

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

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+

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)

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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