldering husk helps to repel mosquitoes. Smoke caused by dripping coconut oil in a fire also repels mosquitoes. To render coconut oil, put the coconut meat in the sun, heat it over a slow fire, or boil it in a pot of water. Coconuts washed out to sea are a good source of fresh liquid for the sea survivor. (For potion use see Item Rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Coconut	100	Prof. Farming / Survival	30
Oil	50	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A
Fresh Water	50	Survival	30
Rope	100	Craft Items	20
Husk	5	Survival	10

Name	Identify DC	Uses	
Coffee Bean	25	W, E	
Description			
A Small Woody Tree with Pinkish to purple pods, and broad oval leaves.			
Edible Parts			
The pods are difficult and unadvised to eat until they are roasted to make a bean. The bean can then be grounded and processed into a cup of coffee			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Coffee	100	Cooking	20
Bean	500	Prof. Farming	20

Name		Identify DC	Uses
Common jujube		20	E
Description			
The common jujube is either a deciduous tree growing to a height of 12 meters or a large shrub, depending upon where it grows and how much water is available for growth. Its branches are usually spiny. Its reddish-brown to yellowish-green fruit is oblong to ovoid, 3 centimeters or less in diameter, smooth, and sweet in flavor, but has rather dry pulp around a comparatively large stone. Its flowers are green.			
Edible Parts			
The pulp, crushed in water, makes a refreshing beverage. If time permits, you can dry the ripe fruit in the sun like dates. Its fruits are high in vitamins A and C.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	20
Tea	100	Cooking	10

Name		Identify DC	Uses
Corn		15	E, M
Description			
A tall green stalk with large leafy pods holding a yellow seed covered cob.			
Edible Parts			
Eaten raw or cooked the Corn is a great source of many foods, It can be crushed into a powder Corn Meal, Or the seeds can be dried and rolled in oil to later be popped into popcorn.			
Other Uses		Other Use DC	25
The uses of the corn are practically endless but the main ones are it can be boiled down to a fuel source Ethanol and Also the seeds can be dried out then used as animal feed. The cob can also be used to craft items as well.			
Products	Product Value	Skill to Harvest/Craft	DC
Corn	150	Prof. Farming	20
Popcorn	200	Cooking	25
Meal	150	Cooking	30
Feed	100	Prof. Rancher / Prof. Farming	30
Ethanol	20,000	Chemistry	40
Materials	100	Craft Items	40

Name		Identify DC	Uses
Cotton		15	M
Description			
A small reedy plant that woody and bears a fine white material over hard pointy seeds.			
Other Uses		Other Use DC	20
The fine white material can be processed into yarn or string for sewing, The seed can be used as a sharp barb in sling shots or slings. Crushing the seeds produces a oil that can be used in cooking.			
Products	Product Value	Skill to Harvest/Craft	DC
Seeds	50	Prof. Farming	30
Cotton	50	Prof. Farming	30
Yarn	250	Craft Item	20
String	500	Craft Item	30
Oil	1000	Cooking	30

Name		Identify DC	Uses
Cowage		25	M, D, E, P
Description			
A vine like plant that grows about trees and other plants with pea like beans as its fruit.			
Edible Parts			
Boil and roast the peas to make a coffee like drink.			
Caution		Threat ID DC	40
Eating the beans raw are poisonous (DC 20 2d6 an hour for 1d12 hours)			
Other Uses		Other Use DC	40
As always the vine of the plant works as a rope replacement on its own but grinding the beans once roasted and boiled they can be made into a aphrodisiac or antidepressant. (See Item Rules for potion uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Bean	10	Prof. Farming / Survival	10
Coffee	100	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A
Vine	50	Craft Items	30

Name		Identify DC	Uses
Cranberry		20	D, E
Description			
This plant has tiny leaves arranged alternately. Its stem creeps along the ground. Its fruits are red berries.			
Edible Parts			
The berries are very tart when eaten raw. Cook in a small amount of water and add sugar, if available, to make a jelly /jam.			
Other Uses		Other Use DC	40
Cranberries may act as a diuretic. They are useful for treating urinary tract infections. Thus it is used in crafting potions, (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	40
Jam/Jelly	100	Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Crowberry		25	E
Description			
This is a dwarf evergreen shrub with short needlelike leaves. It has small, shiny, black berries that remain on the bush throughout the winter.			
Edible Parts			
The fruits are edible fresh or can be dried for later use.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Farming/ Herbalist / Survival	25

Name		Identify DC	Uses
Cucumber		15	E
Description			
A Small Ground Vine with little yellow flowers and Small greenish gourds			
Edible Parts			
The gourds are eaten raw or pickled			
Other Uses		Other Use DC	30
Cucumbers are used in crafting of potions, (see Items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	15
Pickles	200	Cooking	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Cuipo tree		20	W, M
Description			
This is a very dominant and easily detected tree because it extends above the other trees. Its height ranges from 45 to 60 meters. It has leaves only at the top and is bare 11 months out of the e clean end to your mouth or canteen and raise the other. The water from this tree tastes like potato water.			
Other Uses		Other Use DC	25
Use young saplings and the branches' inner bark to make rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	50
Rope	100	Craft Item	20

Name		Identify DC	Uses
Dandelion		10	M, E
Description			
Dandelion leaves have a jagged edge, grow close to the ground, and is seldom more than 20 centimeters long. Its flowers are bright yellow. There are several dandelion species			
Edible Parts			
All parts are edible. Eat the leaves raw or cooked. Boil the roots as a vegetable. Roots roasted and ground is a good coffee substitute. Dandelions are high in vitamins A and C and in calcium.			
Other Uses		Other Use DC	40
Use the white juice in the flower stems as glue.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	10	Prof. Herbalist / Survival	10
Glue	100	Chemistry	35

Name		Identify DC	Uses
Date palm		20	W, E, M
Description			
The date palm is a tall, un branched tree with a crown of huge, compound leaves. Its fruit is yellow when ripe.			
Edible Parts			
Its fruit is edible fresh but is very bitter if eaten before it is ripe. You can dry the fruits in the sun and preserve them for a long time.			
Other Uses		Other Use DC	20
The trunks provide valuable building material in desert regions where few other treelike plants are found. The leaves are durable and you can use them for thatching and as weaving material. The base of the leaves resembles coarse cloth that you can use for scrubbing and cleaning.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farmer / Survival	10
Leaves	10	Craft Item / Survival	20

Name		Identify DC	Uses
Daylily		20	E
Description			
This plant has unspotted, tawny blossoms that open for 1 day only. It has long, sword like, green basal leaves. Its root is a mass of swollen and elongated tubers.			
Edible Parts			
The young green leaves are edible raw or cooked. Tubers are also edible raw or cooked. You can eat its flowers raw, but they taste better cooked. You can also fry the flowers for storage.			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	150	Farming / Herbalist / Survival	20
Flower	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Death Cap		40	P
Description			
A large top with bright colors and a tall stalk			
Caution		Threat ID DC	40
Looking similar to many edible mushrooms it causes the liver to breakdown and be destroyed. It is one of the highly deadliest mushrooms in the world 3d8 a round for 2d20 rounds Resistance DC 25, Processing the poison has shown no real effect			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Herbalist	40

Name		Identify DC	Uses
Death camas, death lily		25	P
Description			
This plant arises from a bulb and may be mistaken for an onion like plant. Its leaves are grass like. Its flowers are six-parted and the petals have a green, heart-shaped structure on them. The flowers grow on showy stalks above the leaves.			
Caution		Threat ID DC	35
The poison does 2d8 a round damage for 1d12 minutes Resistance DC 15, the poison in raw form does 1d8 damage a round for 1d6 minutes Resistance DC 15.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist	20
Refined Poison	200	Chemistry	45

Name		Identify DC	Uses
Dill seed		25	E,S,D
Description			
It grows to 40–60 cm (16–24 in), with slender stems and alternate, finely divided, softly delicate leaves 10–20 cm (3.9–7.9 in) long			
Edible Parts			
The stems and leaves are edible raw or cooked.			
Other Uses		Other Use DC	40
Dill and Dill oil used to soothe the stomach after meals, so it's used in potion crafting (See Craft Items Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Dill	50	Prof. Herbalist	15
Potion	N/A	Chemistry (See Item rules)	N/A

Name		Identify DC	Uses
Duchesnea or Indian strawberry		20	E
Description			
The duchesnea is a small plant that has runners and three-parted leaves. Its flowers are yellow and its fruit resembles a strawberry.			
Edible Parts			
Its fruit is edible. Eat it fresh.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Farmer /Herbalist /Survival	10

Name		Identify DC	Uses
Elderberry		20	E
Description			
Elderberry is a many-stemmed shrub with opposite, compound leaves. It grows to a height of 6 meters. Its flowers are fragrant, white, and borne in large flat-topped clusters up to 30 centimeters across. Its berrylike fruits are dark blue or black when ripe.			
Edible Parts			
The flowers and fruits are edible. You can make a drink by soaking the flower heads for 8 hours, discarding the flowers, and drinking the liquid.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Prof. Farming / Survival	10
Wine	3000	Cooking (effects match Item Wine)	40
Jam/ Jelly	1000	Cooking	30

Name		Identify DC	Uses
False Morels		25	M,P
Description			
A large solitary mushroom with sponge like head.			
Caution		Threat ID DC	25
Eating the mushrooms raw can cause one to get sick doing 1d8 damage a round for 1d20 rounds. DC 15 Resistance			
Other Uses		Other Use DC	40
Processing the poison from the mushrooms creates a powerful Rocket fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Herbalist	20
Rocket Fuel	30,000	Chemistry	75

Name		Identify DC	Uses
Fireweed		20	E
Description			
This plant grows up to 1.8 meters tall. It has large, showy, pink flowers and lance shaped leaves. Its relative, the dwarf fireweed (<i>Epilobium latifolium</i>), grows 30 to 60 centimeters tall.			
Edible Parts			
The leaves, stems, and flowers are edible in the spring but become tough in summer. You can split open the stems of old plants and eat the pith raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Survival / Prof. Herbalist	30

Name		Identify DC	Uses
Fishtail palm		20	W, E
Description			
Fishtail palms are large trees, at least 18 meters tall. Their leaves are unlike those of any other palm; the leaflets are irregular and toothed on the upper margins. All other palms have either fan-shaped or featherlike leaves. Its massive flowering shoot is borne at the top of the tree and hangs downward.			
Edible Parts			
The chief food in this palm is the starch stored in large quantities in its trunk. The juice from the fishtail palm is very nourishing and you have to drink it shortly after getting it from the palm flower shoot. Boil the juice down to get a rich sugar syrup. Use the same method as for the sugar palm to get the juice. The palm cabbage may be eaten raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Sugar	200	Cooking	25
Juice	10	Cooking / Survival	10

Name		Identify DC	Uses
Foxtail grass		25	E
Description			
This weedy grass is readily recognized by the narrow, cylindrical head containing long hairs. Its grains are small, less than 6 millimeters long. The dense heads of grain often droop when ripe.			
Edible Parts			
The grains are edible raw but are very hard and sometimes bitter. Boiling removes some of the bitterness and makes them easier to eat.			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	10	Prof. Farming /Cooking	20

Name		Identify DC	Uses
Fenugreek		25	D, S
Description			
A seedy clover like plant. Used both as a herb and a Spice (makes curry)			
Other Uses		Other Use DC	40
Can be to promote milk production in women and crafted into a natural hormone it also can be used to make a low cost maple syrup. The medical properties have this used in potion crafting (See item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	10
Syrup	150	Cooking	30
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Garlic		20	E, G, M, D
Description			
<i>Allium cernuum</i> is an example of the many species of garlic.			
Edible Parts			
The bulbs and young leaves are edible raw or cooked. Use in soup or to flavor meat.			
Other Uses		Other Use DC	25
Garlic juice works as an antibiotic on wounds. Due to this it's used in potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Garlic	50	Farming/ Herbalist / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Goa bean		25	E
Description			
The Goa bean is a climbing plant that may cover small shrubs and trees. Its bean pods are 22 centimeters long, its leaves 15 centimeters long, and its flowers are bright blue. The mature pods are 4-angled, with jagged wings on the pods.			
Edible Parts			
You can eat the young pods like string beans. The mature seeds are a valuable source of protein after parching or roasting them over hot coals. You can germinate the seeds (as you can many kinds of beans) in damp moss and eat the resultant sprouts. The thickened roots are edible raw. They are slightly sweet, with the firmness of an apple. You can also eat the young leaves as a vegetable, raw or steamed.			
Products	Product Value	Skill to Harvest/Craft	DC
Beans	150	Herbalist / Farmer / Survival	20
Leaves	5	Prof. Herbalist /Survival	10

Name		Identify DC	Uses
Ginger		20	E,D
Description			
Ginger produces clusters of white and pink flower buds that bloom into yellow flowers			
Edible Parts			
The root is edible yet bitter in taste.			
Other Uses		Other Use DC	40
Ginger can help ease nausea from chemotherapy. Due to its medical use its used for crafting potions. (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Potion	N/A	Chemistry (See Item Rules)	N/A
Root	200	Herbalist / Farmer / Survival	30

Name		Identify DC	Uses
Ginseng		25	D
Description			
also known as Ginnsuu in some regions of Asia, mainly China, is any one of eleven distinct species of slow-growing perennial plants with fleshy roots			
Other Uses		Other Use DC	45
Aids digestion, cures hepatitis C, lowers blood pressure, increases stamina. Due to its medical use its used to craft potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Root	100	Herbalist / Farming / Survival	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Grape vine		20	E,M
Description			
The grape vine climbs with the aid of tendrils. Most grape vines produce deeply lobed leaves similar to the cultivated grape. Grapes grow in pyramidal; hangings bunch and are black-blue to amber, or white when ripe.			
Edible Parts			
The ripe grape is the portion eaten. Grapes are rich in natural sugars and, for this reason, are much sought after as a source of energy-giving wild food. None are poisonous.			
Other Uses		Other Use DC	40
You can obtain water from severed grape vine stems. Cut off the vine at the bottom and place the cut end in a container. Make a slant-wise cut into the vine about 1.8 meters upon the hanging part. This cut will allow water to flow from the bottom end. As water diminishes in volume, make additional cuts further down the vine. For wine see (Item Rules for the effects)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	30
Fresh Water	50	Survival	20
Wine	3000	Cooking / Chemistry (See items)	N/A

Name		Identify DC	Uses
Grapefruit		20	E,D,W
Description			
These evergreen trees are usually found at around 5–6 meters (16–20 ft) tall, although they can reach 13–15 meters (43–49 ft). The leaves are dark green, long (up to 150 mm, or 6 inches) and thin. It produces 5 cm (2 in) white four-petal flowers. The fruit is yellow-orange skinned and largely an sphere shaped fruit; it ranges in diameter from 10–15 cm. The flesh is segmented and acidic, varying in color depending on the cultivars, which include white, pink and red pulps of varying sweetness.			
Edible Parts			
The fruit is edible			
Other Uses		Other Use DC	20
The high content of Vitamin C in this fruit makes it a great source to be used in creating a vitamin to help fight off diseases. This sets this as an ingredient for potions for uses (See Item rules)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	200	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Green Bean		15	E
Description			
Short plants, growing to approximately two feet in height, without requiring supports. They generally reach maturity and produce all of their fruit in a relatively short period of time, then cease to produce. Gardeners may grow more than one crop of bush beans in a season.			
Edible Parts			
The Beans pods of the plant are edible cooked or even eaten raw			
Products	Product Value	Skill to Harvest/Craft	DC
Bean Pod	100	Prof. Farming / Survival	10
Seed	50	Prof. Farming	10

Name		Identify DC	Uses
Green Pepper		10	E
Description			
A small Vine-like plant with Large green fruit in the form of a bell			
Edible Parts			
The fruit is edible and often when its green its considered to be best eaten raw but can be cooked as well			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	10
Seed	20	Prof. Farming	20

Name		Identify DC	Uses
Green seaweed		10	E,D
Description			
Most common type of seaweed in the world, often found washing ashore but can be found in tidal pools and calmer ocean waters. It contains high amounts of Iodine, Calcium, and Magnesium.			
Edible Parts			
The whole plant is edible as long as its boiled and/or baked.			
Other Uses		Other Use DC	35
Boiling the plant produces Iodine which can be used to clean and treat injuries, burning it to a powder creates a calcium powder also good for medical treatments of bone fractures. Due to its medical use it can be used to craft potions to see uses (See Item Rules) to get use listings.			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	50	Fisherman / Survival /Farmer	30
Iodine	1500	Chemistry	20
Potion	500	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Hackberry		25	W,E
Description			
Hackberry trees have smooth, gray bark that often has corky warts or ridges. The tree may reach 39 meters in height. Hackberry trees have long-pointed leaves that grow in two rows. This tree bears small, round berries that can be eaten when they are ripe and fall from the tree. The wood of the hackberry is yellowish.			
Edible Parts			
Its berries are edible when they are ripe and fall from the tree.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Fruit	150	Prof. Farmer / Survival	40

Name		Identify DC	Uses
Hazelnut or wild filbert		20	W,E
Description			
Hazelnuts grow on bushes 1.8 to 3.6 meters high. One species in Turkey and another in China are large trees. The nut itself grows in a very bristly husk that conspicuously contracts above the nut into a long neck. The different species vary in this respect as to size and shape.			
Edible Parts			
Hazelnuts ripen in the autumn when you can crack them open and eat the kernel. The dried nut is extremely delicious. The nut's high oil content makes it a good survival food. In the unripe stage, you can crack them open and eat the fresh kernel.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	150	Prof. Lumberjack/ Survival	10
Nuts	10	Prof. Farmer / Survival	20

Name		Identify DC	Uses
Hemlock, fool's parsley		40	P
Description			
This biennial herb may grow to 2.5 meters high. The smooth, hollow stem may or may not be purple or red striped or mottled. Its white flowers are small and grow in small groups that tend to form flat umbels. Its long, turnip like taproot is solid.			
Caution		Threat ID DC	40
This plant is very poisonous and even a very small amount may cause death. This plant is easy to confuse with wild carrot or Queen Anne's lace, especially in its first stage of growth. Wild carrot or Queen Anne's lace has hairy leaves and stems and smells like carrot. Poison hemlock does not. The poison in its raw form does 1d4 END damage for 1d6 minutes Resist DC 20. Refined the poison will do 1d6 END for 1d12 minutes Resistance DC 25.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	15
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Hops		25	E,M
Description			
The female flowers (often called "cones") of <i>H. lupulus</i> are known as hops, and are used as a culinary flavoring and stabilizer, especially in the brewing of beer			
Edible Parts			
The hops can be ground up and becomes flour, or boiled to make Ale, Also can be used to make a sleep aid. For Ale and Beer (See Item Rules) for its effect and its use in potions.			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	50	Prof. Farming / Cooking	10
Ale/Beer	300	Cooking / Chemistry (Item Rules)	N/A
Potion	N/A	Chemistry (See Items Rules)	

Name		Identify DC	Uses
Horseradish tree		20	W, E, S
Description			
This tree grows from 4.5 to 14 meters tall. Its leaves have a fernlike appearance. Its flowers and long, pendulous fruits grow on the ends of the branches. Its fruit (pod) looks like a giant bean. Its 25-to 60-centimeter-long pods are triangular in cross section, with strong ribs. Its roots have a pungent odor.			
Edible Parts			
The leaves are edible raw or cooked, depending on their hardness. Cut the young seedpods into short lengths and cook them like string beans or fry them. You can get oil for frying by boiling the young fruits of palms and skimming the oil off the surface of the water. You can eat the flowers as part of a salad. You can chew fresh, young seedpods to eat the pulpy and soft seeds. The roots may be ground as a substitute for seasoning similar to horseradish.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	15
Leaves	5	Survival	20
Pods	50	Prof. Herbalist / Survival	20
Horseradish	200	Cooking	30
Root	100	Prof. Herbalist / Survival	30
Flower	100	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Iceland moss		25	E, D
Description			
All parts of the Iceland moss are edible. During the winter or dry season, it is dry and crunchy but softens when soaked. Boil the moss to remove the bitterness. After boiling, eat by itself or add to milk or grains as a thickening agent, This moss grows only a few inches high. Its color may be gray, white, or even reddish.			
Edible Parts			
Dried plants store well.			
Other Uses		Other Use DC	40
The moss has a great resistance to cold temps making it good for potion use, (See item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Indian potato or Eskimo potato		25	E
Description			
All Claytonia species are somewhat fleshy plants only a few centimeters tall, with showy flowers about 2.5 centimeters across.			
Edible Parts			
The tubers are edible but you should boil them before eating.			
Products	Product Value	Skill to Harvest/Craft	DC
Potato	150	Farming / Herbalist / Survival	25

Name		Identify DC	Uses
Indonesian Cinnamon		25	S, W
Description			
Is a small evergreen tree belonging to the family, the spice obtained from the tree's bark			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	10
Cinnamon	100	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Irish moss		15	E,D
Description			
A greenish, yellow and purple seaweed found through the tidal pools and calmer waters of the ocean, the plant carries strong amounts of Iodine and sulfur within its steams.			
Edible Parts			
The whole plant is edible once boiled or baked.			
Other Uses		Other Use DC	25
Boiling the plant can produce Iodine which can be used to clean and treat wounds. Burning it to ash can create a sulfur powder that can be used to create a chemical stink bomb or flash powder. Stink bomb does DC 15 Resistance vs sickness. Flash powder DC 15 Resistance vs Blindness.			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	50	Survival / Fishing / Farming	20
Iodine	1500	Chemistry	40
Stink bomb	200	Chemistry	25
Flash Powder	500	Chemistry	35

Name		Identify DC	Uses
Ivy, Poison / Poison ivy and poison oak		25	P, D
Description			
These two plants are quite similar in appearance and will often crossbreed to make a hybrid. Both have alternate, compound leaves with three leaflets. The leaves of poison ivy are smooth or serrated. Poison oak's leaves are lobed and resemble oak leaves. Poison ivy grows as a vine along the ground or climbs by red feeder roots. Poison oak grows like a bush. The greenish white flowers are small and inconspicuous and are followed by waxy green berries that turn waxy white or yellow, then gray.			
Caution		Threat ID DC	25
All parts, at all times of the year, can cause serious contact dermatitis. Causes rash that does 1d4 damage a day for 1d6 days DC 20 Resistance. Itching Powder 1d12 damage for 1d12 hours DC 20 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Survival / Prof. Herbalist	30
Itching Powder	1000	Chemistry	45

Name		Identify DC	Uses
Jack-O-Lantern		25	P,D
Description			
A shelf like Mushroom found in clumps on trees. Bright Orange in color.			
Edible Parts			
Caution		Threat ID DC	25
While Not deadly the mushroom causes great pain and sickness. DC 20 Resistance vs. Illness			
Other Uses		Other Use DC	45
A very skilled Chemist can make a Strong Healing effect but it's very difficult to weed out the poison. Due to this the mushroom can be used in potions, (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	50	Prof. Herbalist	50
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Jasmine		20	S,M,E
Description			
Small shrubs or vines that grow olive like flowers			
Edible Parts			
The leaves are edible and used in spices.			
Other Uses		Other Use DC	20
Jasmine can be made in to a fine perfume that is well loved			
Products	Product Value	Skill to Harvest/Craft	DC
Spice	200	Prof. Herbalist / Pro. Farmer	10
Perfume	5000	Chemistry	40
Flower	50	Prof. Herbalist	20

Name		Identify DC	Uses
Juniper		25	W,E,M
Description			
Junipers, sometimes called cedars, are trees or shrubs with very small, scale like leaves densely crowded around the branches. Each leaf is less than 1.2 centimeters long. All species have a distinct aroma resembling the well-known cedar. The berrylike cones are usually blue and covered with a whitish wax.			
Edible Parts			
The berries and twigs are edible. Eat the berries raw or roast the seeds to use as a coffee substitute. Use dried and crushed berries as a seasoning for meat. Gather young twigs to make a tea.			
Other Uses		Other Use DC	20
Sap can be used as a Resin or glue			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	15
Fruit	150	Farmer / Herbalist / Survival	20
Tea	100	Cooking	10
Coffee	100	Cooking	25
Glue/Resin	100	Chemistry	20

Name		Identify DC	Uses
Kale, Spring Lettuce, Collards		20	E,D
Description			
Green or purple, in which the central leaves do not form a head. It is considered to be closer to wild cabbage than most domesticated forms			
Edible Parts			
The entire leaf is edible raw or cooked it is mainly eaten cooked			
Other Uses		Other Use DC	40
The vitamins in this plant while not useful on its own can be used to help potions out, (See Items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farming / Survival	20
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Kelp		15	E,D
Description			
A large seaweed found in vast areas of ocean.			
Edible Parts			
The whole plant is edible once boiled			
Other Uses		Other Use DC	25
Once the plant is burned to ash the ash is the chemical Sodium Carbonate Which has many medical uses, (see item rules for uses in potions)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Fishing / Survival / Farming	30
Potion	N/A	Chemistry	N/A

Name		Identify DC	Uses
Lavender		20	S,E,M,D
Description			
are a genus of 39 species of flowering plants in the mint family known for their purple flowers			
Edible Parts			
The plant is edible but is more used for a spice for flavoring			
Other Uses		Other Use DC	25
Lavender is used for its smell as a perfume, but also is used as a drug for medical use, for that reason it can be used in potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Herbalist /Farmer/ Survival	10
Perfume	5000	Chemistry	40
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Lemon		20	E,W,D,M
Description			
a small evergreen tree native to Asia, and the tree's oval yellow fruit.			
Edible Parts			
The fruit of the plant is edible all be it very bitter. It can be made into candy served to flavor foods even made into fruit juice.			
Other Uses		Other Use DC	20
Healing properties of the lemon juice can cure sores and wounds The Strong vitamin content can be used to make Vitamins. The Juice can be made into a simple weak acid spray that deters bugs that does 2d10 to Insects of END per use. Lastly the Juice holds strong germ cleansing properties Granting a +30 profession maid skill. For the healing properties (see item rules) for uses.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Fruit	150	Prof. Farmer / Survival	15
Potion	N/A	Chemistry (See Item Rules)	N/A
Insecticide	500	Chemistry	25
Cleaning Solution	300	Chemistry / Prof. Maid	20
Seeds	50	Prof. Farming	30

Name		Identify DC	Uses
Lemongrass		25	S,E,D
Description			
A bushy patch of citrus flavored grass			
Edible Parts			
The whole plant is edible.			
Other Uses		Other Use DC	25
Lemongrass has strong healing properties and can be used as Medicine, its used in potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Grass	50	Prof. Herbalist / Survival	50
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Lettuce		20	E
Description			
a temperate annual or biennial plant of the daisy family. It is most often grown as a leaf vegetable.			
Edible Parts			
The plant is fully edible raw and is often eaten that way.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Farmer	10

Name		Identify DC	Uses
Licorice, Liquorice		25	S,E,D
Description			
A small fern like plant with pods			
Edible Parts			
The pods are edible			
Other Uses	Other Use DC	25	
As well as a spice, Licorice has been use through out time as a healing plant for coughs and soars, due to this they are a useful ingredient in potions, (See Item Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Pods	50	Farming / Herbalist/ Survivor	10
Plant	100	Prof. Farming /Prof. Herbalist	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Lime		20	W,E,M
Description			
a small evergreen tree native to Asia, and the tree's oval green fruit.			
Edible Parts			
The fruit is edible raw and can be made into candy, flavoring or even a fruity drink			
Other Uses	Other Use DC	20	
Unlike its cousin Lemons Limes only have one extra use and that's the juice makes a fine perfume			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	10
Fruit	150	Prof. Farming / Survival	20
Perfume	2000	Chemistry	35

Name		Identify DC	Uses
Lotus		20	E, M
Description			
There are two species of lotus: one has yellow flowers and the other pink flowers. The flowers are large and showy. The leaves, which may float on or rise above the surface of the water, often reach 1.5 meters in radius. The fruit has a distinctive flattened shape and contains up to 20 hard seeds.			
Edible Parts			
All parts of the plant are edible raw or cooked. The underwater parts contain large quantities of starch. Dig the fleshy portions from the mud and bake or boil them. Boil the young leaves and eat them as a vegetable. The seeds have a pleasant flavor and are nutritious. Eat them raw, or parch and grind them into flour.			
Other Uses		Other Use DC	20
Lotus can be used to make perfume.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Prof. Herbalist / Survivor	20
Rare Color	+250	N/A	N/A
Flour	100	Cooking	25
Perfume	5000	Chemistry	40

Name		Identify DC	Uses
Lantana		25	P
Description			
Lantana is a shrub-like plant that may grow up to 45 centimeters high. It has opposite, round leaves and flowers borne in flat-topped clusters. The flower color (which varies in different areas) may be white, yellow, orange, pink, or red. It has a dark blue or black berrylike fruit. A distinctive feature of all parts of this plant is its strong scent.			
Edible Parts			
Caution		Threat ID DC	40
All parts of this plant are poisonous if eaten and can be fatal. This plant causes dermatitis in some individuals. Raw Poison does 1d6 END damage a round for 1d4 rounds Resistance DC 15, Refined the poison does 1d12 End damage a round for 1d6 rounds Resistance DC 20			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	5	Prof. Herbalist	10
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Laver		20	E, D
Description			
A seaweed that has great values in the form of Iodine and Iron. Most commonly known as Japanese Nori. It's a great source of vitamins needed and lays easily in tidal pools and calm ocean watery areas.			
Edible Parts			
The whole plant is edible once it has been boiled or baked.			
Other Uses		Other Use DC	20
Boiling the plant can produce a medically used version of Iodine that can be used to clean wounds and treat infection. The product can be used in crafting potions. (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	10	Fishing / Farming / Survival	30
Iodine	30	Chemistry	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Manchineel		40	P, W
Description			
Manchineel is a tree reaching up to 15 meters high with alternate, shiny green leaves and spikes of small greenish flowers. Its fruits are green or greenish-yellow when ripe.			
Caution		Threat ID DC	45
This tree is extremely toxic. It causes severe dermatitis in most individuals after only .5 hour. Even water dripping from the leaves may cause dermatitis. The smoke from burning it irritates the eyes. No part of this plant should be considered a food. Poison Liquid Resistance Dc 20 and does 2d8 damage a minute for 1d20 minutes, Poison Gas grants Blindness and does 3d8 damage a round for 1d12 rounds DC 20 Resistance			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack	50
Poison Gas	2000	Chemistry	60
Poison Liquid	1000	Chemistry	40

Name		Identify DC	Uses
Mango		20	W, E
Description			
This tree may reach 30 meters in height. It has alternate, simple, shiny, dark green leaves. Its flowers are small and inconspicuous. Its fruits have a large single seed. There are many cultivated varieties of mango. Some have red flesh, others yellow or orange, often with many fibers and a kerosene taste.			
Edible Parts			
The fruits are a nutritious food source. The unripe fruit can be peeled and its flesh eaten by shredding it and eating it like a salad. The ripe fruit can be peeled and eaten raw. Roasted seed kernels are edible.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	30
Fruit	100	Prof. Farming / Survival	30

Name		Identify DC	Uses
Manioc		20	E, M
Description			
Manioc is a perennial shrubby plant, 1 to 3 meters tall, with jointed stems and deep green, fingerlike leaves. It has large, fleshy rootstocks.			
Edible Parts			
The rootstocks are full of starch and high in food value. Two kinds of manioc are known: bitter and sweet. Both are edible. The bitter type contains poisonous hydrocyanic acid. To prepare manioc, first grind the fresh manioc root into a pulp, then cook it for at least 1 hour to remove the bitter poison from the roots. Then flatten the pulp into cakes and bake as bread. Manioc cakes or flour will keep almost indefinitely if protected against insects and dampness. Wrap them in banana leaves for protection.			
Products	Product Value	Skill to Harvest/Craft	DC
Root	50	Prof. Herbalist / Survival	40
Flour	100	Cooking	25

Name		Identify DC	Uses
Marsh marigold		20	E
Description			
This plant has rounded, dark green leaves arising from a short stem. It has bright yellow flowers.			
Edible Parts			
All parts are edible if boiled.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	10
Flower	50	Prof. Herbalist / Survival	10

Name		Identify DC	Uses
Morels		20	E,M
Description			
A large solitary mushroom with sponge like head.			
Edible Parts			
The whole plant is edible but must be cooked			
Caution	Threat ID DC	25	
Eating the mushrooms raw can cause one to get sick doing 1d8 damage a round for 1d20 rounds. Cooking the mushroom destroys the poison DC 15 Resistance to avoid effects.			
Other Uses	Other Use DC	40	
Processing the poison from the mushrooms creates a powerful Rocket fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Prof. Herbalist / Survival	10
Rocket Fuel	30,000	Chemistry	75

Name		Identify DC	Uses
Mulberry		20	E,M,P,D
Description			
This tree has alternate, simple, often lobed leaves with rough surfaces. Its fruits are blue or black and many seeded.			
Edible Parts			
The fruit is edible raw or cooked. It can be dried for eating later.			
Caution	Threat ID DC	40	
When eaten in quantity, mulberry fruit acts as a laxative. Green, unripe fruit can be hallucinogenic and cause extreme nausea and cramps. DC 15 Will vs. Illusions for 1d6 hours The properties can be refined to make a poison that does DC20 Will vs Illusions for 1d10 hours.			
Other Uses	Other Use DC	25	
You can shred the inner bark of the tree and use it to make twine or cord.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Herbalist / Farmer/ Survival	20
Twine	100	Craft Item	20
Illusion Poison	2000	Chemistry	40

Name		Identify DC	Uses
Mushtake		40	E
Description			
A long stemmed Mushroom with a tall brown cap			
Edible Parts			
This highly prized mushroom is a rare treat to many and can rarely be found through out the world. It has the taste of the highest quality truffles.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	50,000	Herbalist / Farming / Survival	30

Name		Identify DC	Uses
Mustard		25	E,M,S
Description			
A tall yellow flowering plant with many flowers on a stem			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	25
On top of making Mustard spice, it also can be used to make Mustard Gas a deadly Chemical Gas (See Item Rules for effect and use)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Herbalist/ Farmer / Survival	20
Mustard	150	Cooking (crit. failure makes gas)	40
Mustard Gas	2500	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Nettle		20	E, M
Description			
These plants grow several feet high. They have small, inconspicuous flowers. Fine, hairline bristles cover the stems, leafstalks, and undersides of leaves. The bristles cause a stinging sensation when they touch the skin.			
Edible Parts			
Young shoots and leaves are edible. Boiling the plant for 10 to 15 minutes destroys the stinging element of the bristles. This plant is very nutritious.			
Other Uses		Other Use DC	20
Mature stems have a fibrous layer that you can divide into individual fibers and use to weave string or twine.			
Products	Product Value	Skill to Harvest/Craft	DC
Shoots	50	Prof. Herbalist / Survival	30
Twine	100	Craft Item	20

Name		Identify DC	Uses
Nipa palm		20	E, M
Description			
This palm has a short, mainly underground trunk and very large, erect leaves up to 6 meters tall. The leaves are divided into leaflets. A flowering head forms on a short erect stem that rises among the palm leaves. The fruiting (seed) head is dark brown and may be 30 centimeters in diameter.			
Edible Parts			
The young flower stalk and the seeds provide a good source of water and food. Cut the flower stalk and collect the juice. The juice is rich in sugar. The seeds are hard but edible.			
Other Uses		Other Use DC	20
The leaves are excellent as thatch and coarse weaving material.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	10	Craft Items	10
Seed	50	Herbalist / Farming / Survival	20
Juice	100	Survival	30

Name		Identify DC	Uses
Nutmeg		25	E,S,D,W
Description			
A small tree with a egg like nut and small white flowers			
Edible Parts			
The nut is edible but commonly used as a spice.			
Other Uses		Other Use DC	25
On top as a Spice Nutmeg can be made into a drug that causes dizziness, and nausea. DC 15 Resistance DC, causes Dazed effect for 1d8 rounds			
Products	Product Value	Skill to Harvest/Craft	DC
Nut	150	Prof. Herbalist/ Survival	15
Wood	10	Prof. Lumberjack / Survival	10
Drug	1500	Chemistry	40

Name		Identify DC	Uses
Oak		15	W, E, M
Description			
Oak trees have alternate leaves and acorn fruits. There are two main groups of oaks: red and white. The red oak group has leaves with bristles and smooth bark in the upper part of the tree. Red oak acorns take 2 years to mature. The white oak group has leaves without bristles and a rough bark in the upper portion of the tree. White oak acorns mature in 1 year.			
Edible Parts			
All parts are edible, but often contain large quantities of bitter substances. White oak acorns usually have a better flavor than red oak acorns. Gather and shell the acorns. Soak red oak acorns in water for 1 to 2 days to remove the bitter substance. You can speed up this process by putting wood ashes in the water in which you soak the acorns. Boil the acorns or grind them into flour and use the flour for baking. You can use acorns that you baked until very dark as a coffee substitute			
Other Uses		Other Use DC	40
Oak bark soaked in water produces a tanning solution used to preserve leather.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	30
Nut	100	Prof Herbalist / Survival	20
Persevere	500	Craft Item	30
Coffee	100	Cooking	30

Name		Identify DC	Uses
Oats		15	E,M
Description			
A simple long grass with individual seeds held together by a thin strand.			
Edible Parts			
The seeds are edible raw but can be processed into flour, brand, even cooked in to a fine mush.			
Other Uses		Other Use DC	15
The plant in all make a good animal feed			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	50	Prof. Farming / Survival	10
Flour	100	Cooking	15
Seed	50	Prof. Farming	15
Feed	100	Prof. Farming / Prof. Rancher	20

Name		Identify DC	Uses
Oleander		25	W,P
Description			
This shrub or small tree grows to about 9 meters, with alternate, very straight, dark green leaves. Its flowers may be white, yellow, red, pink, or intermediate colors. Its fruit is a brown, pod like structure with many small seeds.			
Edible Parts			
Caution		Threat ID DC	40
All parts of the plant are very poisonous. Do not use the wood for cooking; it gives off poisonous fumes that can poison food. Eating does 1d3 END damage a round for 1d4 rounds, Burning wood 1d4 END damage a round for 1d8 rounds DC resistance 15 on both. Refining the poison gains access to poison Gas, 1d8 END damage a round for 1d12 rounds Resistance DC 25, Or liquid does 1d6 End a round in damage for 1d8 rounds, Resistance Dc 20			
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	50	Prof. Herbalist	20
Wood	10	Prof. Lumberjack / Survival	10
Liquid Poison	1500	Chemistry	35
Poison Gas	2000	Chemistry	45

Name		Identify DC	Uses
Olive		20	W,E,D,M
Description			
A small bushy tree with small long almost grass like leaves and little green fruits.			
Edible Parts			
While the Leaves and Oil form the tree are edible and can be used in cooking the fruits are the most edible parts. They are eaten raw or fermented to flavor.			
Other Uses		Other Use DC	20
The leaves hold some healing properties when boiled into a tea, due to its healing properties, it is used to form potions (see item rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer/ Survival	20
Pit	50	Prof. Farmer	30
Oil	1000	Cooking	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Onion		20	E, G, M, D
Description			
<i>Allium cernuum</i> is an example of the many species of onions			
Edible Parts			
The bulbs and young leaves are edible raw or cooked. Use in soup or to flavor meat.			
Other Uses		Other Use DC	25
Eating large quantities of onions will give your body an odor that will help to repel insects. Insecticide does 2d6 End Damage per use on insects.			
Products	Product Value	Skill to Harvest/Craft	DC
Onion	50	Farming / Herbalist / Survival	15
Bulb	50	Prof. Farming	10
Insecticide	100	Chemistry	30

Name		Identify DC	Uses
Orach			E
Description			
This plant is vine like in growth and has arrowhead-shaped, alternate leaves up to 5 centimeters long. Young leaves maybe silver-colored. Its flowers and fruits are small and inconspicuous.			
Edible Parts			
The entire plant is edible raw or boiled.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Orange		15	E,W,D,M
Description			
An evergreen flowering tree generally growing to 9–10 m in height (although very old specimens have reached 15 m). The leaves are arranged alternately, are ovate in shape with crenulated margins and are 4–10 cm long. It bears a orange colored fruit, a type of berry.			
Edible Parts			
The fruit is edible and can be use in a massive amount of ways from raw to seasoning, to making sweets and juice.			
Other Uses		Other Use DC	20
The Flower can be used to make Perfume, the Peel A fine Wax, The juice can be made into a Cleaning Solution which grants +30 to Profession Maid skill. Also a powerful Vitamin to fight off disease and other chemicals for health that is used in potions. (See Items Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumber / Survival	10
Fruit	150	Prof. Farming / Survival	15
Juice	200	Cooking	10
Perfume	2000	Chemistry	35
Marmalade / Jelly	1000	Cooking	25
Wax	1000	Craft Item	35
Cleaning Solution	500	Chemistry / Pro. Maid	30
Flower	500	Prof. Herbalist	10
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Oregano		20	S
Description			
A small Clover like flowering plant			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Prof. Farmer	10

Name		Identify DC	Uses
Palmetto palm		20	W, E, M
Description			
The palmetto palm is a tall, un branched tree with persistent leaf bases on most of the trunk. The leaves are large, simple, and palmate lobed. Its fruits are dark blue or black with a hard seed.			
Edible Parts			
The fruits are edible raw. The hard seeds may be ground into flour. The heart of the palm is a nutritious food source at any time. Cut off the top of the tree to obtain the palm heart.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farming / Survival	20
Seeds	5	Prof. Farming	30
Flour	100	Cooking	20

Name		Identify DC	Uses
Pangi		25	W,P
Description			
This tree, with heart-shaped leaves in spirals, reaches a height of 18 meters. Its flowers grow in spikes and are green in color. Its large, brownish, pear-shaped fruits grow in clusters.			
Edible Parts			
Caution		Threat ID DC	25
All parts are poisonous, especially the fruit. In the Raw Poison Does DC 15 Resistance 1d8 END a minute for 1d20 Minutes. Processed it does DC 20 Resistance 1d10 END a minute for 1d12 Minutes.			
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumber / Survival	30
Fruit	10	Prof. Herbalist	20
Refined Poison	500	Chemistry	35

Name		Identify DC	Uses
Papaya or pawpaw		20	E,M
Description			
The papaya is a small tree 1.8 to 6 meters tall, with a soft, hollow trunk. When cut, the entire plant exudes a milky juice. The trunk is rough and the leaves are crowded at the trunk's apex. The fruit grows directly from the trunk, among and below the leaves. The fruit is green before ripening. When ripe, it turns yellow or remains greenish with a squash like appearance.			
Edible Parts			
The ripe fruit is high in vitamin C. Eat it raw or cook it like squash. Place green fruit in the sun to make it ripen quickly. Cook the young papaya leaves, flowers, and stems carefully, changing the water as for taro.			
Caution		Threat ID DC	35
Be careful not to get the milky sap from the unripe fruit into your eyes. It will cause intense pain and temporary--sometimes even permanent--blindness. Spray does DC 20 Resistance vs Blindness for 1d12 hours, results of a 1 on the save could have blindness become more permanent.			
Other Uses		Other Use DC	40
Use the milky juice of the unripe fruit to tenderize tough meat. Rub the juice on the meat.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farmer/ Survival	10
Juice	100	Cooking	30
Blinding Spray	500	Chemistry	40

Name		Identify DC	Uses
Parsley		20	S
Description			
a stalky leafy green plant			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Pea		20	E,M
Description			
A small Vine like plant that is all green with broad leaves and a pod like bean for fruit.			
Edible Parts			
While the shoots can be eaten the seeds inside are the main dish of this plant eaten dried, or cooked it's a handy plant for adding flavor to meals.			
Other Uses		Other Use DC	40
A skilled Craftsman can process the pods chemical makeup into a new and durable material similar to glass yet less likely to shatter.			
Products	Product Value	Skill to Harvest/Craft	DC
Pod	100	Prof. Farming / Survival	10
Plant	50	Prof. Framing	10
Plastic	5,000,000	Chemistry	65

Name		Identify DC	Uses
Peach		20	E,W,M
Description			
A large tree The leaves are lanceolate, 7–16 cm (2.8–6.3 in) long, 2–3 cm (0.79–1.2 in) broad, pinnately veined. The flowers are produced in early spring before the leaves; they are solitary or paired, 2.5–3 cm diameter, pink, with five petals. The fruit has yellow or whitish flesh, a delicate aroma, and a skin that is either velvety or smooth			
Edible Parts			
The fruit of the tree is edible and can be used to season other foods or make a fruit juice with it.			
Other Uses		Other Use DC	25
The Flower of the tree can be used to make a fine perfume			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	150	Prof. Farming / Survival	20
Pit	50	Prof. Farming	30
Perfume	2000	Chemistry	35

Name		Identify DC	Uses
Peanut		20	E,M
Description			
A small green like plant low to the ground with yellow flowers a four broad leaves to a stem reaching into the ground.			
Edible Parts			
The roots are a bean grown underground sought for its high protean. The seeds in the pod are the only truly edible parts that can be eaten raw, Salted or flavored, Boiled or even processed into other means The Nuts produce a small amount of oil that can be extracted and used as a fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Nuts	100	Herbalist / Farming / Survival	20
Plant	50	Prof. Farming	10
Peanut Butter	500	Cooking	25
Flour	250	Cooking	20
Oil	1000	Cooking	40

Name		Identify DC	Uses
Pear		20	E,W,M
Description			
They are medium sized trees, reaching 10–17 m tall, often with a tall, narrow crown; a few species are shrubby. The leaves are alternately arranged, simple, 2–12 cm long, glossy green on some species, densely silvery-hairy in some others; leaf shape varies from broad oval to narrow lanceolate. The wood from this tree is highly sought in crafting musical instruments increasing its value.			
Edible Parts			
The Fruit is edible raw and can be used to season other foods or be made into a juice.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	200	Prof. Lumberjack	50
Fruit	150	Prof. Farming / Survival	20
Seeds	50	Prof. Farming	30

Name		Identify DC	Uses
Peppermint		25	E, S, D
Description			
A small Green jagged edged leafed plant			
Edible Parts			
The whole plant is edible			
Other Uses		Other Use DC	30
This plant has medical properties and is used in the crafting of potions. (See Item Rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	15
Spice	100	Prof. Herbalist / Cooking	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Persimmon		20	E, W, M, P
Description			
These trees have alternate, dark green, elliptic leaves with entire margins. The flowers are inconspicuous. The fruits are orange, have a sticky consistency, and have several seeds.			
Edible Parts			
The leaves are a good source of vitamin C. The fruits are edible raw or baked. To make tea, dry the leaves and soak them in hot water. You can eat the roasted seeds.			
Caution		Threat ID DC	40
Be careful not to get the milky sap from the unripe fruit into your eyes. It will cause intense pain and temporary--sometimes even permanent—blindness DC 15 Resistance Blindness, Refined poison does DC 20 Resistance vs Blindness (the result of a critical failure it can become permanent)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	50	Prof. Herbalist / Survival	10
Tea	100	Cooking	20
Refined Poison	1500	Chemistry	35
Sap	50	Survival	40
Wood	10	Prof. Lumberjack/ Survival	20

Name		Identify DC	Uses
Physic nut		25	P
Description			
This shrub or small tree has large, 3- to 5-parted alternate leaves. It has small, greenish-yellow flowers and its yellow, apple-sized fruits contain three large seeds.			
Caution		Threat ID DC	25
The seeds taste sweet but their oil is violently purgative. All parts of the physic nut are poisonous. In the Raw does 1d4 END per hour for 1d6 hours DC 15 Resistance, processed does 1d8 END an hour for 1d12 hours DC 20 Resistance			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Survival	20
Processed poison	200	Chemistry	40

Name		Identify DC	Uses
Pincushion cactus		20	E
Description			
Members of this cactus group are round, short, barrel-shaped, and without leaves. Sharp spines cover the entire plant.			
Edible Parts			
They are a good source of water in the desert.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Fresh Water	50	Survival	30

Name		Identify DC	Uses
Pine		20	E, W, M
Description			
Pine trees are easily recognized by their needlelike leaves grouped in bundles. Each bundle may contain one to five needles, the number varying among species. The tree's odor and sticky sap provide a simple way to distinguish pines from similar looking trees with needlelike leaves.			
Edible Parts			
The seeds of all species are edible. You can collect the young male cones, which grow only in the spring, as a survival food. Boil or bake the young cones. The bark of young twigs is edible. Peel off the bark of thin twigs. You can chew the juicy inner bark; it is rich in sugar and vitamins. Eat the seeds raw or cooked. Green pine needle tea is high in vitamin C.			
Other Uses		Other Use DC	40
Use the resin to waterproof articles. Also use it as glue. Collect the resin from the tree. If there is not enough resin on the tree, cut a notch in the bark so more sap will seep out. Put the resin in a container and heat it. The hot resin is your glue. Use it as is or add a small amount of ash dust to strengthen it. Use it immediately. You can use hardened pine resin as an emergency dental filling.			
Products	Product Value	Skill to Harvest/Craft	DC
Needles	10	Prof. Herbalist/ Survival	30
Cones	30	Survival	10
Wood	10	Prof. Lumberjack / Survival	30
Resin	1500	Craft Item	40

Name		Identify DC	Uses
Pineapple		20	E,D
Description			
a herbaceous short-lived perennial plant which grows to 1.0 to 1.5 meters (3.3 to 4.9 ft) tall. After the first fruit is produced, side shoots are produced in the leaf axils of the main stem. These may be removed for propagation, or left to produce additional fruits on the original plant.			
Edible Parts			
The woody stalk part of the plant is edible once cut into the sweet inside is revealed. It can be eaten raw used as seasoning in cooking, cooked or even made in a juice drink.			
Other Uses		Other Use DC	40
The root and fruit can be ground into a simple healing solution, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	200	Prof. Farming / Survival	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Plantain, broad and narrow leaf		20	E, D
Description			
The broad leaf plantain has leaves over 2.5 centimeters across that grow close to the ground. The flowers are on a spike that rises from the middle of the cluster of leaves. The narrow leaf plantain has leaves up to 12 centimeters long and 2.5 centimeters wide, covered with hairs. The leaves form a rosette. The flowers are small and inconspicuous.			
Edible Parts			
The young tender leaves are edible raw. Older leaves should be cooked. Seeds are edible raw or roasted.			
Caution		Threat ID DC	
Other Uses		Other Use DC	40
To relieve pain from wounds and sores, wash and soak the entire plant for a short time and apply it to the injured area. To treat diarrhea, drink tea made from 28 grams (1 ounce) of the plant leaves boiled in 0.5 liter of water. The seeds and seed husks act as laxatives, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	10	Prof. Farming / Survival	30
Potion	N/A	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Pokeweed		25	E,D,M,P
Description			
This plant may grow as high as 3 meters. Its leaves are elliptic and up to 1 meter in length. It produces many large clusters of purple fruits in late spring.			
Edible Parts			
The young leaves and stems are edible cooked. Boil them twice, discarding the water from the first boiling. The fruits are edible if cooked.			
Caution		Threat ID DC	45
All parts of this plant are poisonous if eaten raw. Never eat the underground portions of the plant as these contain the highest concentrations of the poisons. Do not eat any plant over 25 centimeters tall or when red is showing in the plant. In the raw the poison does 1d4 END a round for 1d6 rounds DC 10 Resistance, Refined Poison does 1d6 END a round for 1d8 rounds DC 15 Resistance.			
Other Uses		Other Use DC	45
The juice of the berries is used in dye and also used in some medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Prof. Herbalist / Survival	50
Dye	100	Craft Item	100
Potion	N/A	Chemistry	N/A
Poison	1500	Chemistry	1500

Name		Identify DC	Uses
Poppy		25	E, D
Description			
A large red to white tulip like flower			
Edible Parts			
Seeds are edible			
Other Uses		Other Use DC	25
Opium and Morphine are made from the refined and modified sap is used for pain control in terminal patients. Dried sap was used as a traditional medicine until the 19th century. Poppy seeds Helps sleeping/relieves pain (see Item Rules for effects)			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Farmer/ Herbalist / Survival	10
Seeds	50	Prof. Farmer	10
Morphine	50,000	Chemistry (see item rules)	N/A
Opium	10,000	Chemistry (see item rules)	N/A

Name		Identify DC	Uses
Potato		20	E
Description			
A small Bushy plant with several flowers in colors of white, yellow, pink and so on. The root is wide and sticks slightly out of the ground.			
Edible Parts			
The potato is only edible cooked, in the raw it is toxic (Fort Save 15 DC vs. Sickness) it can cooked a variety of ways and also be used to produce a strong alcoholic beverage Vodka (see item rules for effect and crafting of Vodka)			
Products	Product Value	Skill to Harvest/Craft	DC
Potato	150	Prof. Farmer / Survival	20
Vodka	2000	Cooking / Chemistry (See Items)	N/A

Name		Identify DC	Uses
Prickly pear cactus		20	E, D
Description			
This cactus has flat, pad-like stems that are green. Many round, furry dots that contain sharp-pointed hairs cover these stems.			
Edible Parts			
All parts of the plant are edible. Peel the fruits and eat them fresh or crush them to prepare a refreshing drink. Avoid the tiny, pointed hairs. Roast the seeds and grind them to a flour.			
Caution		Threat ID DC	
Other Uses		Other Use DC	25
The pad is a good source of water. Peel it carefully to remove all sharp hairs before putting it in your mouth. You can also use the pads to promote healing. Split them and apply the pulp to wounds. Pads do 1d8 healing.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Herbalist / Survival	
Pads	1000	Survival / Medical	

Name		Identify DC	Uses
Psilocybin		25	D, P
Description			
A Small and thin stemmed brown mushroom			
Caution	Threat ID DC	40	
this mushroom causes hallucinations DC 15 Will vs. Illusions for 1d4 hours			
Other Uses	Other Use DC	40	
Used by some to create powerful Hallucinate drugs (see item rules for effect and crafting). It also has been used in Medicine to heal deadly injuries. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Prof. Herbalist / Survival	20
Drug	5000	Chemistry (See Item Rules)	N/A
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Puffball		20	E
Description			
A round topped to puff shaped Mushroom type in a variety of colors and shapes.			
Edible Parts			
All parts are edible.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Farming / Herbalist / Survival	20

Name		Identify DC	Uses
Pumpkin		15	E, M
Description			
A large ground vine with yellow flowers and broad five prong leaves, and large green to orange colored fruit.			
Edible Parts			
All parts of the pumpkin is edible given its prepared correctly. Seeds and the rind need to be cooked while the shell can be eaten raw or cooked. The pumpkin is high in vitamins and can even be made into a juice.			
Other Uses	Other Use DC	20	
While decorating fresh pumpkin shells into lanterns are a cheap way to make a hooded lantern or jack o lantern the whole un used pumpkin is also looked at in times as a alternate source of ammo for catapults. The plants vine is also useful as a rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	200	Prof. Farming / Survival	20
Lantern	50	Craft Item	15
Rope	100	Craft Item	20
Seeds	50	Cooking / Prof. Farming	20

Name		Identify DC	Uses
Purslane		25	E, M
Description			
This plant grows close to the ground. It is seldom more than a few centimeters tall. Its stems and leaves are fleshy and often tinged with red. It has paddle shaped leaves, 2.5 centimeter or less long, clustered at the tips of the stems. Its flowers are yellow or pink. Its seeds are tiny and black.			
Edible Parts			
All parts are edible. Wash and boil the plants for a tasty vegetable or eat them raw. Use the seeds as a flour substitute or eat them raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Flower	100	Prof. Herbalist	10

Name		Identify DC	Uses
Radish		20	E
Description			
A small Stalk plant with a small red bulb or large white stalk at the root.			
Edible Parts			
The whole plant is edible yet the root has the most nutrition, it can be eaten raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Farming / Herbalist / Survival	10

Name		Identify DC	Uses
Rattan palm		20	W, E, M
Description			
The rattan palm is a stout, robust climber. It has hooks on the midrib of its leaves that it uses to remain attached to trees on which it grows. Sometimes, mature stems grow to 90 meters. It has alternate, compound leaves and a whitish flower.			
Edible Parts			
Rattan palms hold a considerable amount of starch in their young stem tips. You can eat them roasted or raw. In other kinds, a gelatinous pulp, either sweet or sour, surrounds the seeds. You can suck out this pulp. The palm heart is also edible raw or cooked.			
Other Uses		Other Use DC	20
You can obtain large amounts of potable water by cutting the ends of the long stems. The stems can be used to make baskets and fish traps.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Materials	10	Craft Items	20
Pulp	50	Cooking	30

Name		Identify DC	Uses
Red Pepper		15	E
Description			
A small Vine-like plant with Large red fruit in the form of a bell			
Edible Parts			
The fruit is edible and often when its green its considered to be best eaten raw but can be cooked as well			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	
Seeds	50	Prof. Farming	

Name		Identify DC	Uses
Reed		15	E, M
Description			
This tall, coarse grass grows to 3.5 meters tall and has gray-green leaves about 4 centimeters wide. It has large masses of brown flower branches in early summer. These rarely produce grain and become fluffy, gray masses late in the season.			
Edible Parts			
All parts of the plant are edible raw or cooked in any season. Harvest the stems as they emerge from the soil and boil them. You can also harvest them just before they produce flowers, then dry and beat them into flour. You can also dig up and boil the underground stems, but they are often tough. Seeds are edible raw or boiled, but they are rarely found.			
Products	Product Value	Skill to Harvest/Craft	DC
Reed	10	Prof. Herbalist / Survival	20
Flour	100	Cooking	30

Name		Identify DC	Uses
Reindeer moss		25	E
Description			
Reindeer moss is a low-growing plant only a few centimeters tall. It does not flower but does produce bright red reproductive structures.			
Edible Parts			
Edible Parts: [25] The entire plant is edible but has a crunchy, brittle texture. Soak the plant in water with some wood ashes to remove the bitterness, then dry, crush, and add it to milk or to other food.			
Products	Product Value	Skill to Harvest/Craft	DC
Moss	10	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Renghas tree, Marking nut		20	P, D
Description			
A small tree that produces a small nut similar to a cashew in nature. Within its broad oar like leaves.			
Caution		Threat ID DC	40
The nut is toxic in nature unprocessed does 1d3 END an hour for 1d6 hours Resistance DC 15			
Other Uses		Other Use DC	45
The nut can be boiled then roasted and ground into a fine powder that has great healing properties. Also the nut in its raw can be used as form of marking device with its black mark it leaves behind. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Marker Nut	50	Prof. Herbalist	20
Potion	N/A	Chemistry (See Item rules)	N/A

Name		Identify DC	Uses
Reishi		25	D
Description			
A large and flat shelf like mushroom with a chocolate brown color			
Other Uses		Other Use DC	25
A strongly and widely sought mushroom for medical purposes. It can be used to make a strong Healing potion. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	100	Herbalism / Farming / Survival	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Rice		25	E
Description			
Rice is a tall grass that averages 1 to 1.5 meters in height, but may reach 4.5 meters. Its grain grows in very loose heads at the top of the plant and is dark brown or blackish when ripe.			
Edible Parts			
During the spring and summer, the central portion of the lower stems and root shoots are edible. Remove the tough covering before eating. During the late summer and fall, collect the straw-covered husks. Dry and parch the husks, break them, and remove the rice. Boil or roast the rice and then beat it into flour.			
Products	Product Value	Skill to Harvest/Craft	DC
Rice	100	Prof. Farming	20
Plant	50	Prof. Farming	10
Flour	200	Cooking	20

Name		Identify DC	Uses
Rock tripe		25	E
Description			
This plant forms large patches with curling edges. The top of the plant is usually black. The underside is lighter in color.			
Edible Parts			
The entire plant is edible. Scrape it off the rock and wash it to remove grit. The plant may be dry and crunchy; soak it in water until it becomes soft. Rock tripe's may contain large quantities of bitter substances; soaking or boiling them in several changes of water will remove the bitterness.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Rose apple		20	E, W
Description			
This tree grows 3 to 9 meters high. It has opposite, simple, dark green, shiny leaves. When fresh, it has fluffy, yellowish-green flowers and red to purple egg-shaped fruit.			
Edible Parts			
The entire fruit is edible raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farmer / Survival	20
Wood	10	Prof. Lumberjack / Survival	20

Name		Identify DC	Uses
Rosary pea or crab's eyes		25	P
Description			
This plant is a vine with alternate compound leaves, light purple flowers, and beautiful seeds that are red and black.			
Caution		Threat ID DC	40
This plant is one of the most dangerous plants. One seed may contain enough poison to kill an adult. In the Raw DC 25 Resistance vs. 1d6 END a minute for 1d4 minutes, Processed the poison does 1d8 END for 1d6 minutes DC 25 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	30,000	Prof. Herbalist / Survival	40
Refined Poison	100,000	Chemist	60

Name		Identify DC	Uses
Rosemary		25	S,M
Description			
A small evergreen woody like flowering plant with a mustard like smell.			
Other Uses		Other Use DC	25
Believed to hold some healing properties, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	100	Prof. Herbalist / Prof. Farmer	20
Spice	50	Cooking	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Saffron		25	S
Description			
A grassy Purple flower			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Prof. Herbalist	20

Name		Identify DC	Uses
Sage		25	S,M
Description			
A small evergreen brush with bluish to purplish flowers			
Other Uses		Other Use DC	25
Believed to hold some healing properties, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Spice	50	Cooking	15
Flower	50	Prof. Herbalist / Prof. Farmer	20
Potion	N/A	Chemistry	N/A

Name		Identify DC	Uses
Sago palm		20	W, E, M
Description			
These palms are low trees, rarely over 9 meters tall, with a stout, spiny trunk. The outer rind is about 5 centimeters thick and hard as bamboo. The rind encloses spongy inner pith containing a high proportion of starch. It has typical palm like leaves clustered at the tip.			
Edible Parts			
These palms, when available, are of great use to the survivor. One trunk, cut just before it flowers, will yield enough sago to feed a person for 1 year. Obtain sago starch from Non-flowering palms. To extract the edible sage, cut away the bark lengthwise from one half of the trunk, and pound the soft, whitish inner part (pith) as fine as possible. Knead the pith in water and strain it through a coarse cloth into a container. The fine, white sago will settle in the container. Once the sago settles, it is ready for use. Squeeze off the excess water and let it dry. Cook it as pancakes or oatmeal. Two kilograms of sago is the nutritional equivalent of 1.5 kilograms of rice. The upper part of the trunk's core does not yield sage, but you can roast it in lumps over a fire. You can also eat the young sago nuts and the growing shoots or palm cabbage.			
Other Uses		Other Use DC	20
Use the stems of tall sorghums as thatching materials.			
Products	Product Value	Skill to Harvest/Craft	DC
Pith	100	Survival	30
Nut	50	Prof. Farming / Survival	20
Stems	50	Craft Items	20
Wood	10	Prof. Lumberjack / Survival	10

Name		Identify DC	Uses
Sassafras		25	E, M, W
Description			
This shrub or small tree bears different leaves on the same plant. Some leaves will have one lobe, some two lobes, and some no lobes. The flowers, which appear in early spring, are small and yellow. The fruits are dark blue. The plant parts have a characteristics root beer smell.			
Edible Parts			
The young twigs and leaves are edible fresh or dried. You can add dried young twigs and leaves to soups. Dig the underground portion, peel off the bark, and let it dry. Then boil it in water to prepare sassafras tea.			
Other Uses		Other Use DC	40
Shred the tender twigs for use as a toothbrush.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Tea	100	Cooking	20
Cola	1000	Cooking	40
Toothbrush	500	Craft Item	25

Name		Identify DC	Uses
Saxual		25	W, E
Description			
The saxual is found either as a small tree or as a large shrub with heavy, coarse wood and spongy, water-soaked bark. The branches of the young trees are vivid green and pendulous.			
Edible Parts			
The thick bark acts as a water storage organ. You can get drinking water by pressing quantities of the bark. This plant is an important source of water in the arid regions in which it grows.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	20
Fresh Water	50	Survival	40

Name		Identify DC	Uses
Screw pine		20	W, E
Description			
The screw pine is a strange plant on stilts, or prop roots, that support the plant above-ground so that it appears more or less suspended in midair. These plants are either shrubby or treelike, 3 to 9 meters tall, with stiff leaves having saw like edges. The fruits are large, roughened balls resembling pineapples, but without the tuft of leaves at the end.			
Edible Parts			
Knock the ripe fruit to the ground to separate the fruit segments from the hard outer covering. Chew the inner fleshy part. Cook fruit that is not fully ripe in an earth oven. Before cooking, wrap the whole fruit in banana leaves, breadfruit leaves, or any other suitable thick, leathery leaves. After cooking for about 2 hours, you can chew fruit segments like ripe fruit. Green fruit is inedible.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	100	Survival	50

Name		Identify DC	Uses
Sea orach		25	E
Description			
The sea orach is a sparingly branched herbaceous plant with small, gray-colored leaves up to 2.5 centimeters long. Sea orach resembles lamb's quarter, a common weed in most gardens in the United States. It produces its flowers in narrow, densely compacted spikes at the tips of its branches.			
Edible Parts			
Its leaves are edible. In the areas where it grows, it has the healthy reputation of being one of the few native plants that can sustain man in times of want.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalism / Survival	20

Name		Identify DC	Uses
Sesame seed		20	E
Description			
a pea pod like plant with fat white flowers			
Edible Parts			
pea pods and the flowers are edible			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Pod	50	Prof. Herbalist / Prof. Farmer	20

Name		Identify DC	Uses
Sheep sorrel		20	E, M
Description			
These plants are seldom more than 30 centimeters tall. They have alternate leaves, often with arrow like bases, very small flowers, and frequently reddish stems.			
Edible Parts			
The leaves are edible when cooked.			
Caution		Threat ID DC	40
These plants contain oxalic acid that can be damaging if too many plants are eaten raw. Cooking seems to destroy the chemical.			
Other Uses		Other Use DC	40
Refining the acid does 1d6 damage a round for 1d6 rounds			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	20
Acid	1000	Chemistry	30

Name		Identify DC	Uses
Shiitake mushrooms		20	E
Description			
A large white and brown umbrella like mushroom.			
Edible Parts			
One of the Highest in Nutrition mushrooms and a great meat replacement.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	500	Herbalist/ Farmer / Survival	15

Name		Identify DC	Uses
Sorghum		25	M,E
Description			
There are many different kinds of sorghum, all of which bear grains in heads at the top of the plants. The grains are brown, white, red, or black. Sorghum is the main food crop in many parts of the world.			
Edible Parts			
The grains are edible at any stage of development. When young, the grains are milky and edible raw. Boil the older grains. Sorghum is a nutritious food.			
Caution		Threat ID DC	40
These plants contain oxalic acid that can be damaging if too many plants are eaten raw. Cooking seems to destroy the chemical. Refined the acid does 1d6 for 1d6 rounds.			
Other Uses		Other Use DC	25
Use the stems of tall sorghum as building materials.			
Products	Product Value	Skill to Harvest/Craft	DC
Grain	50	Cooking	40
Stems	50	Craft Items	20
Refined Acid	1000	Chemistry	30

Name		Identify DC	Uses
Soy		20	E, M
Description			
A large bean stalk with small v shaped bean pods.			
Edible Parts			
The beans are edible eaten raw or cooked. The beans liquid can be used as a milk substitute, it also can form a gelatinous curd or be crafted into a fine powder for a flour replacement.			
Caution		Threat ID DC	
Other Uses			
Other Use DC		25	
On top of being used as a food source for people it also can be used as animal feed and processed it creates a oil for fuel use.			
Products	Product Value	Skill to Harvest/Craft	DC
Beans	100	Prof. Farming / Survival	20
Soy Milk	300	Cooking	20
Tofu	500	Cooking	20
Flour	250	Cooking	15
Feed	100	Prof. Farmer / Prof. Rancher	20
Oil	2000	Chemistry	40

Name		Identify DC	Uses
Spatterdock or yellow water lily		25	E
Description			
This plant has leaves up to 60 centimeters long with a triangular notch at the base. The shape of the leaves is somewhat variable. The plant's yellow flowers are 2.5 centimeter across and develop into bottle-shaped fruits. The fruits are green when ripe.			
Edible Parts			
All parts of the plant are edible. The fruits contain several dark brown seeds you can parch or roast and then grind into flour. The large rootstock contains starch. Dig it out of the mud, peel off the outside, and boil the flesh. Sometimes the rootstock contains large quantities of a very bitter compound. Boiling in several changes of water may remove the bitterness.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Herbalist / Survival	100
Flour	50	Cooking	50

Name		Identify DC	Uses
Spearmint		25	E,S,D
Description			
A small Jagged edge leafed plant smells of mint			
Edible Parts			
The plant in a whole is edible.			
Other Uses		Other Use DC	40
A natural anti Testosterone plant that can be used to calm down individuals. Due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	500	Prof. Herbalist / Survival	15
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Spinach		20	E
Description			
An edible flowering plant. It is an annual plant, which grows to a height of up to 30 cm.			
Edible Parts			
The whole plant is edible raw or cooked. And is a high source of vitamins			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	150	Herbalist / Farming/ Survival	20

Name		Identify DC	Uses
Squash		20	E
Description			
A Ground Vine with yellow flowers and produce Long green, yellow, or orange fruit.			
Edible Parts			
The plants fruit is edible raw or cooked and is a high source of vitamins.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farmer / Survival	15

Name		Identify DC	Uses
St. John's Wort		25	D,E
Description			
a tall multi yellow lily like plant			
Edible Parts			
The plant in whole is edible			
Other Uses		Other Use DC	25
St. John's is commonly used in medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Sterculia			W,E,M
Description			
Sterculias are tall trees, rising in some instances to 30 meters. Their leaves are either undivided or palmately lobed. Their flowers are red or purple. The fruit of all sterculias is similar in aspect, with a red, segmented seedpod containing many edible black seeds.			
Edible Parts			
The large, red pods produce a number of edible seeds. The seeds of all sterculias are edible and have a pleasant taste similar to cocoa. You can eat them like nuts, either raw or roasted.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Survival	40
Seeds	50	Survival	50
Wood	10	Prof. Lumberjack / Survival	30

Name		Identify DC	Uses
Strawberry		20	E, G
Description			
Strawberry is a small plant with a three-leaved growth pattern. It has small, white flowers usually produced during the spring. Its fruit is red and fleshy.			
Edible Parts			
The fruit is edible fresh, cooked, or dried. Strawberries are a good source of vitamin C. You can also eat the plant's leaves or dry them and make a tea with them.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	50	Prof. Farming / Survival	20
Seeds	50	Prof. Farming	30

Name		Identify DC	Uses
Strychnine tree		25	P, W
Description			
The strychnine tree is a medium-sized evergreen, reaching a height of about 12 meters, with a thick, frequently crooked trunk. Its deeply veined oval leaves grow in alternate pairs. Small, loose clusters of greenish flowers appear at the ends of branches and are followed by fleshy, orange-red berries about 4 centimeters in diameter.			
Caution		Threat ID DC	
The berries contain the dislike seeds that yield the poisonous substance strychnine. All parts of the plant are poisonous. In the Raw DC 20 Resistance 1d4 END a hour for 1d4 hours, Processed Poison DC 30 Resistance vs. 1d8 an hour for 1d6 hours			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Berries	50	Prof. Herbalist / Survival	20
Refined Poison	500	Chemistry	50

Name		Identify DC	Uses
Sugarcane		20	E
Description			
This plant grows up to 4.5 meters tall. It is a grass and has grass like leaves. Its green or reddish stems are swollen where the leaves grow. Cultivated sugarcane seldom flowers.			
Edible Parts			
The stem is an excellent source of sugar and is very nutritious. Peel the outer portion off with your teeth and eat the sugarcane raw. You can also squeeze juice out of the sugarcane.			
Products	Product Value	Skill to Harvest/Craft	DC
Cane	10	Prof. Farming / Survival	20
Sugar	100	Cooking	20

Name		Identify DC	Uses
Sugar palm		20	E, M, W
Description			
This tree grows about 15 meters high and has huge leaves up to 6 meters long. Needlelike structures stick out of the bases of the leaves. Flowers grow below the leaves and form large conspicuous dusters from which the fruits grow.			
Edible Parts			
The chief use of this palm is for sugar. However, its seeds and the tip of its stems are a survival food. Bruise a young flower stalk with a stone or similar object and collect the juice as it comes out. It is an excellent source of sugar. Boil the seeds. Use the tip of the stems as a vegetable.			
Other Uses		Other Use DC	25
The shaggy material at the base of the leaves makes an excellent rope as it is strong and resists decay.			
Products	Product Value	Skill to Harvest/Craft	DC
Stems	50	Craft Item	15
Seeds	50	Prof. Herbalist / Survival	30
Sugar	100	Cooking	20
Rope	100	Craft Item	20
Wood	10	Prof. Lumberjack / Survival	30

Name		Identify DC	Uses
Sugar wrack		15	E, D
Description			
A large seaweed found in vast areas of ocean.			
Edible Parts			
The whole plant is edible once boiled			
Caution		Threat ID DC	
Other Uses			
Other Use DC		25	
Once the plant is burned to ash the ash is the chemical Sodium Carbonate Which has many medical uses, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Seaweed	10	Fisherman / Herbalist / Survival	15
Potion	N/A	Chemist	N/A

Name		Identify DC	Uses
Poison sumac		25	P
Description			
Poison sumac is a shrub that grows to 8.5 meters tall. It has alternate, pinnately compound leafstalks with 7 to 13 leaflets. Flowers are greenish-yellow and inconspicuous and are followed by white or pale yellow berries.			
Caution		Threat ID DC	25
All parts, at all times of the year, can cause serious contact dermatitis. Causes rash that does 1d4 damage a day for 1d6 days DC 20 Resistance, it can be refined to Itching Powder 1d12 damage for 1d12 hours DC 20 Fort			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	10	Prof. Herbalist / Survival	40
Itching Powder	1000	Chemistry	40

Name		Identify DC	Uses
Sweet sagewort		25	D,E
Description			
Fern like plant with yellow flowers			
Edible Parts			
The plant is edible in whole.			
Other Uses		Other Use DC	40
Help to prevent the development of parasite resistance, it also has anti-malarial properties, and has anti-cancer properties, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Sweetsop		25	W,E,M
Description			
This tree is small, seldom more than 6 meters tall, and multi-branched. It has alternate, simple, elongate, dark green leaves. Its fruit is green when ripe, round in shape, and covered with protruding bumps on its surface. The fruit's flesh is white and creamy.			
Edible Parts			
The fruit flesh is edible raw.			
Caution		Threat ID DC	40
The ground seeds are extremely dangerous to the eyes. DC 20 Resistance vs. Blind			
Other Uses		Other Use DC	40
You can use the finely ground seeds as an insecticide. Does 2d6 End to Insects per use.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	20
Insecticide	2000	Chemistry	40
Blinding Powder	1000	Chemistry	45

Name		Identify DC	Uses
Sugar palm		20	E, M
Description			
This tree grows about 15 meters high and has huge leaves up to 6 meters long. Needlelike structures stick out of the bases of the leaves. Flowers grow below the leaves and form large conspicuous dusters from which the fruits grow.			
Edible Parts			
The chief use of this palm is for sugar. However, its seeds and the tip of its stems are a survival food. Bruise a young flower stalk with a stone or similar object and collect the juice as it comes out. It is an excellent source of sugar. Boil the seeds. Use the tip of the stems as a vegetable.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
The shaggy material at the base of the leaves makes an excellent rope as it is strong and resists decay.			
Products	Product Value	Skill to Harvest/Craft	DC
Stems	10	Survival	30
Seeds	50	Survival	40
Sugar	100	Cooking	20
Rope	100	Craft Item	20
Wood	10	Prof. Lumberjack / Survival	30

Name		Identify DC	Uses
Sunflower		10	E
Description			
A Large 3ft tall flower with bright yellow petals and a massive orange interior full of seeds.			
Edible Parts			
The Seeds and flower petals are Edible. The seeds can be crushed and release a fine oil that can be used as a cooking aid (not strong enough as a fuel source)			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products		Product Value	Skill to Harvest/Craft
Seeds	50	Prof. Farming / Survival	20
Flower	200	Prof. Herbalist	10
Oil	200	Cooking	40

Name		Identify DC	Uses
Tamarind		25	W,E
Description			
The tamarind is a large, densely branched tree, up to 25 meters tall. It has pinnate leaves (divided like a feather) with 10 to 15 pairs of leaflets.			
Edible Parts			
The pulp surrounding the seeds is rich in vitamin C and is an important survival food. You can make a pleasantly acid drink by mixing the pulp with water and sugar or honey and letting the mixture mature for several days. Suck the pulp to relieve thirst. Cook the young, unripe fruits or seedpods with meat. Use the young leaves in soup. You must cook the seeds. Roast them above a fire or in ashes. Another way is to remove the seed coat and soak the seeds in salted water and grated coconut for 24 hours, then cook them. You can peel the tamarind bark and chew it.			
Products		Product Value	Skill to Harvest/Craft
Seeds	100	Prof. Herbalist, Survival	30
Wood	10	Prof. Lumberjack, Survival	40

150 Fruit 10 Wood

Name		Identify DC	Uses
Tangerine		20	W, E
Description			
A Bushy tree with long slender leaves and Small orange fruit.			
Edible Parts			
The fruit is highly filled with vitamins mostly Vitamin C and is edible raw or cooked into food.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products		Product Value	Skill to Harvest/Craft
Fruit	10	Prof. Farming / Survival	15
Wood	150	Prof. Lumberjack / Survival	15

Name		Identify DC	Uses
Tobacco		20	M
Description			
Large fuzzy ground leaves. With small yellowish green flowers blooming from the stalk.			
Edible Parts			
Tobacco can be cured into a dry leaf that can be used in smoking or chewing. Its high quality use is why it is cigarette or cigar. Tobacco has nicotine (for its effect see item rules)			
Other Uses		Other Use DC	20
Despite its use for luxury, tobacco is also a key ingredient in medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Leaf	250	Farming / Herbalist / Survival	20
Seed	50	Prof. Farming / Prof. Herbalist	15
Snuff	350	Craft Item	10
Cigarette	500	Craft Item	15
Cigar	1000	Craft Item	25
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Tomato		20	E
Description			
A Small bushy or vine like plant, with small yellow flowers and produce red to orange-red fruit.			
Edible Parts			
The fruit is not only edible but is highly sought in many cooking recipes. It can also be eaten raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	150	Prof. Farming / Survival	15
Seed	50	Prof. Farming	15

Name		Identify DC	Uses
Taro		25	E,P
Description			
All plants in these groups have large leaves, sometimes up to 1.8 meters tall, that grow from a very short stem. The rootstock is thick and fleshy and filled with starch.			
Edible Parts			
All parts of the plant are edible when boiled or roasted. When boiling, change the water once to get rid of any poison.			
Caution		Threat ID DC	40
If eaten raw, these plants will cause a serious inflammation of the mouth and throat. Raw Poison does 1d4 an hour for 1d6 hours poison is not effective enough to be enhanced through chemical means DC 10 Resistance Save			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	150	Farming / Herbalist / Survival	30

Name		Identify DC	Uses
Tarragon		25	S
Description			
a tall slender plant with broad leaves and small greenish yellow flowers			
Edible Parts			
The flower is edible			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Farming / Herbalist / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	30

Name		Identify DC	Uses
Thistle		25	E,M,P
Description			
This plant may grow as high as 1.5 meters. Its leaves are long-pointed, deeply lobed, and prickly.			
Edible Parts			
Peel the stalks, cut them into short sections, and boil them before eating. The roots are edible raw or cooked.			
Caution	Threat ID DC	40	
Some thistle species are poisonous. 50% chance of plant being poisonous, in its raw form it does 1d2 END a round for 1d6 rounds DC 10 Resistance. The poison can be refined to do does 1d4 END a round for 1d6 rounds DC 10 Resistance			
Other Uses	Other Use DC	40	
Twist the tough fibers of the stems to make a strong twine.			
Products	Product Value	Skill to Harvest/Craft	DC
Stalks	10	Prof. Herbalist / Survival	20
Poison	1000	Chemistry	40
Twine	50	Craft Item	20

Name		Identify DC	Uses
Thyme		25	S,D
Description			
A clover like plant that sprouts multiple stems			
Other Uses	Other Use DC	40	
Other than a spice it can be used to make a healing medicine, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Clover	50	Prof. Herbalist / Survival	15
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Ti		20	E, M
Description			
The ti has un branched stems with strap like leaves often clustered at the tip of the stem. The leaves vary in color and may be green or reddish. The flowers grow at the plant's top in large, plume like clusters. The ti may grow up to 4.5 meters tall.			
Edible Parts			
The roots and very tender young leaves are good survival food. Boil or bake the short, stout roots found at the base of the plant. They are a valuable source of starch. Boil the very young leaves to eat. You can use the leaves to wrap other food to cook over coals or to steam.			
Other Uses		Other Use DC	20
Use the leaves to cover shelters or to make a rain cloak. Cut the leaves into liners for shoes; this works especially well if you have a blister. Fashion temporary sandals from the ti leaves. The terminal leaf, if not completely unfurled, can be used as a sterile bandage. Cut the leaves into strips, and then braid the strips into rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	10	Prof. Herbalist / Survival	20
Rope	100	Craft Item	20
Bandage	100	Craft Item	30

Name		Identify DC	Uses
Tree fern		20	E
Description			
Tree ferns are tall trees with long, slender trunks that often have a very rough, Bark like covering. Large, lacy leaves uncoil from the top of the trunk.			
Edible Parts			
The young leaves and the soft inner portion of the trunk are edible. Boil the young leaves and eat as greens. Eat the inner portion of the trunk raw or bake it.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	5	Prof. Herbalist / Survival	15
Fern	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Tropical almond		20	E, W
Description			
This tree grows up to 9 meters tall. Its leaves are evergreen, leathery, 45 centimeters long, 15 centimeters wide, and very shiny. It has small, yellowish-green flowers. Its fruit is flat, 10 centimeters long, and not quite as wide. The fruit is green when ripe.			
Edible Parts			
The seed is a good source of food. Remove the fleshy, green covering and eat the seed raw or cooked.			
Products	Product Value	Skill to Harvest/Craft	DC
Nuts	150	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	20

Name		Identify DC	Uses
Truffle		50	E
Description			
A small black to brown patch of fungus collected within the dirt. Requires a high search to find.			
Edible Parts			
A highly sought mushroom used in cooking or crafting fine deserts			
Other Uses		Other Use DC	40
Processing the Truffle creates a fine cooking oil or It can be used to make a fine and rare alcohol. Vodka (See item rules for effect)			
Products	Product Value	Skill to Harvest/Craft	DC
Truffle	500	Prof. Herbalist / Survival	30
Oil	500	Cooking	20
Vodka	5000	Cooking / Chemistry	20

Name		Identify DC	Uses
Trumpet vine or trumpet creeper		20	P,M
Description			
This woody vine may climb to 15 meters high. It has pea like fruit capsules. The leaves are pinnately compound, 7 to 11 toothed leaves per leaf stock. The trumpet-shaped flowers are orange to scarlet in color.			
Caution		Threat ID DC	40
This plant causes contact dermatitis. In the raw the poison does 1d2 END a minute for 1d4 minutes DC 10 Resistance. Refined the poison does 1d4 END a minute for 1d12 minutes DC 10 Resistance.			
Other Uses		Other Use DC	20
The vine can be used to craft a rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Vine	50	Prof. Herbalist / Survival	30
Rope	100	Craft Item	20
Refined Poison	200	Chemistry	40

Name		Identify DC	Uses
Turnip		20	E
Description			
A large stalk with a yellow flower and a large red -purple to white bulb.			
Edible Parts			
The whole plant is edible. The leaves actually hold more vitamins then the bulb.			
Products	Product Value	Skill to Harvest/Craft	DC
Blub	100	Prof. Farming / Prof. Herbalist	10
Leaves	200	Farming / Herbalist / Survival	20

Name		Identify DC	Uses
Vanilla		25	S,D
Description			
A vine like plant with long bean like pods			
Other Uses		Other Use DC	40
not only is it used as a spice but it also holds described as an aphrodisiac and a remedy for fevers, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Vanilla Bean	100	Herbalist / Farming / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Walnut		25	W,E,M
Description			
Walnuts grow on very large trees, often reaching 18 meters tall. The divided leaves characterize all walnut spades. The walnut itself has a thick outer husk that must be removed to reach the hard inner shell of the nut.			
Edible Parts			
The nut kernel ripens in the autumn. You get the walnut meat by cracking the shell. Walnut meats are highly nutritious because of their protein and oil content.			
Other Uses		Other Use DC	25
You can boil walnuts and use the juice as an antifungal agent. The husks of "green" walnuts produce a dark brown dye for clothing or camouflage. Crush the husks of "green" black walnuts and sprinkle them into sluggish water or ponds for use as fish poison. The poison does 1d4 End a minute for 1d6 minutes, DC 10 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Nut	150	Farming / Herbalist / Survival	20
Wood	10	Prof. Lumberjack / Survival	30
Dye	100	Craft Item	20
Poison	100	Chemistry	40

Name		Identify DC	Uses
Wasabi		25	E,S,D
Description			
Small stem like plants with beads.			
Edible Parts			
The beads are edible but pack a powerful spice. DC 20 Resistance vs coughing fit and losing a turn.			
Other Uses		Other Use DC	40
Other than as a spice the plant can be used to make smelling salts to wake drowsy individuals, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Bead	150	Herbalist / Farming / Survival	25
Plant	100	Prof. Herbalist / Prof. Farming	20
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Water chestnut		25	E
Description			
The water chestnut is an aquatic plant that roots in the mud and has finely divided leaves that grow underwater. Its floating leaves are much larger and coarsely toothed. The fruits, borne underwater, have four sharp spines on them.			
Edible Parts			
The fruits are edible raw and cooked. The seeds are also a source of food.			
Products	Product Value	Skill to Harvest/Craft	DC
Chestnut	150	Prof. Herbalist / Survival	25

Name		Identify DC	Uses
Water hemlock or spotted cowbane		25	M, P
Description			
This perennial herb may grow to 1.8 meters high. The stem is hollow and sectioned off like bamboo. It may or may not be purple or red striped or mottled. Its flowers are small, white, and grow in groups that tend to form flat umbels. Its roots may have hollow air chambers and, when cut, may produce drops of yellow oil.			
Caution		Threat ID DC	30
This plant is very poisonous and even a very small amount of this plant may cause death. Roots have been mistaken for parsnips. Poison in Raw does 1d4 END a round for 1d4 rounds. DC 20 Resistance Save. Refining the poison creates a poison that does 1d6 END for 1d4 rounds, DC 20 Resistance Save.			
Products	Product Value	Skill to Harvest/Craft	DC
Reed	10	Craft Item	10
Root	50	Prof. Herbalist/ Survival	20
Poison	1000	Chemistry	40

Name		Identify DC	Uses
Water lettuce		20	E
Description			
The leaves of water lettuce are much like lettuce and are very tender and succulent. One of the easiest ways of distinguishing water lettuce is by the little plantlets that grow from the margins of the leaves. These little plantlets grow in the shape of a rosette. Water lettuce plants often cover large areas in the regions where they are found.			
Edible Parts			
Eat the fresh leaves like lettuce. Be careful not to dip the leaves in the contaminated water in which they are growing. Eat only the leaves that are well out of the water.			
Products	Product Value	Skill to Harvest/Craft	DC
Lettuce	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Water lily		20	E,D
Description			
These plants have large, triangular leaves that float on the water's surface, large, fragrant flowers that are usually white, or red, and thick, fleshy rhizomes that grow in the mud.			
Edible Parts			
The flowers, seeds, and rhizomes are edible raw or cooked. To prepare rhizomes for eating, peel off the corky rind. Eat raw, or slice thinly, allow to dry, and then grind into flour. Dry, parch, and grind the seeds into flour.			
Other Uses		Other Use DC	40
Use the liquid resulting from boiling the thickened root in water as a medicine for diarrhea and as a gargle for sore throats. due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	50	Prof. Herbalist / Survival	20
Plant	500	Prof. Herbalist	30
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Watermelon		10	E, M
Description			
A large ground Vine with Large Oak like leaves and yellow flowers, It produces a massive green fruit with darker green strips.			
Edible Parts			
The fruit is edible. Minus the seeds and out shell.			
Other Uses		Other Use DC	20
Carving the fruit fresh can craft the fruit into a lamp or carrying device, for as long as it stays fresh. It also can be used in full as replacement ammo for catapults. And lastly the vines of the plant can be made into a rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	250	Prof. Farming / Survival	15
Rope	100	Craft Item	20
Lantern	200	Craft Item	15
Seed	50	Prof. Farming	15

Name		Identify DC	Uses
Water plantain		20	E
Description			
This plant has small, white flowers and heart-shaped leaves with pointed tips. The leaves are clustered at the base of the plant.			
Edible Parts			
The rootstocks are a good source of starch. Boil or soak them in water to remove the bitter taste.			
Products	Product Value	Skill to Harvest/Craft	DC
Root	150	Prof. Herbalist / Survival	30

Name		Identify DC	Uses
Wheat		15	E
Description			
A long to the point where the plant bends over with its tip covered in seeds in a row.			
Edible Parts			
The seeds are edible and can be crushed to make into flour or cooked or eaten raw. The whole plant can be dried and turned into straw which can be used as both a material to cushion items or feed animals.			
Products	Product Value	Skill to Harvest/Craft	DC
Flour	200	Cooking	20
Grain	100	Farmer / Herbalist / Survival	15
Hay	50	Prof. Rancher / Prof. Farmer	10
Bread	500	Cooking	20
Seeds	20	Prof. Farmer	20

Name		Identify DC	Uses
Wild caper		20	E
Description			
This is a thorny shrub that loses its leaves during the dry season. Its stems are gray green and its flowers pink.			
Edible Parts			
The fruit and the buds of young shoots are edible raw.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Wild crab apple or wild apple		25	E,P,W,G
Description			
Most wild apples look enough like domestic apples that the survivor can easily recognize them. Wild apple varieties are much smaller than cultivated kinds; the largest kinds usually do not exceed 5 to 7.5 centimeters in diameter, and most often less. They have small, alternate, simple leaves and often have thorns. Their flowers are white or pink and their fruits reddish or yellowish.			
Edible Parts			
Prepare wild apples for eating in the same manner as cultivated kinds. Eat them fresh, when ripe, or cooked. Should you need to store food, cut the apples into thin slices and dry them. They are a good source of vitamins.			
Caution		Threat ID DC	35
Apple seeds contain cyanide compounds. Do not eat. For Cyanide effects see Item Rules			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	15
Wood	10	Prof. Lumberjack / Survival	15
Cyanide	250	Chemistry (see item rules)	N/A
Seeds	50	Prof. Farming	

Name		Identify DC	Uses
Wild desert gourd or colocynth		20	E
Description			
The wild desert gourd, a member of the watermelon family, produces an 2.4- to 3- meter-long ground-trailing vine. The perfectly round gourds are as large as an orange. They are yellow when ripe.			
Edible Parts			
The seeds inside the ripe gourd are edible after they are completely separated from the very bitter pulp. Roast or boil the seeds--their kernels are rich in oil. The flowers are edible. The succulent stem tips can be chewed to obtain water.			
Other Uses		Other Use DC	20
The gourd can be crafted into a container vessel for water or other liquids.			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	100	Herbalist / Farming / Survival	20
Oil	100	Cooking	30
Water storage	300	Craft Item	40

Name		Identify DC	Uses
Wild dock and wild sorrel		25	E
Description			
Wild dock is a stout plant with most of its leaves at the base of its stem that is commonly 15 to 30 centimeters brig. The plants usually develop from a strong, fleshy, carrot-like taproot. Its flowers are usually very small, growing in green to purplish plume-like clusters. Wild sorrel similar to the wild dock but smaller. Many of the basal leaves are arrow-shaped but smaller than those of the dock and contain a sour juice.			
Edible Parts			
Because of tender nature of the foliage, the sorrel and the dock are useful plants, especially in desert areas. You can eat their succulent leaves fresh or slightly cooked. To take away the strong taste, change the water once or twice during cooking. This latter tip is a useful hint in preparing many kinds of wild greens.			
Products	Product Value	Skill to Harvest/Craft	DC
Greens	150	Herbalist / Farming / Survival	20

Name		Identify DC	Uses
Wild fig		20	E, W
Description			
These trees have alternate, simple leaves with entire margins. Often, the leaves are dark green and shiny. All figs have a milky, sticky juice. The fruits vary in size depending on the species, but are usually yellow-brown when ripe.			
Edible Parts			
The fruits are edible raw or cooked. Some figs have little flavor.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	15

Name		Identify DC	Uses
Wild gourd or luffa sponge		25	E, G
Description			
The luffa sponge is widely distributed and fairly typical of a wild squash. There are several dozen kinds of wild squashes in tropical regions. Like most squashes, the luffa is a vine with leaves 7.5 to 20 centimeters across having 3 lobes. Some squashes have leaves twice this size. Luffa fruits are oblong or cylindrical, smooth, and many-seeded. Luffa flowers are bright yellow. The luffa fruit, when mature, is brown and resembles the cucumber.			
Edible Parts			
You can boil the young green (half-ripe) fruit and eat them as a vegetable. Adding coconut milk will improve the flavor. After ripening, the luffa sponge develops an inedible sponge like texture in the interior of the fruit. You can also eat the tender shoots, flowers, and young leaves after cooking them. Roast the mature seeds a little and eat them like peanuts.			
Products	Product Value	Skill to Harvest/Craft	DC
Gourd / Luffa	100	Herbalist / Farming / Survival	20
Seeds	50	Prof. Farming	30
Luffa Sponge	100	Craft Item	20

Name		Identify DC	Uses
Wild grape vine		20	E, M
Description			
The wild grape vine climbs with the aid of tendrils. Most grape vines produce deeply lobed leaves similar to the cultivated grape. Wild grapes grow in pyramidal, hanging bunches and are black-blue to amber, or white when ripe.			
Edible Parts			
The ripe grape is the portion eaten. Grapes are rich in natural sugars and, for this reason, are much sought after as a source of energy-giving wild food. None are poisonous.			
Other Uses	Other Use DC	40	
You can obtain water from severed grape vine stems. Cut off the vine at the bottom and place the cut end in a container. Make a slant-wise cut into the vine about 1.8 meters upon the hanging part. This cut will allow water to flow from the bottom end. As water diminishes in volume, make additional cuts further down the vine. For wine see Item rules for effect.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	100	Herbalist / Farming / Survival	20
Seeds	20	Prof. Farming	20
Wine	3000	Cooking / Chemistry (Item Rules)	N/A
Fresh Water	50	Survival	15

Name		Identify DC	Uses
Wild onion and garlic		20	E, G, M, D
Description			
<i>Allium cernuum</i> is an example of the many species of wild onions and garlic's, all			
Edible Parts			
The bulbs and young leaves are edible raw or cooked. Use in soup or to flavor meat.			
Other Uses	Other Use DC	25	
Eating large quantities of onions will give your body an odor that will help to repel insects. Garlic juice works as an antibiotic on wounds, due to this its useable for crafting potions (see items rules for uses) Insecticide does 2d6 END to insects DC 20 Resistance.			
Products	Product Value	Skill to Harvest/Craft	DC
Blub	50	Farming / Herbalist / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	20
Insecticide	100	Chemistry	20
Potion	N/A	Chemistry (See item rules)	N/A

Name		Identify DC	Uses
Wild pistachio		20	E, W
Description			
Some kinds of pistachio trees are evergreen, while others lose their leaves during the dry season. The leaves alternate on the stem and have either three large leaves or a number of leaflets. The fruits or nuts are usually hard and dry at maturity.			
Edible Parts			
You can eat the oil nut kernels after parching them over coals.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Nuts	100	Farming / Herbalist / Survival	20

Name		Identify DC	Uses
Wild rice		25	E
Description			
Wild rice is a tall grass that averages 1 to 1.5 meters in height, but may reach 4.5 meters. Its grain grows in very loose heads at the top of the plant and is dark brown or blackish when ripe.			
Edible Parts			
During the spring and summer, the central portion of the lower stems and root shoots are edible. Remove the tough covering before eating. During the late summer and fall, collect the straw-covered husks. Dry and parch the husks, break them, and remove the rice. Boil or roast the rice and then beat it into flour.			
Products	Product Value	Skill to Harvest/Craft	DC
Rice	100	Farming / Herbalist / Survival	20
Plant	50	Prof. Farming / Prof. Herbalist	30
Flour	200	Cooking	20

Name		Identify DC	Uses
Wild rose		15	E, G, M
Description			
This shrub grows 60 centimeters to 2.5 meters high. It has alternate leaves and sharp prickles. Its flowers may be red, pink, or yellow. Its fruit, called rose hip, stays on the shrub year-round.			
Edible Parts			
The flowers and buds are edible raw or boiled. In an emergency, you can peel and eat the young shoots. You can boil fresh, young leaves in water to make a tea. After the flower petals fall, eat the rose hips; the pulp is highly nutritious and an excellent source of vitamin C. Crush or grind dried rose hips to make flour.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	100	Prof. Herbalist / Survival	20
Tea	50	Cooking	20
Flour	50	Cooking	20
Seed	50	Prof. Herbalist / Prof. Farming	15
Perfume	1000	Chemistry	40

Name		Identify DC	Uses
Wood sorrel		25	E
Description			
Wood sorrel resembles shamrock or four-leaf clover, with a bell-shaped pink, yellow, or white flower.			
Edible Parts			
Cook the entire plant.			
Products	Product Value	Skill to Harvest/Craft	DC
Clover	50	Prof. Herbalist / Survival	20

Name		Identify DC	Uses
Yam		25	E
Description			
These plants are vines that creep along the ground. They have alternate, heart-or arrow-shaped leaves. Their rootstock may be very large and weigh many kilograms.			
Edible Parts			
Boil the rootstock and eat it as a vegetable.			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	100	Prof. Farming / Survival	30

Name		Identify DC	Uses
Yam bean		20	E, P, M
Description			
The yam bean is a climbing plant of the bean family, with alternate, three-parted leaves and a turnip-like root. The bluish or purplish flowers are pea-like in shape. The plants are often so rampant that they cover the vegetation upon which they are growing.			
Edible Parts			
The tubers are about the size of a turnip and they are crisp, sweet, and juicy and have a nutty flavor. They are nourishing and at the same time quench the thirst. Eat them raw or boiled. To make flour, slice the raw tubers, let them dry in the sun, and grind into flour that is high in starch and may be used to thicken soup.			
Caution		Threat ID DC	25
The raw seeds are poisonous. In the raw does DC 15 Resistance vs. 1d3 END an hour for 1d10 hours, Refining the poison make it DC 20 Resistance vs. 1d4 END an hour for 1d12 hours			
Products	Product Value	Skill to Harvest/Craft	DC
Tuber	100	Prof. Herbalist / Survival	30
Seeds	50	Prof. Herbalist	30
Refined Poison	100	Chemistry	20
Flour	100	Cooking	15


Name		Identify DC	Uses
Yarrow		25	D
Description			
A woody like stem with tiny white flowers and fern like leaves.			
Edible Parts			
Eaten to counter poisoning, but must be eaten quickly			
Other Uses		Other Use DC	40
The plant has a powerful medical use, due to this its useable for crafting potions (see items rules for uses)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	500	Herbalist / Farming / Survival	20
Potion	N/A	Chemistry (See Item Rules)	N/A


Grand Line Plants

Stuff in the grand line acts weird so take the above list and mix them about ignore terrain and even sometimes roll one thing on one chart and have it act like another on a whole another chart. Or at Times go completely wild with the idea. Below However are some known things one could find. Along with ones I have created in my games. Do to their unique nature all Grand line plants are listed after the normal plants below.

Grand Line Plants	
Akuma Tears Pepper	Lady Eye Bloom
Amiudake	Lamp Light
Bamboo Javelin-Grove	Lily Carnation
Barrier Leaf	Leach Root
Boaty Banana	Meat Berry
Body Mushroom	Mescal Cactus
Black Rollo	Monster Fluff
Bleeding Bloom Shroom	Moss Mushroom
Blue Bow Apple	Nut-berry Bush
Blue Rollo	Orange Skull leaf
Bouncing Mango	Pasta Vine
Bubble Berry	Pitt Tongue
Cieo Black Berry Oak	Pom Pom Tree
Conache	Rafflesia
Crème Leaf	Razor Grass
Crimson Clear Grass	Rosran
Daft Green	S.A.D. Tree
Devil Fruit	Salty Carrot
Dough Fluff	Sargrasso
Durabell	Sherbet Shroom
Doctors Palm	Shock Berry
El Jewel	Skull Exploding Grass
Fairy Flower	Snake Weed
Feachblossom	Snow Radish
Fizz Apple	Spring Load Vine
Fools Gem	Stomach Baron
Fountain Berry	Stripped Pitcher
Gald Mellon	Trampolia
Green Devil	Thousand-Year Trees
Honey Blade Blossom	Treasure Adam Wood
Horn Berry	Treasured Apple
Juice Bloom	Upion
IQ	Uchiwa Grass
Kona	Vanilla Stone bean
Kuuigosu	Venture Stone
	Weather Ball
	Yakukiman Mangrove


Name		Identify DC	Uses
Akuma Tears Pepper		40	S, D, E
Description			
A small purple like plant that has a main stalk that on it grows red berries in the form of a V. Found in Fall Islands and Climates.			
Edible Parts			
The Berries are edible but are very spicy in lines of a Ghost Chili Pepper in the real world making it a painfully spicy pepper			
Other Uses		Other Use DC	40
The Pepper can be used to craft a Pepper gas that Blinds DC 25 resistance does 1d10+1 rounds, The Pepper can be crafted chemically and used to heal breathing problems and colds removing diseases of a DC 20 or weaker.			
Products	Product Value	Skill to Harvest/Craft	DC
Pepper	5000	Prof. Farming / Survival	20
Blinding Gas	10000	Chemistry	45
Remove Disease Pill	25000	Chemistry	30
Plant	1000	Prof. Farming	25

Name		Identify DC	Uses
Amiudake		40	P
Description			
		A red and white speckled Umbrella Mushroom that grows in Winter islands and climates. Sometimes mistaken for a wonder medicine that can cure all diseases.	
Caution		Threat ID DC	
This Mushroom is very deadly doing 1d4 END an hour for 1d12 hours, It can be refined to do 1d6 END a hour for 1d12 hours.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	10000	Prof. Herbalist / Survival	20
Poison	20000	Chemistry	40

Name		Identify DC	Uses
Bamboo Javelin-Grove		50	W, E
Description			
			
Thick Long solid trunk with no leaves or off shoot branches			
Edible Parts			
The young shoots of almost all species are edible raw or cooked. Raw shoots have a slightly bitter taste that is removed by boiling. To prepare, remove the tough protective sheath that is coated with tawny or red hairs. The seed grain of the flowering bamboo is also edible. Boil the seeds like rice or pulverize them, mix with water, and make into cakes.			
Caution		Threat ID DC	40
The growth rate of this Bamboo is instant from its planting springs up to half its high when it hits solid ground, making the Pop Green seeds of this bamboo a great ammo choice. Upon impact the bamboo shoots up an area of 20ft in spears 1d12+10 stabbing anything in its path.			
Other Uses		Other Use DC	15
Use the mature bamboo to build structures or to make containers, ladles, spoons, and various other cooking utensils. Also use bamboo to make tools and weapons. You can make a strong bow by splitting the bamboo and putting several pieces together.			
Products	Product Value	Skill to Harvest/Craft	DC
Shoots	50	Prof. Farming / Survival	20
Wood	10	Prof. Lumberjack / Survival	30
Pop Green Ammo	25000	Craft Weapon	50

Name		Identify DC	Uses
Barrier Leaf		30	M, E
Description			
A large Single frond Palm leaf the size of a man that grows straight out of the ground, found in jungle islands.			
Edible Parts			
The leaf in whole is edible once steamed, its slight bitter taste yet large form makes a wonderful vegetable wrap for meals.			
Caution		Threat ID DC	
Other Uses		Other Use DC	
The Leaf is rather strong when not steamed, do to this it makes a strong cloth like material for crafting clothing or items out of.			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	100	Cooking / Craft Item/ Craft Armor	30

Name		Identify DC	Uses
Boaty Banana		30	M
Description			
A large Banana looking Shell that is forms, off a vine. The shell expands rapidly when exposed to water but maintains a high buoyancy and is used as an alternative source of travel.			
Other Uses		Other Use DC	50
This is one of the many plants that can be converted to Pop green Ammo. While not aggress like many other pop green choices, its covenant as a small sea worthy vessel that can be carried around in one's pocket.			
Products	Product Value	Skill to Harvest/Craft	DC
Shell	1000	Prof. Herbalist / Survival	30
Pop Green	10,000	Craft Weapon / Craft Item	40

Name		Identify DC	Uses
Body Mushroom		40	P
Description			
			
A small red mushroom with black rings about it, while it looks harmless and has a sweet taste the mushroom is parasitic in nature to those that eat it.			
Caution		Threat ID DC	40
If a person eats the mushroom, many mushrooms will start growing on their body which can be fatal. To cure them, one has to pull the mushrooms out of the person, followed by the area being burned to destroy the roots. The Mushrooms will grow on the play taking 10 HP for their health with each mushroom. In order to cure those effected they must be slightly burned with fire or acid.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	200	Prof. Herbalist / Survival	20

Black Rollo [DC for name] E
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Black Rollo			E
Description			
Edible Parts			

ΔΠΕΤΗ ΑΡΕΤΗ ΠΕΡ ΑΝΕΚΕ ΔΥΝΑΜΕΩΝ ΕΡ ΚΑΜΗ ΠΙΧΝΤΗΧ ΕΥΚΑΙ ΣΟΜΙΝΤΕΡ ΠΕΡ ΝΟΜΕΤΜΗ ΕΤΑΜ ΑΡΕΜ ΗΡΕ ΧΕΤ ΤΕ ΙΜΒΡΙΑΡΤΝ ΚΑΜ ΡΕΧ

Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Bleeding Bloom Shroom		50	M
Description			
A large flower like Brown mushroom that gains its name form a red liquid that seeps out form the mushrooms spongy body when exposed in the heat of the day. Despite looking edible the mushroom is rather disgusting and is generally considered to not be food. However in its place the liquid acts as a highly reactive oil, and the mushrooms themselves tend to burst into flames should someone expose its roots to the air.			
Other Uses		Other Use DC	60
The oil of the mushroom makes a powerful oil for a fuel source (equal to gasoline) and the roots can through careful skill be used to craft a self-igniting source of flame for items or weapons. Adding 1d8 fire to a weapon or creating fire.			
Products	Product Value	Skill to Harvest/Craft	DC
Mushroom	300	Prof. Herbalist	50
Oil	5000	Herbalist / Survival / Chemistry	40
Root	500	Prof. Herbalist	70
Weapon Add-on	25,000	Craft Weapon	60
Flame ignition item	25,000	Craft Item	60

Blue Bow Apple [DC for name] E, D
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP


Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Blue Rollo [DC for name] E, D
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses

ΔΠΕΤΗ ΑΡΕΤΗ ΠΕΡ ΑΝΕΚΕ ΔΥΝΑΜΕΩΝ ΕΡ ΚΑΜΗ ΠΙΧΝΤΗΧ ΕΥΚΑΝΕ ΣΑΜΙΝΤΕΡ ΠΕΡ ΝΑΚΕΤΜΗ ΕΤΑΜ ΑΡΕΜ ΗΡΕ ΧΕΤ ΤΕ ΙΜΒΡΙΑΡΕΤΗ ΚΑΡΑΧ

Name		Identify DC	Uses
Crimson Clear Grass		30	D, E, G
Description			
A small translucent reddish hued grass that grows spottily throughout spring and grassy areas of the grand line. It has a high collection of vitamins and minerals which make it great for both food and medicine.			
Edible Parts			
The plant in a whole is edible. It's often served in salads or as a spice cooked with food, but also can be blended into a drink.			
Other Uses		Other Use DC	35
This plant is great for it healing properties and natural vitamins. It can be crafted into a healing salve that does 1d4 healing a round for 1d6 rounds, act as a major choice for healing potion, or as an alternate major choice for vitamin or medication (See item rules for Healing Potion, Vitamin and Medication)			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	500	Prof. Herbalist / Survival	30
Seeds	50	Prof. Herbalist / Prof. Farmer	30
Potion	N/A	Chemistry (See Item Rules)	N/A
Salve	1000	Chemistry	20

Name		Identify DC	Uses
Daft Green		60	P, D, W
Description			
		<p>A large based white tree with green leaves and a fine green powder that covers the trunk of the tree and the ground area around it. Searching nearby will also at time hold many dead animals from the green powder.</p> <p>The green powder causes health issues and can poison the body on skin contact avoid close encounter unless protected.</p>	
Caution		Threat ID DC	60
The green powder is a poison that is easily absorbed in the skin and does 4d6 a round of 1d20 rounds			
Other Uses		Other Use DC	60
The tree is a good source of wood as long as the green powder is removed. The powder in controlled amounts can make a deterrent to animals as the scent of the plant causes their instincts to go into a sense of danger. The powder keeps animals at bay by 200 ft. for 1d12 hours.			
Products	Product Value	Skill to Harvest/Craft	DC
Powder	10000	Prof. Herbalist	60
Wood	10	Prof. Lumberjack	50

Name		Identify DC	Uses
Devil Fruit		20	E
Description			
A fruit of odd color pattern and shapes. No two fruits exist at the same time they are in use. Once a Fruit user dies the power of the fruit is released and it re-grows. Each fruit for the most part have been recorded though there a countless numbers of them each grants the person or thing that is feed the fruit the power it possesses.			
Edible Parts			
While the fruits are edible they taste horrible.			
Caution		Threat ID DC	60
Eating two devil fruits will cause them to counter act and cause the person who ate them to break apart into dust.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	10,000,000	Survival	20

Name		Identify DC	Uses
Dough Fluff		40	E, M, G
Description			
Tomato like plant that grows a sticky fluff fruit. Grows in Summer climates and Islands, The sticky fruit can be eaten raw but tastes better once cooked.			
Edible Parts			
The fruit of the plant is edible, but is better when cooked.			
Other Uses		Other Use DC	40
The sticky fruit can be used to craft a glue, or a stronger patch for leaks once the fruit dries out.			
Products	Product Value	Skill to Harvest/Craft	DC
Fruit	2000	Prof. Farming / Survival	20
Plant	150	Prof. Herbalist / Survival	30
Glue	500	Craft Item	15
Patch	500	Craft Vehicle / Repair	15

Name		Identify DC	Uses
Durabell		40	D, G
Description			
A small Blue and white bell like flower. The flower actually makes a small chiming sound when it blows in the wind. Found on spring like environments, used in medicine the flower is often grown as a source ingredient for potions.			
Other Uses		Other Use DC	40
The Durabell acts as a Major ingredient for Endurance Potions, Healing Potions, Medication, Release Potion and Speed potions for the effects and DC's needed to craft see the Item Rules listing for each potion.			
Products	Product Value	Skill to Harvest/Craft	DC
Seeds	250	Prof. Herbalist / Survival	30
Flower	1000	Prof. Herbalist	40
Potion	N/A	Chemistry (See Item Rules)	N/A

Name		Identify DC	Uses
Doctors Palm		40	D
Description			
A green and Purple speckled fern like plant.			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

El Jewel [50]

D, G

A Bright green crystal like Flower.

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Fairy Flower		50	M, G
Description			
A Red and Orange blossom flower that attracts strange lights when in bloom, grows on Spring climate and islands. The lights of the flower will help care and nurture other plants near it. Improving the plant's nearby quality. Called the Farmers little friends the lights are said to be Fairies hard at work in the garden that pleases them.			
Other Uses		Other Use DC	70
Pollen of the flower when harvested by bees or other similar creatures creates a dimly glowing honey called Heaven's Liquid Gold			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	1500	Prof. Herbalist / Prof. Farming	30
Seeds	100	Prof. Herbalist / Prof. Farming	25
Heaven's Liquid Gold	20,000	Prof. Rancher	40

Name		Identify DC	Uses
Feachblossom		45	D, M
Description			
A Fuzzy looking flower with Pink and green leaves. Grown on Summer Islands and Warm climates. The flower is peach in color and is fuzzy in its texture.			
Other Uses		Other Use DC	45
The fuzzy flowers can be ground up and used in potions. The flower is an option for major use in Resistance Cold Potions, Release Potions, Levitation Potions, and Wisdom Potions. For the potions effects and craft DC's (see item rules) The flowers can be gathered and made into clothing or armor that is resistant to cold weather and cold attacks. +5 vs Cold			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	1000	Prof. Herbalist / Survival	20
Seeds	200	Prof. Herbalist	30
Potion	N/A	Chemistry (See Item Rules)	40
Clothing / Armor	+5000	Craft Armor / Clothing	+20

Name		Identify DC	Uses
Fizz Apple		50	E, M, W
Description			
A Large Brown apple that in many ways looks to be going bad, grown only in Dark rooms. The Apples themselves look like they are rotten, but in actuality they have very like substance yet allot of carbon dioxide built up within their fruit.			
Edible Parts			
The fruit is edible but not very filling or tasty.			
Other Uses		Other Use DC	50
The built up amount of carbon dioxide makes the fizz apple perfect in making both soda or a carbonated based fuel source.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	20
Fruit	500	Prof. Farming / Survival	20
Soda	150	Cooking	30
Fuel	1000	Chemistry / Vehicles / Machines	35

Fools Gem

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Fountain Berry		40	E, D, M, W
Description			
A Large Evergreen tree that grows in waters of summer climates and drip water from its leaves, it bears blue pears. The trees spongy trunk cause the easy flow of water through the tree and fill the fruit.			
Edible Parts			
The blue pears are edible, yet mainly consist of water when eaten.			
Other Uses		Other Use DC	40
The trunk of the tree produces cork as a building material in place of normal wood. This makes the wood highly sought for uses in bottling and making floats out of the spongy wood. The liquid while mostly water can also be mashed up into major ingredient for potions. Chi Restoration, Reflex Potion, Resistance Heat Potion, and Healing potions. See Item Rules for potions DCs and effects.			
Products	Product Value	Skill to Harvest/Craft	DC
Cork Wood	100	Prof. Lumberjack	20
Fruit	300	Prof. Herbalist / Survival	20
Fresh Water	50	Survival	20
Cork	10	Craft Item	10

Gald Mellon [45] E, D
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Green Devil [45] M
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			

ΔΠΕΤΗ ΑΡΕΤΗ ΠΕΡ ΑΝΕΚΕ ΔΥΝΑΜΕΩΝ ΕΡΕ ΚΜΗΤ ΠΙΧΝΤΗΧ ΕΥΚΑΝΕ ΣΟΜΜΗΤΕΡ ΠΕΡ ΝΟΜΕΤΜΗ ΕΤΗΜ ΑΡΕΜ ΗΡΕ ΧΕΤ ΤΕ ΙΜΒΡΙΑΡΤΗ ΚΡΜ ΡΧΧ

Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Honey Blade Blossom [55]

M, D

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

[]

Plants Basic Uses [DC for uses]


Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Horn Berry		55	E, D
Description			
Small ground-like plant with red and green berries that grow near swamps and marshes in fall climates and islands. They get their name because when they are crushed the honk			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Juice Bloom		40	E, G
Description			
A large flower that grows a triangular tulip like flower, that gathers rain and mixes with pollens and flavor of the leaves to create a juice that can be drunk from the flower., due to the variety of flavors, they are sought for a flavorful enjoyment. The blooms are picked and the plant will regrow a new blossom in a week.			
Edible Parts			
The flowers tastes base on the color of the flower Pink –Strawberry, Red – Cherry, Purple – Grape, Yellow – Lemon, Green – Apple, Orange – Orange, Violet – Blueberry, Aqua – Raspberry, White – Coconut, Black – Blackberry, Brown – Pear			
Products	Product Value	Skill to Harvest/Craft	DC
Flowers	500	Herbalist / Farmer / Survival	20
Plant	3000	Prof. Farmer / Prof. Herbalist	40

Name		Identify DC	Uses
IQ		80	D, M, G
Description			
		A small three green leafed flower with a white and pink round bloom with dried yellow leaves round the bloom. This plant Raises the INT of those that Eat the plant by 1d8.	
Other Uses		Other Use DC	80
Craft Chemical Medicine creates a medicine that cures Daft Green effects. Evolution Formula creates a chemical SIQ that enhances animals to new levels at a rapid pace.			
Products	Product Value	Skill to Harvest/Craft	DC
Daft Medicine			70
Plant			60
SIQ			90

Name		Identify DC	Uses
Kona		50	W, D, P
Description			
A tall Gray trunk striped tree with bushy leaves. The tree is a source of wood.			
Edible Parts			
Caution		Threat ID DC	
This plant has Coniine a strong paralyzing agent if the tree releases it air born it can cause breathing issues (Tree Fever See Disease rules)			
Other Uses		Other Use DC	60
Crafting the Coniine into a medicine treats and removes Tree Fever, it also can be use as a paralyze agent when needed DC 15 Resistance vs. paralyze for 2d6+1 rounds			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack/ Survival	30
Medicine	15000	Chemistry	50
Paralyzer	5000	Chemistry	40

Name		Identify DC	Uses
Kuuigosu		40	W
Description			
A large tree found in the depths of Seafloor islands, The trees grow sponge like in their form and have a very high buoyance about them that if they get covered in water they erupt from the ocean out like a missile. Because of this, the wood is sought to be used to help ships float back to the surface from the ocean depths.			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	1000	Prof. Lumberjack	50

Name		Identify DC	Uses
Lady Eye Bloom		40	M
Description			
A bright blue iris that is large in its size. Grows in Summer climates and islands. The flower because of its large beauty is sold for a decent price.			
Caution		Threat ID DC	40
Skin contact with this flower stains the skin with blue spots, its not a disease and will fade in time (1d12 days) but causes the player to suffer a -20 to Stealth rolls while coated in them.			
Other Uses		Other Use DC	20
The flower can be crushed and used to create dyes, inks or paint.			
Products	Product Value	Skill to Harvest/Craft	DC
Flower	1000	Prof. Herbalist	20
Ink	5000	Craft Item	40
Dye	1000	Craft Item	20
Paint	2500	Craft Item	40

Lamp Light [40]

M

Description


Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]


Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name	Identify DC	Uses	
Lily Carnation	40	P	
Description			
	A simple red and yellow flower with a white petal that resembles a scarf, this surrounds the face (yeah it has a face) which is innocent looking. Second form also known as the true form the plant has a large mouth and can devour its favorite meat. Lily creates illusions of paradise DC 30 Will Save to hide its true form.		
Caution	Threat ID DC	60	
Lily Carnation is a parasite that feeds on human life. In its true form it will devour humans and reproduce them in plant forms to draw in more to feed off more of them. Do to this the plant is considered very dangerous and is blocked from sale around the world governments.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	1,000,000 Black market only	Prof. Herbalist	60

Name	Identify DC	Uses	
Leach Root	45	M	
Description			
Ivy like plant that grows along the ground and climbing along up rocks and trees. It tends to move to grab onto heat sources. Found on Summer Islands and climates. The plant can be used as a torcher device by binding people in it causing them to bleed if they try to escape from it doing 1d10			
Caution	Threat ID DC	45	
The plants vines are covered in small sharp needle like parts that do damage when grabbing or being entangled in it.			
Other Uses	Other Use DC	50	
Craft Weapon can make a whip which does 1d10 added damage.			
Products	Product Value	Skill to Harvest/Craft	DC
Vine	300	Prof. Herbalist / Survival	
Whip	5000	Craft Weapon	40

Name		Identify DC	Uses
Meat Berry		50	E (partial), M
Description			
A Large five leaf plant which lays out on the ground a has a small steam that looks like a strawberry on the end. This plant is found in Summer islands and climates. The leaves of the plant can be cut and used as a portable heat source grants +5 Resist Cold			
Edible Parts			
Cooked Meat. Often when the plant blooms cooked meat can be found in its leaves.			
Caution		Threat ID DC	55
The plant is a carnivore and its steam attacks its prey to move in the center where the plant closes and its leaves burns at the flesh and hair feeding on the juices, while cooking the meat, after it eats the flesh it opens up and the steaming meat is left behind. Its victims are cooked with 3d10 fire damage a round as it grapples it.			
Other Uses		Other Use DC	
Products		Product Value	Skill to Harvest/Craft
Plant	20,000	Prof. Herbalist / Prof. Farming	40
Leaves	2000	Prof. Herbalist / Survival	60
Meat	500	Herbalist / Farming / Survival	40

Name		Identify DC	Uses
Mescal Cactus		45	P,D
Description			
			
It is a very small round cactus that causes hallucinations, Round and bright green looking like water melon in the deserts of summer islands.			
Caution		Threat ID DC	50
Eating this plant requires the person to make a Will save DC 25 vs illusions for 1d20 hours. If the player succumbs to the illusion they will walk about avoiding or confronting illusions possibly going way off course. Because of this there is a black market to sell pills made from the cactuses to give the effect as a sort of high. (acts in the same way a LSD see Item rules for effect)			
Products		Product Value	Skill to Harvest/Craft
Plant	2500	Prof. Herbalist / Survival	30
Drug	10,000	Chemistry	40

Name		Identify DC	Uses
Monster Fluff		30	M
Description			
A giant plant that resembles the seeds of dandelions sprouting from the ground in grass like reeds.			
Other Uses		Other Use DC	35
The fluff of the plant can be rolled by craftsmen into a fine line, perfect for fishing line or wires used in battle. It also can be gathered in mass and form soft yet strong silk like rope.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	50	Prof. Herbalist / Survival	20
Line	1000	Craft Item	30
Wire	2000	Craft Item	40
Rope	500	Craft Item	35

[DC for name]
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Moss Mushroom		30	E, D
Description			
A brown mushroom with a green fuzzy moss that has grown about its top.			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Nut-berry Bush [DC for name] E, D
 A Bushy green plant with hard purple berries.
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Orange Skull leaf [45] D
 Description

A N E C H A R P E N P E R A E T I C C O N T R A N E M P P R M M T I X N T H X F T C N E S O M I N T E T P E R I C O N T M H F M A E R M I P E X E T T E I M B R I A A R T S I M B R I A

Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Pasta Vine E, M
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Pitt Tongue
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	

Products	Product Value	Skill to Harvest/Craft	DC

Pom Pom Tree
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name	Identify DC	Uses	
Description			
Edible Parts			
Caution	Threat ID DC		
Other Uses	Other Use DC		
Products	Product Value	Skill to Harvest/Craft	DC



Rafflesia
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name	Identify DC	Uses	
Rafflesia	50	M	
Description			
Edible Parts			
Caution	Threat ID DC		
Other Uses	Other Use DC		
Products	Product Value	Skill to Harvest/Craft	DC

Razor Grass M, P
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]

ΔΠΕΤΗ ΑΡΕΤΗ ΠΕΡ ΑΝΤΙΚ ΔΥΝΑΜΕΩΝ ΕΡ ΚΑΜΗ ΠΙΧΝΗΤΗΧ ΕΥΚΑΝΕ ΣΑΜΙΝΤΕΡ ΠΕΡ ΝΟΜΕΤΜΗ ΕΤΑΜ ΑΡΕΜ ΗΠΕ ΧΕΤ ΤΕ ΙΜΒΡΙΑΡΤΑΝ ΚΑΜ ΡΑΧ

Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Rosran
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

S.A.D. Tree

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Salty Carrot

ANEHT AEPN PER AEPNK CNRKAPEM PP KMHT NXNTHHX FTONE SXMINTEI PER NDNCTMH FIM AFRM HPE XET TE IMBERFEFTN KPM REX

Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Sargrasso
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Sherbet Shroom
 Plant Name [DC for name] Uses listing
 Description
 Plants Basic Uses [DC for uses]
 Secondary Uses [DC for secondary uses]
 Plant Warning /Hazards [DC for warning]
 Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	

Other Uses		Other Use DC	
Products		DC	
Product Value	Skill to Harvest/Craft		

Shock Berry

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Skull Exploding Grass

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Snake Weed

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
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Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Snow Radish

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Spring Load Vine

Plant Name [DC for name] Uses listing

Description


Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name	Identify DC	Uses	
Stomach Baron	40	M	
Description			
			
<p>A living plant island, The plant is so massive it has its own ecosystem, other plant life and animals, Often disguised as a symmetrical island, it waits to capture unknowing prey and devouring the creatures not adapted to its unique environment by enclosing its leaves and pushing all things into an acid pool doing (1d6 a round for 1d4 rounds) in the center of the plant. On top of the acid the tough inner leaves have an intensely sticky substance about them. DC 20 Reflex vs can't move when caught in the leaves stickiness.</p>			
Products	Product Value	Skill to Harvest/Craft	DC
Leaves	5000	Prof. Herbalist / Lumberjack	70
Acid	250	Survival	40

Stripped Pitcher

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name	Identify DC	Uses	
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Trampoline

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name	Identify DC	Uses
Description		

Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Thousand-Year Trees

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]


Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Paper 44,000 a sheet

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Treasure Adam Wood		40	W
Description			
			
<p>A Massive tree that dwarves the skyline of the world. It looks like an oak tree that never stopped growing. Harvesting the wood without permission is a serious crime. Yearly there is an expedition to gather wood from its branches and sell that wood on the market given the branches are as big as one giant redwood is in the real world. Because of this the wood is sold at a high price and often is bought by nobles to use on their homes. Only two ships have ever been made from the wood. Thousand Sunny (Straw hats second ship) and Oro Jackson (Gol D. Rodgers Ship)</p>			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	1,000,000 Unit	Prof. Lumberjack	70

Name		Identify DC	Uses
Treasured Apple		50	E, M, W, G
Description			
A large apple tree, that blooms with yellow flowers and produces apples that have a golden metallic skin. The apple is known also as the Golden Fruit of the gods. Unlike other apples there are no seeds, in its place the apples themselves act as a seed when planted however the high value for the fruit is caused by the demand on resources that the plant has. Some farmers actually see the trees as problematic as they steal away the resources from other plants in an area.			
Other Uses		Other Use DC	55
Crushing the apples to extract juice creates an extract that is used as a super fertilizer that enhances the growth of other plants (provided they aren't near a Treasure apple tree within 200 ft) The extract grants the new plant a production of +5 units of material or food.			
Products	Product Value	Skill to Harvest/Craft	DC
Treasure Apple	10,000	Prof. Farming	50
Wood	10	Prof. Lumberjack / Survival	30
Extract	5000	Prof. Farming	60

Upion

Plant Name [DC for name] Uses listing

Description

Plants Basic Uses [DC for uses]

Secondary Uses [DC for secondary uses]

Plant Warning /Hazards [DC for warning]

Plant BRP / Crafted ITEM BRP

Name		Identify DC	Uses
Description			
Edible Parts			
Caution		Threat ID DC	
Other Uses		Other Use DC	
Products	Product Value	Skill to Harvest/Craft	DC

Name		Identify DC	Uses
Uchiwa Grass		50	M, G
Description			
Long Fan-like grass, that can be harvested and used as paddles, fans or even due to their ridged form and strong material can be crafted into a weak reach weapon.			
Other Uses		Other Use DC	55
Skilled craftsmen can adapt the seeds of this plant into pop green ammo. The ammo strikes a 30' area in 1d8+10 slashing damage as it burst up from the ground.			
Products	Product Value	Skill to Harvest/Craft	DC
Grass	3000	Prof. Farming / Prof. Herbalist	40
Seeds	150	Prof. Herbalist / Prof. Farming	45
Pop green	20,000	Craft Weapon	60
Paddle / Fan	400	Craft Item	20

Name		Identify DC	Uses
Vanilla Stone bean		60	E, M, G
Description			
A Large ground grown cocoanut that when cracked open has meat and juice like that of vanilla cream.			
Edible Parts			
The inside meat is a sweet and edible, carrying a substance similar to vanilla cake. The juice is a creamy milk that also bears a sweet vanilla taste about it.			
Other Uses		Other Use DC	60
Do to their compressed and compact outer form, the shells can be coated in oils, or burnable materials to create a flaming explosive thrown bomb or cannon ball (Explodes into 30ft area doing 3d8 fire). Additionally when opened the outer shell can be hollowed and used for dishware or holding liquids for storage in travels.			
Products	Product Value	Skill to Harvest/Craft	DC
Meat	2000	Survival / Cooking	40
Milk	1000	Survival / Cooking	40
Bomb / Cannon ball	4000	Craft Weapon	20
Dishware / Container	750	Craft Item	30
Plant	500	Prof. Herbalist / Prof. Farming	25

Name		Identify DC	Uses
Venture Stone		65	W, M
Description			
A small reedy tree, that produces colored glass shaped orbs. The glass orbs are thought the orbs are sought for the strange properties of them causing ones memories play out and restoring lost hopes and dreams, as well as connection to lost friends and family. Yet the orbs only grow once a decade on the plants. More often the plant just gathers moisture and leaks it in a colored sap.			
Other Uses		Other Use DC	75
The sap can be gathered and used to treat paper to create a viva card, the card will connect to the holders of it. The paper if torn will see out its other parts, and if the user of the card dies it burns away. People exchange the cards in pieces to keep track of one another across the world sharing a bonding connection. The Card grants a +30 Navigate to find holders of the other pieces of the same piece of paper.			
Products	Product Value	Skill to Harvest/Craft	DC
Plant	40,000	Prof. Herbalist	75
Orb	1,000,000	Prof. Herbalist	65
Sap	10,000	Prof. Herbalist	50
Viva Card	5000	Craft Item	30

Name		Identify DC	Uses
Weather Ball		50	G, M

Description



A small ground based plant the grows much in the way lettuce and cabbage does it forms a coating based bubble. Grown in any climate Takes on the qualities of the weather it's exposed to the most. Rain, Thunder, Sun, and Snow, once they are fully grown they can be sold to lands to create pockets 30x30 areas of controlled weather for 1d6 hours.


Other Uses

Other Use DC

30

A skilled crafts person can link the seeds of these plants to weapons or items to release the pockets of weather on demand. One can craft a weapon or item based on what is being made. Adds the ability to affect a 30 ft area with Water downpour 10 gal per level (Rain), Heat Wave 1d6 heat damage level (Sun), Thunder Strike 1d6 lighting damage level (Thunder), Ice Storm 1d6 cold damage per level (Snow). The Seeds of the plants can be bought they are bulb like coated in a soapy like film and grow in the bottom of the bulb.

Products	Product Value	Skill to Harvest/Craft	DC
Thunder	3000	Farming / Craft Weapon / Item	40
Snow	3000	Farming / Craft Weapon / Item	40
Sun	6000	Farming / Craft Weapon / Item	60
Rain	6000	Farming / Craft Weapon / Item	60
Seeds	1,000,000	Prof. Farming	50

Name	Identify DC	Uses	
Yakukiman Mangrove	50	W, M	
Description			
			
<p>Massive Black and white trees with huge bushy braches and roots that grow out of the sea. These trees make up the majority of the Red line that is Shabaody Archipelago that separates The New world from Paradise end of the Grand line The trees are massive and can provide enough wood to make many massive fleets of ships.</p>			
Other Uses	Other Use DC	70	
<p>The Soapy sap bubbles that rise up from the trees and the sea is strongly durable yet in the raw is useless too far away from the trees that produce them. A skilled Crafts man can make the sap last away from the trees, and equally someone trained in prepping a ship properly can coat a ship with an underwater coating from the sap. The Sap that is created can be used in many ways the raw sap mixed with sugar creates a great treat. Craftsman skilled in making items can create a floating preserver which is used by mermaid/mermen to move about on land before gaining access to legs. An Item craftsman can also create floating storage containers that hold up to 30 units with no weight on the character. The final thing it can create is a Bubble bike that hovers over the ground and can hold items or even people inside it.</p>			
Products	Product Value	Skill to Harvest/Craft	DC
Wood	10	Prof. Lumberjack / Survival	50
Sap	200	Herbalist / Farmer / Survival	40
Treated Sap	5000	Chemistry	60
Under Water Coating	5,000,000	Craft Vehicle	50
Floating Storage	5000	Craft Item	60
Bubble Bike	250,000	Craft Vehicle	60
Bubble Candy	500	Cooking	30
Bubble Tube	1000	Craft Item	30

Materials Chart	Items on this chart can be found or mined
Agate	Nickel
Alexandrite	Oil
Aluminum	Onyx
Amazonite	Opal
Amber	Pearl
Amethyst	Peridot
Arsenic	Petrified Wood
Aquamarine	Phosphate
Baryte	Platinum
Basalt	Polonium
Benitoite	Pottery
Beryl	Pumice
Bloodstone	Pyrite
Bone / Ivory	Pyrolusite
Cats Eye	Quartz
Celestine	Rhodochrosite
Cesium	Ruby
Chalk	Rose Crystal
Cinnabar	Rose Diamond
Chromite	Salt
Clay	Sand Stone
Clinohumite	Sapphire
Coal	Scheelite
Coltan	Sea Stone
Copper	Shale
Coral	Shalerite
Crystal	Shell
Diamond	Slate
Dolomite	Silver
Emerald	Sodium
Flint	Spectrolite
Fossil	Spinel
Garnet	Star Blue Quartz
Gold	Star Garnet
Graphite	Star metal
Hematite	Sugilite
Ilemnite	Sulfur
Iron	Sun Stone
Jade	Talc
Jasper	Tar
Kunzite	Tin
Lacrama	Topaz
Lapis	Tourmaline
Limestone	Turquoise
Magnetite	Uranium
Malachite	Wolframite
Marble	Zircon
Meteorite	Zinc
Molybdenite	Zoelite
Moonstone	Zoisite

(The Mineral Chart currently does not have a listing below at this time)

Using the Mineral chart, this chart is for the GM to build a roll chart based on a collection of these minerals, along with stuff like trash, dirt, buried treasure and so on. These minerals have a set value or use to the players in some way.

Mineral Name	BRP Value for 1 Unit
Agate	1000 per unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Gemstone	40
Unique Properties	A gemstone used for jewelry and decoration
Additional Uses	Item Craft DC 30 – Mortar and pedestal Chemical Craft DC 40 – Luminescence creates a dim light source of 10'

A volcanic gemstone, that tends to have a layered effect of color, a form of silicone formed from past lava flows. Its poor pores nature makes it a prized for using in chemical and kitchen tools such as mortar and pedestals. When exposed to certain chemicals it gives off a dull greenish glow.

Mineral Name	BRP Value for 1 Unit
Alexandrite	5000 per unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Gemstone	45
Unique Properties	The gemstone appears to change color in light, used for jewelry and decoration
Additional Uses	None

A rare red to green gemstone, Found in mountainous areas, its rare occurrence and variety of shifts in color make this gemstone highly praised in trade.

Mineral Name	BRP Value for 1 Unit
Aluminum	1000 per unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Metal	30
Unique Properties	A light flexible metal with no magnetic properties, used as a light weight metal for building, however it has a low strength rate so is not used in weapons
Additional Uses	Building Material Chemical DC 50 – hardens the metal for stronger use

A light weight metal, that is both flexible and abundant in the world, dark silvery in its look, the metal can be used to craft things from them, but its light weight is balanced out in its durability as it is very fragile and is not a good material for weapons or armor.

Mineral Name	BRP Value for 1 Unit
Amazonite	2000 per unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Gemstone	40
Unique Properties	Bright Green Crystal , useful for jewelry or decoration
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'

A bright green stone, due to its bright color its valued as a good priced stone for jewelry or collectors for decoration. It looks like jade but unlike the green stone, it's a crystalized structure. When exposed to certain chemicals it gives off a faint reddish glow.

Mineral Name		BRP Value for 1 Unit
Amber		5000 a unit, 25,000 a unit with insect inside
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient Treasure		20
Unique Properties	Yellowish Brown petrified sap, sometimes contains insects within. Used for jewelry and decoration.	
Additional Uses	Medical – It has been used in small collections for medical potions Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

A collection of ancient sap that has hardened and formed a yellowish brown stone that sometimes holds insects trapped within. When exposed to certain chemicals it gives off a white to yellowish faint light.

Mineral Name		BRP Value for 1 Unit
Amethyst		5000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		30
Unique Properties	A purple crystal, sought by many as a gem for jewelry and decoration.	
Additional Uses	None	

A highly sought out gemstone, praised for its clear year purple tone. Used in high quality jewelry and decoration as a precious gem.

Mineral Name		BRP Value for 1 Unit
Arsenic		500 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	A metal that has a high toxicity that it is used to create a poison.	
Additional Uses	Chemical DC 30 – Combined with copper creates bronze	

A fine metallic substance that is important to be aware of as its high toxicity, which is often sought out for that very reason to poison creatures and people.

Mineral Name		BRP Value for 1 Unit
Aquamarine		3000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		20
Unique Properties	A light blue gemstone sought for jewelry or decoration	
Additional Uses	None	

A crystalized gemstone that is cyan in color, its color and clarity has it sought out for its value in jewelry and decoration.

Mineral Name		BRP Value for 1 Unit
Bloodstone		100 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		20
Unique Properties	A black stone with specs of bright red.	
Additional Uses	None	

A simple black stone with dots of bright red, its unique look causes it to be used in jewelry and decoration.

Mineral Name		BRP Value for 1 Unit
Bone / Ivory		50 per unit Bone / 5000 per unit Ivory
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient Treasure		10 Bone, 30 Ivory
Unique Properties	The bones of the long past dead used by collectors for decoration and jewelry. Also used in medical studies	
Additional Uses	Craft Chemical DC 10 - Bone Meal	

The remains of a long dead creature, the quality and complete nature of the full skeleton will help in medical study (+20 to DC's for complete skeletons), it also is used in decoration and jewelry. Lastly bones can be ground up and made into bone meal, which is a vital ingredient in chemical and cooking needs.

Mineral Name		BRP Value for 1 Unit
Cats Eye		50 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		10
Unique Properties	A small yellow to brown stone that has stripes used for jewelry and decoration	
Additional Uses	None	

A small yellow or brown stone that is striped that resembles the look of a cat's eye, it is used by craftsmen as jewelry and decoration.

Mineral Name		BRP Value for 1 Unit
Celestine		200 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		20
Unique Properties	A crystal structure that is used in decoration.	
Additional Uses	Chemical Craft DC 20 – Explosives, 1d6 explosives Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

A crystalline rock that is prized for the Geos that forms naturally. Due to their look they are used to craft for decoration. When ground up its crystalline powder is explosive and does 1d6 in its raw state. When exposed to a chemical compound it gives off a faint bluish white light.

Mineral Name		BRP Value for 1 Unit
Cesium		50,000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		50
Unique Properties	Explosive in when exposed to water a highly volatile metal, formed as a radioactive waste material.	
Additional Uses	Chemical Craft DC 20 – Explosives, 3d6 explosives Chemical Craft DC 70 – Radioactive Fuel	

It has a crystalline look but melts at a low temp vs other metals, Its main use is as a metal for electronic devices and Fuel for Nuclear powered devices, Handling this metal is very dangerous as it does 1 END a minute its exposed outside a protective casing to living things, while it can be removed its effect is similar to a slow poisoning and does not require a save to effect the player.

Mineral Name		BRP Value for 1 Unit
Chalk		20 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		10
Unique Properties	A soft white limestone collection that is mined for its ability to mark objects in its powder.	
Additional Uses	Craft Chemistry DC 10 – Antacid Craft Chemistry DC 30 – polish	

A soft white limestone, which is used primarily as a writing tool throughout the world, marking objects with a white powder mark. It also be crafted into making an antacid which dilutes acids or can be used as a medicine, or made into a fine polish material for cleaning.

Mineral Name		BRP Value for 1 Unit
Cinnabar		400 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		30
Unique Properties	A reddish and silver crystal that can be melted into mercury, used in decoration	
Additional Uses	Craft Item DC 50 – Thermometer Craft Chemical DC 20- Mercury	

A reddish and silver crystal like metal that is used in decoration, but is also melted down into mercury which can be used in ether poisons or as a means to measure temperatures.

Mineral Name		BRP Value for 1 Unit
Chromite		500 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	A silvery metal that is used to form a strong stainless metal to craft from	
Additional Uses	None	

A silver metal that is strong in its form, that is used to be combined with other metals to create a highly metallic surface that is resistant to stains.

Mineral Name		BRP Value for 1 Unit
Clay		10 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		10
Unique Properties	A lump of moldable mud like material, that ranges from brown to grey in color	
Additional Uses	Medical – Dried clay powder is used as a medical material	

A lump of grey or brown mud like substance that can be used to mold and form various items, which can be dried or cooked by flame. Cooking clay strengthens its form creating a hard rock like material, while air drying it keeps it more fragile but it can be altered with adding water to it. It also has been found useful in medicine.

Mineral Name		BRP Value for 1 Unit
Clinohumite		1000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		30
Unique Properties	A orange colored crystal that is used in jewelry and decoration	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

A dark orange crystal gemstone, often used to craft jewelry or within decoration. When exposed to a chemical compound it gives off a faint orange light.

Mineral Name		BRP Value for 1 Unit
Coal		20 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		20
Unique Properties	A black crystal-like stone that leave dark powder behind, sought for its ability to be used as slow burning yet safe a fuel source.	
Additional Uses	Craft Chemical 20 – Steel (combined with Iron to harden the metal) Craft Chemical 30 – Carbon Monoxide Craft Chemical 40 – Ammonia Craft Chemical 60 - Formaldehyde	

A highly sought material for fuel use, additionally the material can be used to craft many types of additional materials. Carbon Monoxide a creation of coal that can be used as a source of fuel for heating that burns stronger then coal itself. Ammonia, a strong cleaning substance formed from coal. Formaldehyde, a chemical compound used to preserve and prevent rotting of meat. Coal burns at a rate of 1d4 fire, while Carbon Monoxide burns at 1d8 fire.

Mineral Name		BRP Value for 1 Unit
Coltan		400 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	A strange metal that is gray and yellowish in color	
Additional Uses	Craft Item – Electronics / wire Superstation – This metal has been the object of blood feuds that have caused some to think it's a cursed metal	

A metal that is gray and yellowish in its look, that can be used to craft weapons, armor and items it's not as strong as iron, thus those items take -2 to their ADS. However what it lacks in hardness it makes up for in electrical conductivity. It is often used to form wires and electronics for devices. Mines are said to sometimes hold a curse with this material.

Mineral Name		BRP Value for 1 Unit
Copper		750 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		10
Unique Properties	A reddish orange metal that is soft, its sought for its uses	
Additional Uses	Craft Chemical DC 20 – Bronze (mixed with Tin) Craft Chemical DC 20 – Brass (mixed with Zinc)	

A soft and pliable metal that is a reddish orange in its look, one of the first metals found in the world. While Weapons, Armor and tools can be made with it, they are very weak taking a -8 on their ADS. It can be chemically treated to create Bronze a stronger metal for crafting, or Brass which while slightly stronger than Copper is more sought for decoration use. Copper has a high conductivity and is perfect for wiring or crafting pipes.

Mineral Name		BRP Value for 1 Unit
Coral		50 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Rock		10
Unique Properties	Once living and building sea structures, used in decoration and jewelry	
Additional Uses	Light source – Luminescence creates a dim light source of 10'	

Coral is a stone like remains of a living sea structure of plants and animals. It's has various colors and tones about them as well as shapes and sizes. Some coral when exposed to light after exposed to dark gives off a faint glow for a period of 1d6 hours. It happens about 10% of the time.

Mineral Name		BRP Value for 1 Unit
Crystal		200 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		10
Unique Properties	A stone that forms from water and sediment as it grows in size quickly, sought for decoration, jewelry and occult use	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10' Craft item – Battery – holds 1d4 charges of power	

A clear to white stone that grows in damp environments at a semi rapid rate compared to normal rock growth rates. It is collected for its look to be used in jewelry and decoration but also its claimed to be a connection between worlds for paranormal use. Crystals despite being a rock formation actually can house and power small amounts of electricity. When exposed to a chemical compound it gives off a faint white light.

Mineral Name		BRP Value for 1 Unit
Diamond		100,000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		20
Unique Properties	A small white to clear stone, sought highly for its value. Used in decoration and jewelry, most often in wedding rings.	
Additional Uses	Light source – Luminescence creates a dim light source of 10' Craft Items /weapon / Armor DC 80- +10 to ADS of crafted item	

A highly sought out gemstone, praised as the king of gemstones. The hardness of the stone makes it also ideal for combining into crafting of tools to grant them a +10 to their ADS score, even though it is difficult to combine with the other materials. When exposed to light uncut diamond it may give off a faint yellowish white light for 1d4 hours.

Mineral Name		BRP Value for 1 Unit
Dolomite		300 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		30
Unique Properties	White, tan or pinkish crystal, that is sought for construction use	
Additional Uses	Craft Chemical DC 20 – Magnesium Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

A white, tan or pinkish crystal, which is often crushed into a powder, to form cement for construction purposes. It has an additional use of being used as a form of Magnesium which is needed for chemical and medical uses. When exposed to a chemical compound it gives off a faint reddish white light.

Mineral Name		BRP Value for 1 Unit
Emerald		7000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		20
Unique Properties	A highly sought gemstone for jewelry and decoration	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

The stone is highly sought for its clear yet green color, to be used in jewelry and decoration. When exposed to a chemical compound it gives off faint reddish light.

Mineral Name		BRP Value for 1 Unit
Flint		100 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Rock		10
Unique Properties	A white crystal like stone that is sought for its high rate of sparking to start fires. Also its been used as a common building material	
Additional Uses	Craft Item DC 30 – Ceramics	

A white cloudy crystal like stone, which is used in construction and also is used as an ignition source for fire and gunpowder. In addition the stone can be crushed and formed into a fine clay like powder that can be used to form ceramic items.

Mineral Name		BRP Value for 1 Unit
Fossil		10,000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient Treasure		30
Unique Properties	The remains of ether an ancient creature's bones or plant petrified in stone.	
Additional Uses	Knowledge History – Fossils help understand historical info granting a +10 to the skill Knowledge history	

A highly prized petrified remains of a past creature or plant, often used in the study of history of an area and is the origin of some mythical creatures by combining history with legends and myths of the area.

Mineral Name		BRP Value for 1 Unit
Garnet		200 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		20
Unique Properties	A small crystalline gemstone that is green or brown in color, sought for decoration or jewelry	
Additional Uses	Craft Chemical DC 60 – Garnet Sand	

Green to yellowish brown in color, Garnets are a gemstone often sought to add to decoration or jewelry crafting. The stones however when crushed into Garnet Sand is useful as ether a tool to cut denser metals like steel or even as a means of water filtration.

Mineral Name		BRP Value for 1 Unit
Gold		50,000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		25
Unique Properties	Yellowish soft yet very dense and heavy material. Highly sought throughout the world.	
Additional Uses	Medicine – gold flakes have some medical uses Food – not really a food source some eat gold as a delicacy	

One of the most highly sought materials of the world. Used throughout the world as a common source of material currency in place of paper notes. Gold has a low melting rate, but high flexibility and conductivity making it useful for electronics. It also has been used as medicine and food additives. Despite its small size 1 unit of gold (1 bar of gold) weights 50 lbs.

Mineral Name		BRP Value for 1 Unit
Graphite		10 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Rock		10
Unique Properties	A greyish carbon stone, very common form of coal but isn't very easy to burn, unlike normal coal.	
Additional Uses	Craft Chemical – DC 20 with iron to make Steel Craft Item – DC 40 Battery holds 1d6 charges Craft Chemical – DC 40 Lubricant	

One of the most common minerals in the world it's used commonly for writing material, steel making and even can be crafted into batteries with a small charge hold, they also can be crafted to create a greasy lubricant that does DC 16 Reflex vs Trip. It can be used as a fuel source but has 1 in 4 chance of not burning.

Mineral Name		BRP Value for 1 Unit
Hematite		100 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		20
Unique Properties	Black crystal like metal that is a common source of iron. Due to its shiny black color its often used to craft Jewelry.	
Additional Uses	Knowledge Nature DC 30 – Magnetic Ore	

One of the more common forms of iron found and used, it sometimes holds magnetic properties where it can latch on to other metallic objects and link together requiring a DC 12 STR check to pull them apart.

Mineral Name		BRP Value for 1 Unit
Ilemnite		50 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		30
Unique Properties	Grey to reddish black stone that is the key ingredient in making Titanium.	
Additional Uses	Craft Chemical – DC 40 Titanium Powder	

A form of Iron ore that once refined makes the titanium metal after processing. The ore can also be ground up and used to make plastics or paint.

Mineral Name		BRP Value for 1 Unit
Iron		50 per Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		20
Unique Properties	One of the most mined materials for its structural use, Iron is a key metal in crafting all kinds of items, it's a dull grey metal stone structure.	
Additional Uses	Craft Chemical DC 20 – Steel	

Formed in volcanic activity of countless years ago the, metallic stone is a primary material for crafting and building all kinds of things in the world. When combined with carbon chemically it forms a harder form of metal known as steel. The metal is also has a great danger, if digested in large amounts it does 1d8 End damage a week till the player is ether treated medically or dies.

Mineral Name		BRP Value for 1 Unit
Jade		500 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		25
Unique Properties	A soft stone, that whitish in color than shifts to tones of, blue, pink, green and even lavender. It's used mainly for decoration or jewelry.	
Additional Uses	N/A	

Varying in tone and color this stone was in past times used to craft weapons, but as metal became common place its mainly used to carve decorations or jewelry items from its soft sedimentary limestone form.

Mineral Name		BRP Value for 1 Unit
Jasper		200 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		40
Unique Properties	A hard green to reddish gemstone, cloudy compared to most gemstones in its look.	
Additional Uses	N/A	

The reddish to green stone is a form of quartz that is used in decoration and jewelry making. The small stone is soft and good for carving into structures.

Mineral Name		BRP Value for 1 Unit
Kunzite		100 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	White to pinkish or lavender in tone.	
Additional Uses	Light Source – Luminescence creates a dim light source of 10' Craft Chemical – DC 50 Lithium	

This soft and brittle white to pinkish or purple tone stone, is a source of lithium when treated with acid to extract it. It's main common use is to form ceramics by grinding and reforming the item desired with the stone. When exposed to light after a long period, it gives off a pink residual light for 1d6 hours.

Mineral Name		BRP Value for 1 Unit
Lacrama		10,000
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		40
Unique Properties	The crystals are highly sought many with for its magical power and essence; they can drain the stone of Mana. It's commonly used as a power source, or source of light by others.	
Additional Uses	Light Source – Luminescence creates a dim light source of 10'	

Raw energy of the earth that has crystalized, it's color varies but some colors have unique effects. When exposed to oxygen it gives off a faint glow of its outer crystalized color.

Mineral Name		BRP Value for 1 Unit
Lapis		150 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		10
Unique Properties	Bright blue with specs of yellow throughout, Lapis is a soft stone sought for decoration and jewelry	
Additional Uses	Craft Item – 10 Blue Paint	

A soft stone found in river areas, often used to create decoration or be ground up to create a blue based paint.

Mineral Name		BRP Value for 1 Unit
Limestone		20 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		10
Unique Properties	One of the most common stones in the world a mixed collection of browns and green from sedimentary rock	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

Limestone is formed from mineral deposits of rock over time. Because of this it's one of the strongest rock formations for building materials for walls. When exposed to a chemical compound it gives off a faint reddish white light.

Mineral Name		BRP Value for 1 Unit
Magnetite		2000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		30
Unique Properties	Black crystalized ore, that holds a strong magnetic charge	
Additional Uses	Craft Chemical DC 20 – Magnesium Craft Item DC 20 – Compass Craft Item DC 20 – Magnet	

This crystalized ore is sought out for its magnetic properties. The Magnetic stone is used mostly in the production of compasses to indicate direction, The ore can be used in crafting of devices and even added to weapons or armor to grant any metal weapons used on it to have the user make a DC 15 STR check to remove their weapon from its magnetic attachment.

Mineral Name		BRP Value for 1 Unit
Malachite		150 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		30
Unique Properties	A light green to greenish blue hue of a stone, sought for its color to be used in decoration and jewelry.	
Additional Uses	Craft Chemical DC 10 – Green Paint	

This green to blueish toned stone is often used to decorate homes and jewelry as very expensive looking stone, despite it being relatively common. The stone can be ground down to form green paint as well.

Mineral Name		BRP Value for 1 Unit
Marble		2000 BRP
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		20
Unique Properties	A white to pinkish tone soft collection of stone that is highly sought for construction and even sculpting statues.	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

A large collection of calcium that has a semi crystalline structure that usually is white color, the stone is highly sought out for building of building and sculpting due to its soft and easy to cut nature but also for its smooth look and resistance to water. When exposed to a chemical compound it gives off a faint prismatic light.

Mineral Name		BRP Value for 1 Unit
Meteorite		10,000
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient Treasure		50
Unique Properties	A mixed material usually Iron mixed with other minerals, which have come crashing to earth from space.	
Additional Uses	N/A	

The value of these rocks is less their use but instead where they have been. Sought for their rare value because of this. Some have used the minerals to make weapons and items with the concept that they may hold some great power behind their explosive decent on earth.

Mineral Name		BRP Value for 1 Unit
Molybdenite		20 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		30
Unique Properties	Bright silver hue and is one of the most prominent metals of the world	
Additional Uses	Craft Chemical DC 10 – Fertilizer	

Mineral Name		BRP Value for 1 Unit
Moonstone		400 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		30
Unique Properties	A white to bluish crystalline stone, sought for its luster to be used in decoration and jewelry.	
Additional Uses	N/A	

A mixed collection of stones that occur naturally, that blend a white to bluish tone that is used in decoration and jewelry for its luster and white to pale blue color.

Mineral Name		BRP Value for 1 Unit
Nickel		40 BRP
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		15
Unique Properties	A slightly yellowish silver metal,	
Additional Uses	Craft Item DC 20 – Magnet Craft Item DC 20 – Compass	

A common metal that is primarily used for its ability to avoid corrosion, for this reason its commonly used for coin based currency and also can be used to form magnets. Nickle is a extensively useful metal for many purposes.

Mineral Name		BRP Value for 1 Unit
Oil		200 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		10
Unique Properties	A thick black liquid that seeps up from the ground at points, is high sought for its fuel use.	
Additional Uses	Craft Chemical DC 40 – Kerosene Craft Chemical DC 40 – Gasoline	

One of the highly sought materials in the world that is used to fuel machines, lubricate devices and be used to create a light source. Additionally the sludge can be mixed with some stones and flowers to make paint, and it can be processed to and used a makeup / beauty ingredient.

Mineral Name		BRP Value for 1 Unit
Onyx		150 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		25
Unique Properties	A lustrous more often black but sometimes found in red, with layers of white to tan tones.	
Additional Uses	N/A	

Onyx is primarily used in jewelry, its luster and rich black or red tones make it sought strongly for its look.

Mineral Name		BRP Value for 1 Unit
Opal		100 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		15
Unique Properties	A prismatic gemstone, Opal is more often used in jewelry or decoration.	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

Opal is a small stone that has a vast prismatic display of colors all about the stone. When exposed to a chemical compound it gives off a faint light.

Mineral Name		BRP Value for 1 Unit
Pearl		250 per Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		10
Unique Properties	A round white to pinkish white ball of calcium formed in the muscle of mollusks. It's used primarily in jewelry and decoration.	
Additional Uses	N/A	

While this Material is more often found when fishing out mollusks, they at times can be found in the remains of mollusks as well. The gemstone is highly prized even though they can be farmed at a DC 60 Profession Fishing.

Mineral Name		BRP Value for 1 Unit
Peridot		200 per Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		30
Unique Properties	A yellowish green crystalline structure. Used in Jewelry and Decoration.	
Additional Uses	N/A	

This yellowish green gemstone is sometimes mistaken for emeralds, not as valued as emeralds; Peridot is used much in the same way as a greenish gemstone for its value.

Mineral Name		BRP Value for 1 Unit
Petrified Wood		3000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient Treasure		15
Unique Properties	The fossilized remains of wood, which has been imbued with minerals that caused the wood to become like rock in its own form. Often used for decoration.	
Additional Uses	N/A	

As the remains of a previous tree this material find is used in decoration and collected for its historical past.

Mineral Name		BRP Value for 1 Unit
Phosphate		20 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		20
Unique Properties	A common brownish grey sedimentary stone, that has been found useful for both as a tool for fire and to craft acid	
Additional Uses	Craft Item DC 10 – White Phosphorous Craft Chemical DC 10 - Acid Light source – Luminescence creates a dim light source of 10' Craft Item DC 40 - Matches Craft Weapon Dc 30 - Smoke Bomb Craft Weapon DC 60 - Phosphorous Grenade	

This somewhat common stone is highly sought for its refined capabilities, through chemical processing one can craft Phosphorous Acid. While grinding the stone one can get White Phosphorous a highly volatile flammable material that is used to create matches or use as a quick and hot burning weapon or explosive. When exposed to light after a period it gives off a faint greenish light for 1d6 hours.

Mineral Name		BRP Value for 1 Unit
Platinum		100,000 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	White to silver in its look, sought for its rarity. Commonly used in jewelry and money.	
Additional Uses	Craft Machine DC 125 – Hydrogen Engine	

One of the rarest metals in the world, because of this its highly sought for its value. Once gained it tends to be used in making. A extremely skilled machine builder can adapt platinum into a way to ignite and operate a Hydrogen Engine which is a fully green and reliable energy source.

Mineral Name		BRP Value for 1 Unit
Polonium		3000 per use
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		30
Unique Properties	A prismatic to dull grey metal that radiates a small amount of heat.	
Additional Uses	[WARNING] Polonium is Radioactive; prolonged exposure can cause disease and death. See Item Rules Poisons for the effect of this metal Craft Machines DC 100 – Antistatic Machine – absorbs electricity by 20 points	

A strange metal that is prismatic in tone with its dull grey look but unleashes small amounts of radioactive energy. It does have a unique property on top of its radioactive properties where it actually offers a damping effect to electricity by 20.

Mineral Name		BRP Value for 1 Unit
Pottery		10 or more per unit depending on condition
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient Treasure		10
Unique Properties	The remains of ancient societies and culture often made of stone or clay the remains can rarely be found in one piece. Sought for decoration.	
Additional Uses	N/A	

The ancient remains of previous cultures in the world, these remains rarely found in one piece when excavated but their price varies in the decoration, condition and even importance of the piece.

Mineral Name		BRP Value for 1 Unit
Pumice		25 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		10
Unique Properties	Light weight brown to black porous stone.	
Additional Uses	Craft Item – Soap Craft Item – Makeup	

Pumice is a highly used stone in the world for its abrasive properties. Used mainly in the beauty industry to help exfoliate dead skin. But it also is used as a lightweight yet strong building material. Formed from volcanic eruptions, pumice is the remains of air cooled lava.

Mineral Name		BRP Value for 1 Unit
Pyrite		200 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	Black silver like crystal with flecks of a golden sparkle in the light, that gullible people can mistake for gold.	
Additional Uses	Craft Chemical DC 20 – Sulfuric Acid Craft Machines DC 20 – Radio Craft Machines DC 40 – Metal Detector Craft Machines DC 75 – Solar Panel Bluff DC 30 - GOLD!!!	

Most commonly known as Fool's Gold, Pyrite is a crystalline metal that has primary use in turn to help with energy use, creating acid or even creating radios and detecting other metals. But its mainly collected ether to fool people that it is gold or be used in jewelry.

Mineral Name		BRP Value for 1 Unit
Pyrolusite		20 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Rock		25
Unique Properties	Black to lighter grey in color with a granular structure.	
Additional Uses	Craft Item DC 20 – Violet Paint / Dye Craft Chemical DC 50 - Chlorine Gas Craft Item DC 10 – Glass	

Black volcanic rock, which is collected for its main use to help form clear glass, but it also hold properties to make paint, and deadly chemical gas.

Mineral Name		BRP Value for 1 Unit
Quartz		
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

When exposed to a chemical compound it gives off a faint blue light.

Rhodochrosite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

When exposed to a chemical compound it gives off a faint red light.

Ruby

Mineral Name		BRP Value for 1 Unit

Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Gemstone	
Unique Properties	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'

When exposed to a chemical compound it gives off a faint red to blue light.

Rose Crystal

Mineral Name	BRP Value for 1 Unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Gem Stone	
Unique Properties	
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'

When exposed to a chemical compound it gives off a faint pink light.

Rose Diamond

Mineral Name	BRP Value for 1 Unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Gemstone	
Unique Properties	
Additional Uses	Light Source – Luminescence creates a dim light source of 10'

When exposed to sun after a long period it gives off a faint pink light for 1d4 hours.

Mineral Name	BRP Value for 1 Unit
Salt	25 per unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Material	15
Unique Properties	White to pinkish, rock sought as a vital source needed in life, and as a preservative.
Additional Uses	Craft Cooking DC 10 – Sea Salt Craft Cooking DC 30 – Preservative for meat Craft Chemical DC 30 – Medical Uses

This white to pinkish material is one of the most vital minerals for survival Salt is needed for the body to function, but it also has uses in food both for taste and acting as a preservative.

Sand Stone

Mineral Name	BRP Value for 1 Unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Stone	
Unique Properties	
Additional Uses	

Sapphire

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses		

Scheelite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

When exposed to a chemical compound it releases a faint Blueish light.

Mineral Name		BRP Value for 1 Unit
Sea Stone		500 per unit (mainly supplied by marines)
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		40
Unique Properties	A blueish metallic crystal, the crystal can be used to form items and stripes away the power and energy of devil fruit users.	
Additional Uses	Craft Item DC 50 – Sea Stone items Craft Weapons DC 50 – Sea Stone weapons or ammo	

The blueish volcanic stone, formed from sea bearing volcanos that reach massive temps before unleashing the stone about. The stone is often sought due to its effect on both devil fruit users where they become, exhausted and lose their powers. And Sea Kings that have a natural fear of the stone and swim away from sources of the stone. Like any metal it can be combined to craft useful things.

Shale

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		
Unique Properties		
Additional Uses		

Shalerite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses		

Shell

Mineral Name		BRP Value for 1 Unit

Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Ancient treasure		
Unique Properties		
Additional Uses		

Slate

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		
Unique Properties		
Additional Uses		

Silver

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		
Unique Properties		
Additional Uses		

Sodium

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		
Unique Properties		
Additional Uses		

Spectrolite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses		

Spinel

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses		

Star Blue Quartz

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

When exposed to a chemical compound it gives off a faint blue light.

Star Garnet

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses		

Star metal

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		
Unique Properties		
Additional Uses		

Sugilite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses		

Sulfur

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses		

Sun Stone

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses		

Talc

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		
Unique Properties		
Additional Uses		

Mineral Name		BRP Value for 1 Unit
Tar		15 per unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Material		10
Unique Properties	A sticky thick black liquid rock, used to seal and treat wood and other materials.	
Additional Uses		

This black substance is while hot is liquid, yet once cooled is strong and tough black rock. The material is used to seal things for water proofing and useful in preserving building materials from some weather conditions. The substance while hot has a DC 25 Reflex to avoid being stuck within it.

Tin

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		
Unique Properties		
Additional Uses		

Topaz

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

When exposed to a chemical compound it gives off a faint bluish green light.

Tourmaline

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses		

Turquoise

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Stone		
Unique Properties		
Additional Uses		

Uranium

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		
Unique Properties		
Additional Uses		

Wolframite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		
Additional Uses		

Zinc

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Metal		
Unique Properties		
Additional Uses		

Zircon

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Gemstone		
Unique Properties		
Additional Uses	Chemical Craft DC 40 – Luminescence creates a dim light source of 10'	

When exposed to a chemical compound it gives off a faint yellow light.

Zoelite

Mineral Name		BRP Value for 1 Unit
Mineral Type		Identify DC (Know. Nature or Prof. Miner)
Unique Properties		

Additional Uses

Zoisite

Mineral Name	BRP Value for 1 Unit
Mineral Type	Identify DC (Know. Nature or Prof. Miner)
Unique Properties	
Additional Uses	

PHHCH AEPN PER AEPNK CNRANFEM EP KMN+ PIXNTHHX FTCHNE SOMINTE+ PER NCKMFTMH FHM AFRM HPE XET TE IMBRIFAERTH KPM REX

Magical Defenses	SR	+SPI	+Boost	+Magic	-Weakness	=Total	Opposing Element
Magical Resistance							N/A
Elemental Resistance							
Natural Element Earth							
Elemental Power							
Birth Element Wind							

Base Attack Bonus (BAB)				How to Counter Attack			
Melee	STR	+BAB	+Race	+Bonus	Vs	PS	
					Vs	Attacks targets PS score	
Ranged	DEX	+BAB	+Race	+Bonus	Vs	PS	
					Vs	Attacks targets PS score	
Unarmed	STR*	+BAB	+Race	+Bonus	Vs	PS	
					Vs	Attacks targets PS score	
Grapple	STR^	+BAB	+Race	+Bonus	Vs	DEX^	+BAB
					Vs	+Race	+Bonus
Thrown	DEX~	+BAB	+Race	+Bonus	Vs	PS	
					Vs	Attacks targets PS score	
Subdue	STR	+BAB	+Race	+Bonus	Vs	END	+BAB
					Vs	+Race	+Bonus
					vs		

*- Unarmed is Strength for all except, Martial Artists and Monk who add Dex Mod to their attack
 ^- Grapple Rules add Martial Arts Skill and Escape Artist to help its +1 for 10 points in the skill
 ~-Thrown Weapons use DEX for the attack and STR for the damage

Melee Weapons						
Weapon	Mod	Damage	Bonus	Crit	Type	Special
		0d0		/x		
		0d0		/x		
		0d0		/x		
		0d0		/x		
		0d0		/x		
		0d0		/x		

Ranged Weapons							
Weapon	Mod	Damage	Bonus	Crit	Type	Distance	Special
		0d0		/x			
		0d0		/x			
		0d0		/x			
		0d0		/x			
		0d0		/x			
		0d0		/x			

Ammo Types			
Ammo Type	Supply	Ammo Type	Supply

ΔΠΕΡΗ ΑΡΕΤΗ ΠΕΡ ΑΡΕΤΗ ΚΑΡΑΝΕΜ ΠΡ ΚΜΗ ΠΑΝΤΗΧ ΕΠΙΝΕ ΣΟΜΗΤΕΡ ΠΕΡ ΝΟΜΕΤΗ ΕΤΑΡΕΜ ΗΠΕ ΧΕΤ ΤΕ ΙΒΕΡΕΡΕΤΗ ΚΕΜ ΡΕΧ

Skill Points per level = 36

un = untrained skill, c = class, ss =set skill

UN	C	SS	Skill	Stat	Mod	+Bonus	+Rank	= Total
			Acrobatics	DEX				
			Animal Empathy	SPI				
			Appraise	INT				
			Atonement	SPI				
			Bluff	CHA				
			Climb	STR				
			Concentration	END				
			Control Shape	END				
			Craft Armor	INT				
			Craft Item	INT				
			Craft Vehicle / Machine	INT				
			Demolitions	WIS				
			Decipher Script	INT				
			Diplomacy	CHA				
			Disable Device	WIS				
			Disguise	CHA				
			Drive	DEX				
			Empathy	SPI				
			Escape Artist	DEX				
			Forgery	INT				
			Gamble	CHA				
			Gather Info	COM				
			Intimidate	CHA				
			Jump	STR				
			Knowledge	INT				
			Knowledge	INT				
			Knowledge	INT				
			Knowledge	INT				
			Martial Arts	STR				
			Medical	WIS				
			Navigate	INT				
			Notice	WIS				
			Open Lock	DEX				
			Perform Dance	CHA				
			Pick Pocket	DEX				
			Pilot	DEX				
			Profession Tailor	WIS				
			Profession	WIS				
			Read Lips	INT				
			Repair	INT				
			Ride	DEX				
			Search	WIS				
			Seduction	COM				
			Stealth	DEX				
			Streetwise	INT				
			Survival	WIS				
			Swim	STR				
			Taunt	CHA				
			Use Rope	DEX				
			Use Magic Device	CHA				
			Use Technology	INT				

Powers

Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses
Name	Attack	Dice	Distance	Save
Duration	Defense	Boost	Area	Multiplier
Effect				# Uses

ANHTH APEN PER APENK CNRANFEM PP KMMH NXNTHHX FTONE SXMMNTE! PER NCKNCTMH FHM APERM HPE XET TE IMBERIFERTH KPM REX

Hometown Name/ Homeland	
Home Climate/ Environment	

Team Mates		
Name	Nickname	Job/Duty

Character Image

<i>Character Biography</i>

PHHHT AEPN PER AEPNK CNRKAPEM PE KMHT NXHTHTHX FTCHS SXIMHTPEI PER HCNSTMH FHM APERM HPE XET TE IMBRIFERTH KPM RDX