THE SYSTEM

A Role Playing System for Any Setting or Time Period

by Richard J. LeBlanc, Jr.

NEW BIG DRAGON
GAMES UNLIMITED

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This book is dedicated to those brave new geeks who embraced RPGs in their earliest days, and gave the moral majority something to worry about.

All artwork used in this rulebook is comes from a variety of sources, all of which are in the public domain.

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INTRODUCTION

WHAT IS ROLE-PLAYING?

The System is a role playing game. This is a type of game in which the player assumes the role of a character in some type of fantasy setting. In the context of the game, the player makes decisions as though he was that character as the character encounters certain situation. Role-playing does not use a set game board. However, maps and playing pieces can be used and the game is different every time. Unlike most games, the object is not to win because there is no true way to win. The object is to have fun while being creative.

In role-playing there is a Game Master (or GM). The GM is in Charge of directing the game and sometimes he creates adventures. He will describe to the players what their characters see and he controls most aspects of the game. The players in turn act through the use of their characters to what the GM does. The characters are the roles that the players create by use of these rules. The players should play their characters as if what the GM has set up is really happening.

WHY THE SYSTEM?

The System is a role-playing game which eliminates the need for a lot of different games. There are so many roleplaying games today that if a person wants to play in more than one type of setting, he has to learn a lot of different rules. By using The System, players can create characters for any time period or setting from medieval to science fiction future to a superhero world. Because there is one set of rules governing all these settings, it eliminates the need of learning several different games. All the rules needed are in this one book. However, supplements may be bought but are not needed to play by The System.

WHAT YOU NEED

The physical requirements of playing by The System are minimal. The players need basically six things: 1) the rules, 2) paper, 3) a pencil, 4) dice, 5) graph paper , and 6) a place to play. The rules are needed as a reference if a question comes up during play. The rules are also needed to know how to play. The paper is used for keeping track of characters and for personal notes and reference. The pencil is used for many different occasions of recording things. Unlike some roleplaying games, The System requires only 6-sided dice. Finally there are two kinds of graph paper helpful in playing by The System rules, square and hexagonal. The square graph paper is used during combat to keep track of things while the hexagonal graph paper (graph paper made by a grid of hexagons) is used for mapping and keeping track of players. “The hex paper is used in mapping and keeping track of players because it is easier to use in this way than square graph paper. Each hexagon on the paper is referred to as a hex. It is useful in determining distance and range.

ROLLING THE DICE

As mentioned before, 6-sided dice are the only kind used in The System. When it comes time to roll the dice, the situation will be given. The situation will dictate how many dice are to be rolled (it is helpful to have a lot of dice). The term “d6” is used to indicate a roll of the dice. The number of dice to be rolled will precede. For example: If a situation called for a roll of 3d6, the correct player would roll three dice. The dice are read as normal dice would be, by counting the number of pips on the top.

THE RULES

The System rules have been placed in an order that most benefits first-time role-players. Following are Character Generation (which deals with how to create a System character) and the Basic Rules which tell basically how to play the game. It is recommended that these sections be read thoroughly. By doing so, greater comprehension of the rules will be gained. If something at first is not understood, read on and the questions should be answered.

TERMS

There are several terms in this game which may need explaining. A “Setting” is the type of world in which the characters live and play. A setting may range from a world of swords and sorcery to a world of a aliens and rayguns. An adventure is a series of encounters (meeting up with some kind of interesting situation) linked to form an interesting and logical plot. Finally, a campaign is a series of adventures linked by the continuations of characters.

CHARACTERS

TYPES OF CHARACTERS

PLAYER CHARACTERS

Player Characters (PCs) are the personalities taken on by the players. Just like an actor "gets into character," so should a role-player. The player should remember, his decisions and actions during gaming should not be based on his own personality, but on the personality of his character. Just because a player wouldn't try to grab a vine and swing across a treacherous chasm, doesn't mean the character he's playing wouldn't.

NON-PLAYER CHARACTERS

Non-Player Characters (NPCs) are the personalities run by the GM that are used to flesh out the story. NPCs range from crazed villains and hired henchmen to local shopkeepers or "know-it-alls" that have some sort of information the character's might not have found on their own. A more appropriate term for NPCs might be GameMaster Characters, but the RPG industry standard is "NPC." (If it ain't broke, don't fix it.)

CHARACTER CREATION

Before actually adventuring, the player must create the persona he wishes to play. Creating a player character (PC, the personal which the player acts as) is a long process but is necessary for playing the game. Creating the PC consists of four parts. These are (1) Basic Abilities, (2) Attack Ratings, (3) Character traits, and (4) Special Abilities.

BASIC ABILITIES

Every character has a number of basic abilities. The abilities are Strength, Intelligence, Wisdom,. Mental Ability, Magical Ability, Dexterity, Precision, Agility, Constitution Class, Stamina, Ability Power Points, Charisma, Awareness, and Luck. These are measured by a number from 4 to 24, four being the minimum rating for humans and 24 being the human height of perfection. Fourteen, therefore, is the average human ability. It is possible to have a rating greater than 24 but the character, then, is not a normal human. Constitution Class, Stamina, and Ability Power Points do not fall into the 4 to 24 ranking. The ability scores are determined by random number generation. Dice for short. There are alternate methods for adjusting basic ability scores given at the end of the character section. However, the standard method for determining the basic abilities is by rolling 4d6.

Strength: This is basically the power of the muscles. This ability affects not only the weight that one may lift but is also affects how well one attacks physically. It also affects the damage done in bare-handed attacks. The number of pounds that a person may lift is Strength (STR) multiplied by 7.5.

Intelligence: Similar to IQ, Intelligence (INT) represents the ability to comprehend, reason, and think creatively. Also, it represents the capacity to retain knowledge and the literacy of the character.

Wisdom: Different from INT, Wisdom (WIS) relates the character's ability to use knowledge, good judgement, and intuitiveness.

Mental Ability: Simply, Mental Abilitiy (MEN) is the character's mind force and power. In a world with straight-out mental powers, it is used in attack and defense. However, in a world with little or no special mental abilities, it represents will power.

Magical Ability: Magical Ability (MAG) is used only in settings with magic abilities. It represents the ability to call forth and utilize magical forces.

Dexterity: Dexterity (DEX) does not encompass any factors but those of the skill and ease of using the hands and hand-eye coordination in close range. Dexterity affects, for example, lock picking, but not throwing.

Precision: Similar to DEX, Precision (PRE) affects hand-eye coordination on a ranged basis. It is also the quality of accuracy of the character.

Agility: Separate from DEX and PRE, Agility (AGI) covers the areas of nimbleness, balance, and reflex. Agility affects most aspects of moving.

Charisma: Charisma (CHA) encompasses the aspects of influence, looks, quality of leadership, and public recognition.

Awareness: Awareness (AWA) is simply the ability one has to know the situation of his immediate surroundings.

Luck: Luck can influence the outcome of events and possibly prevent some. Luck is discussed in more detail in the Basic Rules section.

CALCULATED ABILITIES

Constitution Class: Constitution Class (Con. Class) represents the status of the character's health, physique, and the make-up of his body. Con. Class is different from most other Basic Abilities in that in normal humans it ranges from one to ten instead of four to twenty-four. This is found by rolling 4d6, adding the results, and consulting "Table C1: Constitution Class."

Stamina: Stamina (STA) represents enduring vigor and the ability to take damage. STA equals Con. Class multiplied by five. When a character loses all STA, he dies.

Ability Power Points: Ability Power Points (APPs) represent the amount of power the character may spend in performing certain actions before he must rest or until he passes out due to physical or mental exhaustion. The character's APPs equal his Con. Class multiplied by ten.

Movement: This is the greatest distance that a character may move in a single game turn. It is measured in hexes. Each hex equals approximately five feet. Movement also affects the number of actions that a character may perform in one turn. To find the Movement rating of a character add his AGI, STR, and Con. Class and divide this total by 2.4.

Avoidance: Avoidance (AVO) is the measure of how well one avoids. This may be by dodging arrows or evading traps but it is basically the use of some of the basic abilities. To find the AVO rating of a character, add his STR, AGI, and AWA. Divide this total by three and round off this number to the nearest one. This is the AVO rating.

ATTACK RATINGS

In the course of the game, a character will be called upon to take part in battle. Therefore, the player has to have some indication of how well the character will perform in battle. By using ratings of basic abilities, the player can figure the character's values in attack and defense abilities. Under the 'Attack Ratings" section on the PC record sheet, there are five subheadings. They are as follows: HTH modifier (hand-to-hand modifier), Physical Attack Rating (PAR), Physical Defense Rating (PDR), Mental Attack Rating (MAR), and Mental Defense Rating (MDR). When calculating attack ratings, round final numbers off to the nearest one. After determining the ratings record them on the PC record sheet.

HTH Modifier (HTH): The HTH (hand-to-hand) modifier is an attack rating adjustment used only when physically fighting an opponent in a hex adjacent to that in which the character is. To find the HTH modifier of a character, consult "Table C2: HTH Modifier."

Physical Attack Rating (PAR): PAR is how well one attacks physically. To find PAR, use the formula ((2xPRE)+STR) divided by 6.

Physical Defense Rating (PDR): PDR is how well one physically defends himself. To find the preliminary number for PDR, use the formula (AGI+AWA) divided by four. Then reference the number against the "Defense Rating Table" below to determine the actual PDR.

Mental Attack Rating (MAR): MAR is how well one attacks mentally. To find MAR, use the formula (Mental Ability+PRE) divided by 4.

Mental Defense Rating (MDR): MDR is natural mental defense. To find the preliminary number for MDR use the formula ((2xMental Ability)+Con. Class Modifier (see "Table C3: Constitution Class Modifier") divided by six. Then reference the number against "Table C4: Defense Ratings" to determine the actual PDR.

CHARACTER RATINGS TABLES

TABLE C1: CONSTITUTION CLASS

Roll Result	*4*	*5*	*6-7*	*8-9*	*10-13*	*14-17*	*18-19*	*20-21*	*22-23*	*24*
Con. Class	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*

For every three points the base exceeds 24, add one point to the Constitution Class.

TABLE C2: HTH MODIFIER

Dexterity	*4*	*5-8*	*9-12*	*13-15*	*16-19*	*20-23*	*24*	*+1**
HTH Modifier	*-3*	*-2*	*-1*	*0*	*+1*	*+2*	*+3*	*+1**

For every point greater than 24, add an additional point.

TABLE C3: CONSTITUTION CLASS MODIFIER

Con. Class	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
Modifier	*4*	*5*	*8*	*10*	*13*	*14*	*17*	*19*	*21*	*24*

For every point that the Con. Class exceeds 10, add three points to the modifier.

TABLE C4: DEFENSE RATINGS

Preliminary # is:	*0*	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*
Defense Rating is:	*14*	*13*	*12*	*11*	*10*	*9*	*8*	*7*	*6*	*5*
Preliminary # is:	*10*	*11*	*12*	*13*	*14*	*15*	*16*	*17*	*18*	*19*
Defense Rating is:	*4*	*3*	*2*	*1*	*0*	*-1*	*-2*	*-3*	*-4*	*-5*
Preliminary # is:	*20*	*21*	*22*	*23*	*24*	*25*	*26*	*27*	*28*	*+1*
Defense Rating is:	*-6*	*-7*	*-8*	*-9*	*-10*	*-11*	*-12*	*-13*	*-14*	*-1*

For every point above 28, subtract 1 from negative 14.

TABLE C5: HTH DAMAGE MODIFIER

Strength:	*4*	*5-8*	*9-12*	*13-15*	*16-19*	*20-23*	*24*
Damage Modifier:	*-3*	*-2*	*-1*	*0*	*+1*	*+2*	*+3*

For every 3 points greater than 24, add +1 to the Damage Modifier.

CHARACTER TRAITS

An important factor of the character is the traits the character possesses as for as weight, height, hair color, eye color, and sex. Unlike the basic abilities, character traits are chosen by the player with approval from the GM. The first of these is sex. That means male or female, unless the character is neither. If sex doesn't apply, place "ND" in the space provided on the character record sheet. "ND" stands for no distinction. Weight level is the next on the list. Weight level is a number indicating the average weight of the character. Divide the character's actual weight (chosen by the player with GM's consent) by ten and round off. This is the weight level of the character. For example, a character weighing 179 pounds would have a weight level of 18. Record the character's actual weight and weight level. With approval from the GM, record height, age, hair color, and eye color. Other very important factors of the character's traits are the way he acts and his background: mentality and origin.

Mentality: Mentality is the character's mode or way of thought. This should by developed the player to describe the way his character thinks and/or acts. Does the character help old ladies across the street but despise bums because of an old grudge against his father? If the player believes in law or supports anarchy, this should by noted. Mentality should describe not only how the character acts but why he acts the way he does. Mentality may be linked in some way to the character's origin.

Origin: Every character has an origin. As mentality, the origin is created by the player. The setting of the game will have an influence on the character's origin. The origin is a brief history detailing why the character does what he does. The origin is the reason behind the character. The origin may influence the character's mentality.

Money, Experience, Ability Points: Money, experience, and ability points fit into the last category of the character record sheet, "Statistics." These give information on the constantly changing aspects of the character. The GM should decide how many ability points and how much money the beginning character should have. Money is just what it says and ability points are used to receive special abilities. Experience and ability points go almost hand in hand. Experience keeps a record of the total experience of the character and it never drops. Experience does increase ability points. This is discussed in detail later. Players gain experience for acting in accordance with their setting, purpose, and accomplishments. The ability points on the record sheet is the amount of ability points on reserve, those left to purchase special abilities. As a character gains experience (which is measured in points), he adds the same amount to his experience total as he does to his ability points but as the ability points are used, they are subtracted from the ability points total. In most cases, new powers from any source other than technological may not normally be purchased. Existing powers, skill, and magic may, however, be improved. The cost of raising a power or skill would be the cost of the new total minus the cost of the power currently in possession. Unlike experience, ability points may be lost. They could be drained by powerful beings, spent on improvement, or lost because a player did not act in accordance with game situations.

SPECIAL ABILITIES

Once the player has determined his character's basic abilities, attack ratings, and traits, it comes time to acquire special abilities. Special abilities is the heading for three subcategories: Powers, Skills, and Magic. The most diversified of these subcategories is "Powers." The player must have a reason behind a power but a skill may be learned by any normal human. Magic, however, is not automatic like a power but it does have the great possibilities of a power. On the other hand, it is learned and practiced as a skill would be.

Ability Points: To acquire powers, skills, or magic, the character expends ability points. It it simplest to say ability points buy special abilities. Most beginning characters should begin with about 50 ability points to purchase special abilities. Depending upon the setting, the GM may boost or reduce beginning ability points. Each of the three types of abilities has its own definition and purchasing process. Therefore, they are dealt with separately. A special ability may be purchased if, and only if, there is the possibility of the ability being present in the setting and there are enough ability points to purchase the ability.

EXPANDED CHARACTER RULES

RAISING BASIC ABILITIES

Sometimes, players won't be satisfied with their basic ability scores. If this is the case, the GM may allow the players to raise their character's ability scores by expending ability points. For STR, INT, WIS, Mental Ability, Magical Ability, DEX, PRE, AGI, and CHA, each 5 ability points yields a point to one of the basic abilities. Luck can only be raised by experience. The only way to raise STA and APPs is to raise Con. Class. It costs 50 ability points to raise Con. Class by one level. It costs 8 ability points per basic ability point to raise movement and 5 ability points to raise AVO by one point. Attack and Defense ratings can also be adjusted. It costs 15 ability points per rating point to raise an attack rating and 15 ability points per rating point to lower a defense rating. Also, it costs 5 ability point per point to raise the HTH modifier of a character.

CHARACTER CLASSIFICATION

Due to the flexibility of The System, there are no set "classes" as in most role-playing games. By assessing a character's origin, mentality, and abilities, a player may choose a class title that fits his character and use this name to classify the character. The player does not have to classify the character, but if he chooses to do so, it should be one that can easily be evaluated by a GM or fellow player.

LIMITATIONS & DISADVANTAGES

Limitations and disadvantages are special options which allow a player to increase a power or ability points. A limitation applies to a certain power and it basically gives that power same condition under which it works. By doing so, the power's power increases or its cost is decreased. Disadvantages are things which affect a character directly. To balance a disadvantage, the character receives bonus ability points. The player should confer with the GM as to if and how he can use disadvantages and/or limitations. The GM may say no altogether.

USING BASIC ABILITIES & THE ODDS TABLE

THE ODDS TABLE

An important facet in many parts of this game is the odds table. Basically, the odds table takes into account the probability of something happening and puts this chance into the roll of the dice. To use the odds table, there must be two opposing forces. The side which is to make the roll is first and the opposing force is second. In other words, the roller is the number on the left and the opposing force is the number on the right. Example: A character has a 30 and the opposing force has a 60 (in whatever), the odds are 1-2. Once the odds in a particular situation have been determined, a roll is made on 4d6 to determine success or failure. This is done by cross referencing the odds with the total of the roll. "S" indicates success, "F" indicates failure, "2X" means double effect, and "3X" means triple effect.

USING BASIC ABILITIES

A character's basic abilities have more purpose than just determining his ratings. Some very complex situations can be divided into simpler parts that are easily solved.

ABILITY CHECK

The most basic aspect of using the basic ability is the ability check. An ability check is a roll on 4d6 which must be equal to or less than the basic ability's rank. Once a basic ability has been chosen to use on an ability check, the GM must place any position modifiers. That is, bad conditions make it harder to succeed. For example, if someone was trying to solve a riddle, it would be much harder to do it in a crowd of people than in complete solitude.

ABILITY CHECK ON ODDS TABLE

The other way of making an ability check, and a more realistic one, is the odds table. First, choose the basic ability which is put to use and assign the task performed a complexity number. Compare the basic ability to the complexity number and decide the odds. Find the result by rolling 4d6 and cross-referencing the result of the roll with the odds of the attempt. Most of the basic abilities can be used in the above manner.

USING STRENGTH

STR is the only basic ability which requires APPs to use. As stated in the "Characters" section, the weight that a character can lift is the number of pounds equal to his STR times 7.5. For using STR, the APPC is somewhat complex. If the character uses 1/2 of his STR or less, the APPC is one point. If the character uses above 1/2 and up to 3/4 of his STR, the APPC is 2. If the character uses above 3/4 and up to all of his STR, the APPC is 3. STR can also be used to cause damage. The above APPC costs are applied to the use of STR in causing damage also. Barehanded damage of STR if determined by rolling 1d6 and adding the STR HTH damage modifier (see "Ttable C5: HTH Damage Modifier.")

Before using STR, the player must tell the GM the amount of STR being used. If the player does not tell the amount of STR being used, the GM should assume he is using all of it.

LUCK

Luck is one of the most versatile abilities but also one of the most precious. Luck can do everything from increasing hit probability to deciding if a trap gets a character or not. Luck cannot be bought by ability points. The only way to raise luck is by experience. For every five experience points, one luck point is gained but every time you test your luck, it costs you.

Some traps may call for an awareness check followed by an agility check for success. However, luck may be chosen instead. The player then makes a Luck check. Each time a luck check is made, it decreases Luck by one point, never to see that point again.

Another use of luck is to increase hit probability by increasing the chance by one point for each luck point spent. This may also be done for defense. It makes sense. If a character put all he effort into hitting one opponent, his chance seriously decreases the next time around.

Check with the GM on when luck can be used.

THE ODDS TABLE

	ODDS								
ROLL	1-4 or worse	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1 or better
4	F	F	F	F	F	F	F	F	F
5	F	F	F	F	F	F	F	F	S
6-7	F	F	F	F	F	F	F	S	S
8-9	F	F	F	F	F	F	S	S	S
10-12	F	F	F	F	F	S	S	S	S
13-15	F	F	F	F	S	S	S	S	S
16-18	F	F	F	S	S	S	S	S	S
19-20	F	F	S	S	S	S	S	S	2X
21-22	F	S	S	S	S	S	S	2X	2X
23	S	S	S	S	S	S	2X	2X	3X
24	S	S	S	S	S	2X	2X	3X	3X

S=Success *2X=Abilities doubled at no extra cost*
F=Failure *3X=Abilities tripled at no extra cost*

SKILLS

Skills, unlike powers, have only one source. That source is from personal skill. Skills work on a system of rank points (RPs). By expending ability points, the character can purchase skills by buying RPs of the skill. Each skill may also have a number of subskills. By purchasing the entire skill, the character gets a better deal than if he had bought all the subskills separately. Subskills can be bought by themselves. The cost of a skill is listed next to the name of the skill but if the character wants to buy only certain subskills, the cost of doing so is listed by the subskill. If a character buys one subskill, he does not get the other subskills of the same skill category.

THE ODDS TABLE

An important facet in many parts of this game is the odds table. Basically, the odds table takes into account the probability of something happening and puts this chance into the roll of the dice. To use the odds table, there must be two opposing forces. The side which is to make the roll is first and the opposing force is second. In other words, the roller is the number on the left and the opposing force is the number on the right. Example: A character has a 30 and the opposing force has a 60 (in whatever), the odds are 1-2. Once the odds in a particular situation have been determined, a roll is made on 4d6 to determine success or failure. This is done by cross referencing the odds with the total of the roll. "S" indicates success, "F" indicates failure, "2X" means double effect, and "3X" means triple effect.

SKILLS AND THE ODDS TABLE

Most of the skills work on the odds table. The skill descriptions will indicate when the odds table is to be used and what the opposing rank will be to the character's rank (total rank points in that skill). The price for the skill in ability points (APs) is given at the right of the title of the skill. If there is no opposing force indicated than there no roll required on the odds table.

LIST OF SKILLS

ACROBATICS
10 APs per RP;
each subskill costs 2 APs per RP

Balancing:

This is the ability to cross long areas by walking on narrow surfaces. This ability uses the odds table with surface determining the opposition.

AREA	*OPPOSING RANK*
stable edge	*14*
wire	*28*
shaking edge	*20*
slimed/oiled area	*24*
shaking & slimed/oiled	*28*

Pole Vaulting:

This is the ability to use any leverage device (springboard, see-saw, pole, etc.) to project one's self. There must be a 30 foot running start and if using a pole, it must be 4 feet longer than the user. The height to which jumping is possible is 5 feet plus one half foot per RP.

Jumping:

This is self-explanatory. The length possible from a standing broad jump is 3 feet plus 1 foot per RP but no greater than 10 feet. The length possible for a running broad jump (Which requires a 20 foot running start) is 7 feet plus 1 foot per RP but no greater than 24 feet.

Gymnastics:

This skill gives an attack advantage in HTH combat by using tumbles, rolls, handstands, etc. The advantage is +1 to PAR for every 5 RPs.

Diving:

Diving is the ability to fall and move to lessen damage by maneuvering the body. Falling damage is reduced by 1 point per RP. No damage results when landing on the feet.

Evasion:

This is the ability to dodge, etc. to increase the chance of being missed. The advantage of this is -1 to PDR for every 5 RPs.

Climbing:

Climbing is self-explanatory. It uses the odds table with the opposing value of the surface being climbed.

SURFACE	*OPPOSING RANK*
ledges & footholds	*12*
small cracks	*16*
smooth surface	*20*
slimed/oiled	*30*
rope	*10*

ANIMAL SKILLS
5 APs per RP;
each subskill is 3 APs per RP

Training:

Training is the ability to train animals to respond to commands. The odds table is used with the following oppositions.

ANIMAL	*OPPOSING RANK*
small domestic	*9*
large domestic	*14*
small wild	*19*
large wild	*24*
mature	*+4*
elderly	*+10*

The animals are assumed to be young. Otherwise, add the age modifiers to the opposition. The trainer chooses, also, *a specialization area. That is, he chooses a certain kind of animal and his RPs are doubled, at no extra cost, when dealing with this kind of animal. The time it takes to train an animal is 2-12 (2d6) days.

Riding:

This is the ability to mount and guide the movements of an animal. The rank of the opposition is found by adding the animals STR and INT and dividing this number by two. Success only has to be determined once per specific animal. If the animal is trained, the opposition is lowered by the RPs of the trainer. If the trainer and the rider are the same person, the player does not need to roll, success is automatic.

INFLUENCE

5 APs per RP; only one skill

Persuasion:

This is the ability of a character to talk other characters or another character into "seeing his way." The odds table is used for this skill with the awareness of the character being the opposition. However, instead of using RPs directly as the acting force, the acting force is the RPs of the character plus his charisma with the total divided by two—((RPs+CHA)/2). There are certain modifiers to the opposition:

OPPOSING CHARACTER IS	*MODIFIER TO AWA*
raptured by user	*-14*
friend	*-5*
neutral	*0*
questioning	*+5*
hostile	*+14*
strongly opposed to idea	*+19*
arch-foe	*+24*

SITUATION IS	*MODIFIER TO AWA*
obviously best	*-10*
reasonable	*0*
risky	*+5*
extremely risky	*+14*
sure death	*+24*

MARTIAL ARTS

15 APs per RP (Subskilis may not be purchased separately.)

Melee:

Melee combat is essential in martial arts training. Characters get a +1 PAR bonus for every 3 Martial Arts RPs. In bare-handed attack, the character gets +1 PAR for every 4 RPs and +1 damage for every 2 RPs.

Diving:

Martial arts diving is treated the same as acrobatic diving. However, if the character has martial arts and acrobatic training, the damage reduction is not cumulative. The greater of the two rankings is used.

M-B-L:

"M-B-L" stands for "move-block-deflect." By moving with an attack, blocking it, or deflecting it, damage is reduced. The actual damage taken is total damage minus one-half of the martial arts RPs.

Defensive Throwing:

This is a valuable skill, but it is risky. It is used in defense similar to a block but when using defensive throwing, no M-B-L move can be made. Defensive throwing can be used in HTH only. To use defensive throwing (a defensive move), the player must sacrifice an action. The STRs of the two opposing characters are compared and the defender rolls on the odds table. If failure occurs in one of the first two columns in the "4" or "5" row, the defender takes double damage. Failure indicates normal damage. Success indicates the attacker has be knocked back. 2X means the knockback is doubled while 3X triples the knockback. The distance the attacker is knocked back is one hex per three RPs of the defender.

TECHNICIAN

Operating:

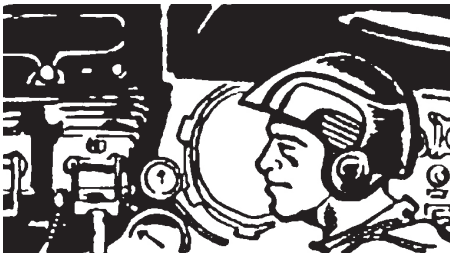
10 APs per RP

2 APs per RP. Operating includes starting a machine and using it for what it was meant to do. The odds table is used and the complexity number of the machine is the opposing force. If failure occurs in one of the first two columns in the "4" or "5" row, the machine is damaged and cannot be until it is repaired. Failure indicates inability to use the object and a 1 in 6 chance of the object backfiring. Success indicates ability to correctly operate the item. 2X and 3X are treated as if there were just a standard "S" result. The time it takes to "figure" out the object is the item's complexity minus the character's RPs. The minimum time is one turn.

Repairing:

3 APs per RP

This is the ability to repair machinery. Just because someone can repair something does not mean he can operate it. For example, just because a computer technician can repair a computer does not mean he knows how to program a computer. To repair a machine, the odds table is used with the machines complexity as the opposing force. If failure occurs in one of the first two columns in the "4" or "5" row, the machine is destroyed. Failure results in the inability to repair the item while success simply means successful repair. A result of 2X means the next time the technician deals with a similar item, he gets his rank points doubled for use on a similar item. 3X results in a triple of his rank points the next time he deals with a similar item. To repair an object, the technician must have a tool kit equal to or greater than the complexity number of the object (see Game Mastering-Equipment). The time it takes to repair the item is its complexity number doubled minus the RPs of the technician. The minimum time for repair is two turns. This skill may also be used to deactivate an item. Time and procedure are the same. This includes the use of tools. Failure in deactivating results in nothing happening while success results in deactivation without destruction. If failure occurs in one of the first two columns in the "4" or "5" row, the machine works twice as it did before deactivation was attempted. 2X or 3X results in permanent deactivation of the object.



Identifying:

3 APs per RP

Identifying an object consists of being able to tell what the object does. The complexity number is the opposing number on the odds table. If failure occurs in one of the first two columns in the "4" or "5" row, the character identifying is sure that the object does the opposite of what it actually does do. Failure signifies the character is unsure of the purpose while success indicates the identifier knows what the object does. 2X means the identifier gets his operating RPs doubled when trying to operate the item (if he has operating) and 3X means the operating RPs are tripled. The time it takes to identify the object is the complexity number minus the rank points of the item. The minimum time it takes to identify the item is one turn.

Building:

4 APs per RP

Building an object is a long and complicated process. The basis is "Building" RPs versus complexity number. For a full description see "Special Devices."

Designing:

5 APs per RP

With the use of this skill, characters may invent technical objects of their own design. The character must, however, have the Building Technician skill or have someone with the build skill to have the object built. The use of this skill is explained in the Special Devices section.

POWERS

Before purchasing a power, the player must decide on the source of the power. The source of the power determines the ability point cost (APC) of the power. The use of a power puts physical drain on the character and the force usable is the character's APPs With the listing of the individual powers is the Ability Power Point Cost (APPC) of using the power. The APPC is subtracted from the APPs of the character and the points are lost temporarily until the character either recovers on his own or is supplemented by another character.

Powers are also subdivided into attack powers (APO) and non-attack powers (NAP). The type of power (TOP) is listed in the power description.

Attack powers use attack and defense ratings to determine success and failure. The attack powers have an attack power category (APC) to tell which set of ratings (physical or mental) to use in the attack process. "-HTH" behind a physical APC indicates the HTH modifier is to be used when attacking with such a power. Unlike attack powers, NAP's are either automatic (auto) or use a success rating (SR) as indications in the non-attack power category (NAPC).

A success rating is the number or less that must be rolled on 4d6 to succeed at using a power. There are, however, variations in SR due to circumstances.

POWER SOURCES

The GM has a say so in the source of the abilities because he is.in charge of the setting of the game. He may, therefore, limit the capacity of the power and/or the source of the power.

Mutation: A power derived from a change in genetic structure is considered a mutation. All costs apply as normal but no substitutions for APPs may be made. In other words, there can be no special objects which supplement the character's APP. The source of a mutation might be a weird DNA combination at birth or exposure to radiation. Depending on the setting, the character should discuss with the GM the source of the mutation. There is no limit to the capacity of a mutant power. For each power from a mutation, there is a 50% chance (1-3 on 1d6) that the power has, in some way altered the character. When such an alteration occurs, the GM and player should work up some physical manifestation of the power. Examples are scales, altered skin color, and loss of hair.

Aliens: Aliens powers are those powers which are inborn due to ancestry (this category does not include Homosapiens). There are three subcategories of aliens: extra-terrestrial, extradimensional, and lost civilization. Although some may look humanoid, there is always some physical difference from humans, whether it is green skin or yellow eyes. As with mutant powers, there is no APP supplement or substitute. An extra-terrestrial comes from another planet, an extradimensional comes from another dimension, and one from a lost civilization of earth might be from some long lost race of humans. The legendary Atlanteans are a perfect example.

Altered Humans: The powers that fall into this category are those that belong to people who were once normal humans and acquired the powers from some means other than radiation or technology. The origin of an alteration power may be the injection of chemicals, cosmic, or-other strange forces. Powers in this category may have the APPs supplement as per the power "APP supplement." Because there are no disadvantages to this source, the ability point cost of the power is doubled.

Magic: This is dealt within its own section, "Magic and spells."

Technology: A technological power has a technology level. The technology level is equal to the ability point cost of the power. When detailing settings, the GM decides on the technology level of the setting. The technology level (or "TL") of the power may not exceed the TL of the setting. There are basically two sources of technological powers. These are bionics and devices. The ability cost is normal but there are drawbacks. In the case of bionics, the machines are implanted in or on the character's body and cannot be removed except by major surgery. If the part is hit in battle (chance of this is determined by the GM) there is a 2 in 6 chance of the bionic part releasing a discharge. On a 1-3 on 1d6, the discharge is minor and causes 1d6 damage to the character. On a 4-6 the damage is severe and causes 2d6 damage. If a part takes 10 or more points of damage (cumulative) and is not totally destroyed, a major discharge and 2d6 damage occurs and the part cannot be repaired. The APPs for the bionic part may come from the character, or a power pack (see below). A device on the other hand is separate from the character's body and the device requires a power pack. A device may be taken away from the user and used by another character. When purchasing a device, it is necessary to give it stamina to allow it to take damage. The STA cost for a device is 5 ability points per STA point. Unless completely destroyed, devices and bionics may be repaired by a technician. A device is considered destroyed when its STA is reduced to 0 or below. If the STA never goes under 1, the device may be repaired. Power packs are battery-like devices that may power technological powers. The cost of a power pack is 5 credits for each APP in the power pack. Therefore, a power pack with 100 APP would cost 500 credits. However, unlike a character's APPs, power pack APPs may not be recovered. Once used, they are gone.

Weapons: Some weapons are technological. To classify as such the power must have its own source of power (via a power pack, for example). Swords and bows, on the other hand, require no power other than that of the wielder. Unlike powers and devices, this class of weapons (Class I Weapons) costs money, not ability points. Class I weapons are dealt with after magic.

MONEY FOR POWERS

Some powers may be bought by credits easily by spending credits equal to the ability point cost (APC) multiplied by five. The ability of doing as such is listed by an asterisk(*) appearing by the power's title. However, availability and limit to ability points may be limited by the GM.

LIST OF POWERS

Following is a list of powers. Each power is first identified by name and is then followed by statistics and a description of the power. The statistics are the type of power, followed by the category of the type of power, then the ability point cost of the power and the ability power point cost of using the power. The cost of the power is the amount of ability points that must be spent in order to have that power. The APPC or the ability power point cost is the effort needed to use a certain power. This is the amount that must be subtracted from a character's APPs when using the power. If he does not have a sufficient amount of ability power points, then he cannot use the power. There are several things in the power descriptions that may not be understood until reading the "BASIC RULES" section.

ABSORPTION

This power is the ability to absorb or take in others powers, skills, etc. from either other characters, animals, or the environment. For the absorption to occur, the character must touch the object from which he wishes to absorb. The player must first decide the class of absorption: mimic, trade, or remove. In mimicking, the character duplicates what is being absorbed while the original keeps what is being absorbed. Trade, on the other hand, actually trades the character's ability for the subjects. Finally, remove actually takes away the characteristic. Below are the characteristics that may be absorbed and the class of absorption for the characteristic. In addition to the listed ability point cost, there is a + 10 cost for mimic, +5 ' for trade, and +15 for remove. The cost of the power does not take into account the class of absorption. There are 5 types of absorption.

I. Power Absorption
TOP: APO • APC: Phys-HTH
Cost: Special • APPC: Special

In power absorption, the character absorbs some power from another character. With the use of this power the character may have in possession only one other power at a time unless he buys Power Absorption a second or more times. Power absorption has a rating to itself. For every 3 points of the power, the character receives one rating point. A character cannot absorb an ability with an ability point cost higher than his rating points. The power must be equal to or less than the rating points. Power absorption may mimic or remove only. The ability point cost for a one turn duration is 5 ability points for 3 points of the power.. For each additional turn the power may be retained, there is an additional cost of 5 ability points per extra turn of retention. The APPC of the power is paid at normal rates for the absorbed power. The APPC for absorbing is 1/10 the ability point cost of the power absorbed, rounding off.

II. Damage Absorption
TOP: NAP • NAPC: auto
Cost: 3/point • APPC: 1/5 pts.

Damage absorption actually allows the character to absorb damage caused by attacks. At the time of purchase, the character decides whether the absorption will work against physical or mental damage. The character may buy both but they must be purchased separately. The ability point cost for damage absorption is 3 points for each point of damage able to be absorbed. All damage other than that absorbed is applied as normally. The APPC of the power is 1 APP for each 5 points of damage absorbed, rounding up. The character does not have to use the power's full potential, though he may. Because the power does not fit as a mimic, trade, or remove, there is no additional cost.

III. Basic Ability Absorption
TOP: APO • APC: Phys-HTH
Cost: see below • APPC: see below

Upon the absorption of a basic ability, the character replaces his characteristic with the one absorbed. Ratings are adjusted as needed. The ability point cost is 5 points for every point of Characteristic the character is able to absorb. Basic Ability Absorption may be mimic or trade. In the case of trade, the person from whom the characteristic was absorbed receives the absorbing character's normal rating. For every 3 points the character absorbs, there is an APPC of one. The APPC is paid for every turn the characteristic is retained. However, for the duration to increase requires 5 ability points per turn of duration.

IV. Memory Absorption
TOP: APO • APC: Phys-HTH
Cost: 5/pt. • APPC: 1/3 pts.

The character is able to receive his opponent's memory. For every point of the power, the character receives the other's memory for 1 turn. The APPC is 3 points for every point of the power used. This power can be only mimic. From the memory, the character can detect mannerisms, beliefs, etc. displayed within the past.

V. Appearance Absorption
TOP: APO • APC: Phys-HTH
Cost: 50 • APPC: 5/turn

This power is simply the ability to look exactly like the object touched. This includes clothing and equipment. This is appearance only. Characteristics, powers, etc. are not absorbed. The ability point cost is 50 and the APPC is 5 per turn the disguise is retained. Once stopped, the character must make another successful attack roll to absorb the appearance again.

ACID
TOP: APO • APC: Phys
Cost: 15/die • APPC: 1/die

A spray of acid may be shot by the character. Against metal, the character gets a +2 attack bonus. The cost is 15 ability points for every die of damage and the APPC is one for every die of damage put into the attack.

ANIMAL CONTROL
TOP: NAP • NAPC: SR
Cost: 3/pt. • APPC: 2+1/turn

When controlling animals, once a successful SR roll is made, the character may control an animal with an INT equal to or less than the character's mental ability. At the time of purchase, the character must decide the type of animal he wishes to control (like cats, birds, or maybe horses). Once control is established, it maybe maintained as long as the character pays the APPC. Once control is let down, another SR must be made to reestablish control. This power uses a SR and for every hex the animal is away from the character there is a -1 penalty to the SR. The ability point cost is 3 for each SR point. The APPC is 2 to attempt and 1 per turn, after the first, control is kept.

ARMOR
TOP: NAP • NAPC: auto
Cost: 3/pt. • APPC: none

Damage from physical attacks is reduced by armor. Armor could come from thick skin, a specialized suit, or plain old metal armor. Armor reduces ability by 1/10 of the total points. Therefore, a character with 50 points of armor has his agility reduced by 5. The character and GM must work out the source of the armor and the effects on appearance. For every point of armor, damage from physical attacks by one point. The cost of this power is 3 ability points per point of armor.

BODY MATTER CHANGE
TOP: NAP • NAPC: auto
Cost: 25/die • APPC: see below

By this power, the character's body can change to a specific substance and take on the properties of the substance while keeping his own shape. In HTH combat, damage is increased by one die for every die of the power if the substance is applicable (like electricity, fire, and stone but not substances like water and gases). If the substance is sol id or liquid, damage taken from others is decreased by 2 points for every die of the power. The APPC for the power is 5 pert, die to turn on and 2 points per die for every turn the change is maintained.

CLING AND CLIMB (SPIDERWALK)
TOP: NAP • NAPC: SR
Cost: 2/pt. • APPC: none

By the use of this ability, the character is able to stick to and move across walls, ceilings, etc. as if they were ground. The SR roll is made only when performing intricate moves or on slick surfaces. The character is able to apply leverage where there normally would not be leverage. This power treats the force of gravity as if it were perpendicular to the surface the character is upon.

DENSITY CONTROL
TOP: NAP • NAPC: auto • Cost: 10/pt. • APPC: 1/5 pts.

By controlling his density, a character can increase or decrease his mass. For each point used, the character can adjust his weight level up or down. The character must decide upon purchase whether the increase will be up or down. For every 6 points of density greater than his STR, the character receives a bonus of one die in HTH damage. However, if his density points are greater than his STA his AGI is reduced by four, PAR is reduced by one, and PDR is increased by one. The character gets physical damage taken reduced by one for every point of density above the character's weight level. The character may -lower his weight level to 0 giving him a 0 weight effect. That is, the character weighs nothing. If the character's density is less than his STA, AGI is increased by 4, PAR is increased by only, and PDR is decreased by one. The cost is 10 per density point and the APPC is 1 point for every 5 density points used, per turn.

ELEMENTAL GENERATION
TOP: NAP • APC: auto •
Cost: 10/die • APPC: 2/die

With this power, a character can create either fire, air, earth, or water. When purchasing the power, the character chooses one of these four types. The area of the produced substance is one hex per die. Upon the creation, dice are rolled for the substance (equalling the number of dice in the power). The damage done by the substance equals the amounts of points in the substance. Where applicable, the weight of the substance is 10 multiplied by the points of the substance.

ELEMENTAL CONTROL
TOP: see below • APC: see below
Cost: 4/pt. • APPC: see below

With this power, a character can control either fire, air, earth, or water. When purchasing this power, the character chooses which of the four he wishes to have. The character purchases points. These are the points of substance he is able to control. This number also doubles as the SR for this power. Upon successful SR roll, the character can manipulate the substance. For every hex in distance from the substance, there is -1 to the SR. The manipulated points of the substance may cause damage equal to their points or take damage. If the substance takes more damage than it has points, it is destroyed. If being used as a shield, it takes all the damage it can before the character takes damage. The ability point cost is 4 per point. The APPC is 1 for every 3 points used in the initial try and 1 per 6 points for each turn it is maintained. By mixing areas of control, the character could control weather, etc.

ENERGY BLAST
TOP: APO • APC: Phys
Cost: 10/die • APPC: 1/die

By use of this power, the character can attack with some form of energy. It may by electricity, sound, light, etc. Damage is by dice. The cost of this ability is 10 per die and the APPC is one point for each die used.

ENERGY MANIPULATION
TOP: NAP • NAPC: SR
Cost: 3/pt. • APPC: see below

With this power, the character can manipulate one form of energy. He can increase or decrease the force of the energy. It can also be used as a defense

against the same substance as that being manipulated. This power can be used in conjunction with energy blast. For example, the energy blast can have no target and be in existence until it does damage equal to its damage points. It can be used as a shield until it takes maximum damage (points equalling its own). The SR doubles as the damage points of the energy that the character can control. The character can increase the damage points up to but not exceeding his own SR. For every 10 damage points of the energy, it may take up one hex. The damage points can be decreased to zero. The cost of the power is 3 ability points for each SR point and the APPC is one for each 3 points of the substance controlled per turn of control. The source of energy might be a match (for flame control), and electrical line (for electrical control), etc. The range of control is one hex per SR point.

EXTRA LIMBS
TOP: NAP • NAPC: auto
Cost: 15/limb • APPC: none

The character gains a prehensile limb capable of whatever motions and actions of that kind of limb of the same size. It could be a tail, extra are, etc. The STR of the limit is the same as the STR of the character. There are no extra attack bonuses. The cost is 15 ability points for each extra limb.

EXTRAORDINARY SENSES
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: none

With this power, the character can detect exactly everything in the hex/range radius of the character. If, for example, there is a ring concealed in a hollow stone, the character can pick this up. This power negates the advantages of an attacker from behind if the attacker is in the range of the power. The character may also detect invisibility. The cost is 5 ability points per hex in range.

EMPATHY
TOP: APO • APC: Mental
Cost: 10/pt. • APPC: 2/pt.+1/turn

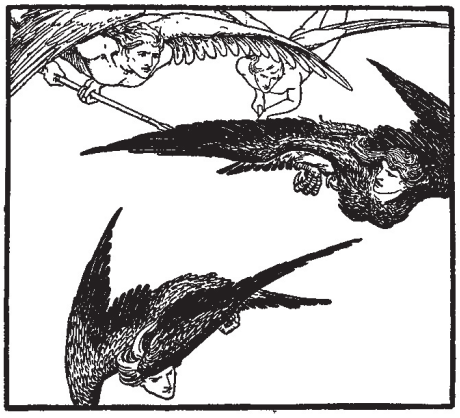
With the use of empathy, the character may feel the emotions of another character. It is a simple mental attack doing no damage. For each point purchased, it has a range of one hex and a duration of one turn. Therefore, a person with six points may empathize with a character up to 6 hexes away for up to 6 turns. The duration may be shortened just by the character saying so. The cost is 10 per point and the APPC is 2 per point used per turn.

EMOTION-CONTROL
TOP: APO • APC: Mental
Cost: 15/pt. • APPC: 3/pt.+1/turn

Characters with this power make others act according to the emotion installed in the victim. Upon purchase, the character decides which emotion he will be able to install. For each point of the power, there is one hex range and one turn duration. The cost is 15 per point and the APPC is three per point on the original turn of installation and one per point every turn afterward.

ENVIRONMENTAL INDEPENDENCE
TOP: NAP • NAPC: auto
Cost: 3/turn • APPC: 1/turn

With this power the character can survive in any environment or atmosphere with no need of normal life-sustaining functions. The duration is in turns and the cost is three ability points per turn for maximum duration. The APPC is one APP per turn.



FLIGHT
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: 1/3 hexes

Flight is a movement ability and the character can fly during one action (See Basic Rules section) the number hexes purchased. This is not considered an action, however. Also, if any flying is done during the action, the 15 points of movement cannot be used, except for the action option (explained in detail in the Combat section).

FORCE FIELD
TOP: NAP • NAPC: auto
Cost: 15/pt. • APPC: 1/turn

By the use of a force field, a character lowers his MDR or PDR by the points of the power. The character decides upon purchase whether he will buy for MDR or PDR or both. The points purchased are then, when activated, subtracted from the proper defense ratings in a combat situation. The ability point cost is fifteen per point and the APPC is one per point per turn.

GLIDING
TOP: NAP • NAPC: auto
Cost: see below • APPC: 1/10 hexes

Gliding is pretty much what it says. For a character to be able to use gliding, he must be at least one hex (2.5 feet) above the ground. This power is purchased in hexes. In one action (see Basic Rules section), for every hex above the ground, the character can glide the number of hexes purchased. For example, if a character has 7 hexes of gliding and is 3 hexes above ground level, he may glide up to 21 hexes. Gliding is substituted for regular movement on the turn. The ability point cost of gliding is 3 per hex and the APPC is 1 for every 10 hexes glided, rounding up.

GRAVITY CONTROL
TOP: NAP • NAPC: SR
Cost: 15/pt. • APPC: 1/pt./turn

With this power, the character can alter the amount of gravitational pull on an object. The SR doubles as the effectiveness of the power. The points are the factor multiplied by the weight of the object affected. That is, the SR is multiplied by the weight of the object being affected is the maximum weight of the object. The maximum weight multiplied by negative one results in the minimum weight of the object. If the weight is negative then the object, in essence, "falls upwards." If the STR of an affected object is not sufficient to lift, what he weighs then the object (person or whatever) will fall to the ground helpless. For every 50 pounds that the weight exceeds lifting ability, there is 1d6 damage to the object. The range of this power is one hex per SR point. The cost of this power is 15 points for each SR point. The APPC is one for each point used per turn.

GROWTH
TOP: NAP • NAPC: auto
Cost: see below • APPC: see below

By using this power, the character can increase size at will. Growth works on a system of levels. The level represents the maximum factors of the character. In other words, to determine the tallest one can grow, the character's height is multiplied by the level. The only exception is level

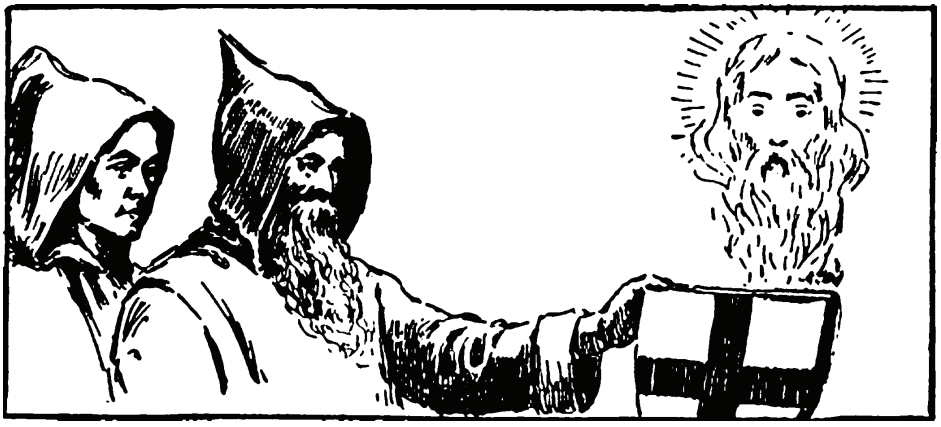
one whose factor is not 1 but 1.5. In addition to height, the weight, movement ratings, and STR of the character are multiplied by the level factor. This is to represent the increased scale of the character. For each level of growth, PAR and PDR are increased by the number of the level. The cost of this power is somewhat odd. The level squared times ten is the cost of to buy up to that level. The formula for the cost is cost=level^{2}x10. For example, a level of 3 would cost 90 points (3^{2}x10). The APPC is 5 per level to grow but none to stay enlarged or to reduce.

ILLUSION
TOP: APO • APC: Mental
Cost: 20/die • APPC: see below

With this power, upon a successful mental attack, the character can make another being believe in something that is not really happening. Because the mental image is so real, the mind controls the body as if the situation was real. Therefore, if a character believes he is on fire, he will take damage. If the illusion is such that an actual occurrence of the illusion would cause damage, than the believing character will take damage (mind over matter kind of stuff). The number of dice in the illusion determines the illusion's STA. The illusion may be attacked by the believing character only. Once the character has destroyed the illusion (does enough damage to lower the STA of the illusion below 0) the illusion is dispelled. One-half of the dice of the illusion are used in determining damage. For example, an illusion of a tank by the character Mindshadow is an 8d6 illusion. Upon a successful mental attack, he rolls a total of 31 on the eight dice. The STA of the illusion is 31. The damage caused to the believing person by the tank is 4d6. When an illusion attacks its believer, the MAR of the character that created the illusion is used against the PDR of the character it is attacking. An illusion can be discontinued just by the attacker's will to do so. An illusion cannot by used on unconscious characters. An illusion does not create matter, just belief in it. Therefore, a platform could be "illusioned" but any character believing he is standing on the platform would actually be standing on the ground. The cost of illusion is 20 per die and the APPC is 2 per die to create the illusion but no addition to continue or diminish. The illusion lasts until it is destroyed or disbelieved. The APPC for an illusion is a number equal to the STA for the illusion created. If a character wishes to limit amount of STA placed into the illusion, he must state so before the STA roll is made. Otherwise, the illusion drains the full APPC equal to the STA, with a maximum STA and APPC equal to the full amount of the character's APPC reservoir.

IMAGE
TOP: NAP • NAPC: SR
Cost: 5/pt. • APPC: 1/3 hexes

An image is similar to an illusion in that it simulates the appearance (smell, taste, sight, sound, etc.) of something. Unlike an illusion, however, it is not an attack on a character but is simply the creation of an image present to all those who view in the direction of the image. An image is an inanimate creation of one thing. The size of the image can be up to the number of hexes equal to the SR of the character. An image is dispelled by an object simply touching it or moving through it while the moving object continues, unaffected. An image, like illusion, does not create matter, it simulates it. The cost is 5 per SR point and the APPC is one per 3 hexes of image, rounded up. If the character wishes to have an animate image, the cost is double of the regular image while the APPC remains the same.



IMPACT BEAM
TOP: APO • APC: Phys
Cost: 15/die • APPC: 3 /die

The impact beam is an attack utilizing waves of vibratory force. It is treated as a physical attack and damage is rolled on the dice of the attack. The attack affects all objects in the target hex. Therefore, each die of damage is applied to everything that will take physical damage. This includes any devices or weapons the victim may be carrying. The ability point cost is 15 per die and the APPC is 3 per die used.

INFRA-RED VISION
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: 1/10 turns

Infra-red vision allows the character to see in the dark by use of the infa-red spectrum, by seeing heat wave variations. A source of heat like a lantern, will form shadows like darkness in light. In other words, lightness in dark. This power allows the character to see objects not normally visible. It does not work well in lit areas. The cost of this power is 5 per hex in range. The APPC for this power is 1 per 10 turns, rounding off.

INVISIBILITY
TOP: NAP • NAPC: SR
Cost: 5/pt. • APPC: 2/turn

With this power, the character cannot be detected by normal vision but the character can by detected by sonar, infra-red, etc. Position could be given away by clumsily bumping into objects, or using visible attacks. The invisible character can be detected by any other character making a successful awareness roll or the use of a special detection power. The awareness minus the SR of the invisible character is the roll that must be made or less on 4d6. The cost is 5 per SR point and the APPC is 2 per turn.

LEAPING
TOP: NAP • NAPC: auto
Cost: 4/hex • APPC: 1/5 hexes

By use of this power, the character can jump great distances. He can use this power to jump vertically or horizontally the distance in hexes. The cost is 4 per hex and the APPC is one per 5 hexes jumped. This is the number of hexes the character can jump during one action (see Basic Rules section) . The character gets the action and substitutes the leaping for normal movement.

MENTAL ARMOR
TOP: NAP • NAPC: auto
Cost: 5/pt. • APPC: none

Damage from mental attacks is reduced by the use of this power. The damage is reduced by the points of the power just like normal armor does for physical attacks. Unlike physical armor, there doesn't have to be any outward sign of the armor. The points of mental armor are the points of mental damage that may be ignored per turn. This applies to illusion, mental blast, etc. There is no APPC.

MENTAL BLAST
TOP: APO • APC: Mental
Cost: 20/die • APPC: 2/die

A mental blast is a mental attack on an opponent that causes straight out damage to the opponent. On each roll of 6 on ' the damage dice, the victim loses 4 points of Mental Ability, 1 point of MAR, and adds one to his MDR for the next 1-6 (1d6) turns. If Mental Ability is lowered to 0 or below, treat it as 0 and the MAR loss and MDR gain stop. The cost of this power is 20 per die and the APPC is 2 per die put into the attack. Range is one hex per die.

MIND CONTROL
TOP: APO • APC: Mental
Cost: 25/turn • APPC: 5/turn

This is the ability to control another character's actions. To make contact, the attacker must make a successful mental attack and the attacked person must be in sight. Once the attack is successful the controlled character will obey simple orders but if ordered to do something he normally would not do (like commit suicide) he gets to make a mental ability check. The control lasts until a * mental ability check succeeds or the turns of the power run out. If other characters try to talk the control led character out of the control, each action spent gains an additional mental ability check. The cost is 25 per turn of control with an APPC of 5 per turn.

NIGHT VISION
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: none

With night vision, a character can see as if the darkness was light. In dim light the range is halved and in full light, the effects of night vision are obsolete. The cost is 5 per hex in range and there is no APPC. Invisibility cannot be detected by night vision.

POLYMORPH
TOP: NAP • NAPC: auto
Cost: 50/form • APPC: 3+1/turn

Polymorph allows a character to change shape but not abilities, size (unless the character has size-changing abilities), weight, etc. Upon purchase, the character must choose which category he is purchasing: disguise, creatures, or inanimate objects. For disguise, the character can appear exactly the same as any creature of about the same height and build. For creatures, the character should decide upon the type of creatures he can look like (dogs, cats, dragons, bears, etc.), but at his size. Finally, if he changes to look like inanimate objects he can appear as that of objects of a size similar to his own. The cost is 50 for one of the three forms and the APPC is 3 to change plus one per turn to maintain and none to change back to normal.

PSYCHIC SELF-CONTROL
TOP: NAP • NAPC: auto
Cost: 15/pt. • APPC: see below

With the use of psychic self-control, the character can control his bodily and mental actions through the use of willpower. He can withstand pain, concentrate intensely, hold out longer, etc. The points of will power are used in a very versatile manner. When being applied (with GM's consent), the points may temporarily be added to a basic ability (except Con. Class, STA, and APPs), increase the effect of an ability, etc. For every point of this power that a character has, the power may be used that long in turns. Before being able to use it again, he must not use it the number of turns he has used it before resting. Example: For three turns a character uses his psychic self-control. He must wait three turns before he may use it again. Psychic self-control may be used on only one application at a time. The cost of this power is 15 per point. If the GM wishes, he can put an APPC on certain applications and decides the APPC of the application.

PYROTECHNICS
TOP: APO • APC: Phys
Cost: 15/die • APPC: 2/die

This power can range from a blinding flash against one character to a dense cloud of smoke covering several hexes. Upon a successful physical attack, a flash blinds a character for the number of turns determined by the total on the roll of the dice of the power. In the case of smoke, for each die the smoke can consume one hex and lasts a number of turns equal to the total on the roll of the dice of the power. The smoke is thick enough to be treated as darkness and remains stationary. In the case of smoke, the physical attack is made on the hex. The range is one hex per die and the APPC is one per die. The ability point cost of pyrotechnics is 15 per die.

RADAR
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: 1/turn

With the use of radar, the character can see detailed outlines of his surroundings within a certain range of hexes. This power eliminates the advantages of an attack from the rear. The cost is 5 points per hex in range and the APPC is one point per turn.

RADIATION BLAST
TOP: APO • APC: Phys
Cost: 40/die • APPC: 4 per die

This power is the emission of conic nuclear particles in an intense beam. Radiation attacks which do a certain amount of damage may cause side effects in addition to normal physical damage. If the total points of damage are from 21 points to 49 points, a roll should be made on "Table RE1: Minor Radiation Side Effects" to determine the effect. If the damage ranges from 50 to 99 points, a roll should be made on "Table RE2: Severe Radiation Side Effects." Finally, if damage exceeds 99 points, a roll should be made on "Table RE3: Major Radiation Side Effects." All rolls are made on 1d6.

The cost of radiation blast is 40 points for every die and the APPC is 4 points per die. These costs are so high because of the threat of the radiation.

RADIATION RESISTANCE
TOP: NAP • NAPC: auto
Cost: 50/level • APPC: see below

By use of radiation resistance, damage from radiation is halved. If bought twice, damage is one-fourth normal and if purchased three times, damage is one-eighth normal, and so on. The cost is 50 ability point per halving. The APPC is 2 points for every half.

REGENERATION
TOP: NAP • NAPC: auto
Cost: see below • APPC: 1

Regeneration is used in conjunction with Con. Class. With the use of regeneration, a character recovers STA and APPs every turn instead of every 10 turns (see "Healing" in the basic Rules section). The cost of the ability is 10 times the Con. Class of the character. The APPC is one point per turn.

REPULSION/ATTRACTION
TOP: NAP • NAPC: auto
Cost: 5/pt. • APPC: 1/2 pts.

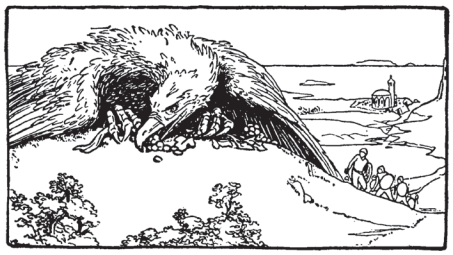
By the use of this power, the character can attract objects to himself or away from himself. The points of the power go to distance and weight. The character decides how many points will go to distance and how many points will go to weight. For example, a character with 24 points of this power could move 20 weight levels (200 pounds) a distance of 4 hexes during one action. A weight level repulsion/attraction equal to the points of the power would simply hold the object in its place. The cost is 5 per point and the APPC is 1 per 2 points used.

RESISTANCE
TOP: NAP • NAPC: auto
Cost: 2/pt. • APPC: 1/6 pts.

Resistance simply reduces damage from specific attacks. Upon purchase, the character decides what his resistance will be effective against heat, cold, radiation, etc. and any damage from such an attack is reduced by the points of the resistance. The cost is 2 ability points per point of the power and the APPC is 1 per 6 points used, rounding up.

SELF-WEAPONRY
TOP: NAP • NAPC: auto
Cost: 15/pt. • APPC: 1/use

This is a power which enables the character to gain bonus damage and hit probability from some form of fangs, claws, and other HTH attacks originating from a bodily source. For every point of the power, the character gets +1 to his HTH modifier when using the certain ability. Also, STR damage in HTH is increased by 1 point for every point of the power. The APPC is one per use.



SHRINKING
TOP: NAP • NAPC: auto
Cost: see below • APPC: see below

At will, a character with this power can reduce in size. Shrinking, like growth, works on a system of levels. The levels work the same as growth but weight, height, and STR are divided by the levels, not multiplied. For each level, PAR and PDR are decreased by the number of the level. The cost of the power is the level squared times ten and the APPC is 5 per level to shrink but to maintain or return to normal size.

RADIATION EFFECTS TABLES

TABLE RE1: Minor Radiation Side Effects

ROLL	EFFECT	FREQUENCY AND DURATION
1	sickness/nausea	1 week
2	severe headaches	2X day for 1 year
3	dizzy spells	3X day for 2 years
4	cancer	loses 1 Con. Class/month if left untreated; fatality results when Con. Class reaches 0
5	blindness	1 year (1 in 6 chance permanent)
6	deafness	1 year (1 in 6 chance permanent)

TABLE RE2: Severe Radiation Side Effects

ROLL	EFFECT	FREQUENCY AND DURATION
1	brain damage	permanent (loses 2d6 INT)
2	deafness	permanent
3	blindness	permanent
4	severe cancer	fatal in one to three months, regardless of Con. Class
5	mutation	permanent (GM decides mutation)
6	paralyzation	permanent (1 area of body)

TABLE RE3: Major Radiation Side Effects

ROLL	EFFECT	FREQUENCY AND DURATION
1-4	death	permanent
5-6	mutation	permanent (GM decides mutation)

SPEED INCREASE
TOP: NAP • NAPC: auto
Cost: 5/pt. • APPC: none

Speed increase raises the movement rating of the character. For every point purchased, the movement rating is increased by one. The character, therefore, gets to take more actions (see Basic Rules section). The cost is 5 per point but there is no APPC.

STRETCHING
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: 1/5 hexes

With the use of this power, the character can stretch portions of his body. This allows a HTH attack on a character not in an adjacent hex. The length that a stretch can be made is in hexes. If the character wishes to span an area, the area that can be spanned is the hexes of the power plus on hex (for the body of the character). The cost is 5 ability points per hex and the APPC is one per 5 hex stretch, rounding off.

SUPER-HEARING
TOP: NAP • NAPC: auto
Cost: 5/hex • APPC: none

With the use of this power, the character can detect extremely high and low frequency sounds within the range of the power. The character can even hear radio waves, etc. The cost is 5 per hex range and there is no APPC.

TELEKINESIS
TOP: NAP • NAPC: auto
Cost: 10/pt. • APPC: 1/pt.

This power allows the character to move objects with the use of his mind. It works on a system of points. The weight that he can move is such that it treats the points of the power as if they were STR. Telekinesis works similar to repulsion/ attraction. The points for the power are divided between weight and distance. This power could also be used as an attack. The range would be 1 hex per point and the "telekinetic fist" would be treated as if it were a fist with STR equal to its points. The MAR is used against the PDR of the victim. Used as a defense, a telekinetic wall could be set up and physical damage would be reduced by the points of the wall. The cost is 10 per point and the APPC is 1 per point per turn.

TELEPATHY
TOP: APO • APC: Mental
Cost: 10/hex • APPC: 1/hex/turn

By the use of telepathy, a character may communicate with other minds in sending or reading. When reading a mind, the character must make a mental attack to establish contact but the subject must be in range. The power is purchased for the range in hexes. Sending thoughts requires no mental attack, just range. The cost is 10 per hex in range and the APPC is one per hex per turn.

TELEPORTATION
TOP: NAP • NAPC: auto
Cost: 15/hex • APPC: 1/hex

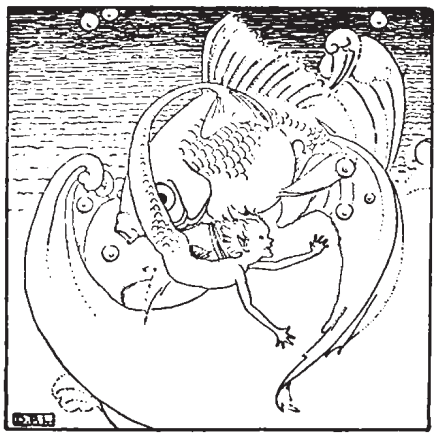
A character can instantaneously transfer his body from one place to another by the use of teleportation. The character must see or be familiar with spot to which he is going to teleport. At the end of each teleport, the character must make an awareness check (see Basic Rules section) with his AWA at its normal number minus the number of hexes he has teleported. If he fails, he is dazed for the duration of the turn and he loses his actions and any built up movement left over (see Basic Rules Section). If the character teleports into a solid object, he dies. The cost is 15 per hex and the APPC is one per hex transversed. Teleportation is considered movement and is exchanged appropriately during the action sequence.

TOXIN
TOP: APO • APC: Phys
Cost: 15/pt. • APPC: 1/pt.

This power uses some form of toxic substance to create ill effects in opponents. Upon a successful hit, the opponent has some side-effect. The actual effect should be discussed with the GM. Where applicable, range equals one hex per point, damage equals one point per point, and duration equals one turn per point. The cost is 15 per point and the APPC is 1 per point.

TRANSMUTATION
TOP: APO • APC: Phys
Cost: 15/pt. • APPC: 1/pt.

A character with transmutation has the ability to change one substance into another. The points of the power tell the maximum weight level that can be changed. However, the entire object must be equal to or less than the maximum weight level of the power. The points of the power must be divided among weight and duration. For example, a character with 10 points could change an object of weight level 3 for 7 turns. If a living thing is transformed into an non-living object and is broken, - the pieces remain transformed until they are placed together in the correct position, whereas the subject comes back to life. The cost is 15 per point and the APPC is one per point used. The range is one hex per die.



WATER ABILITIES
TOP: NAP • NAPC: auto
Cost: 10/pt. • APPC: 1/10 turns

The main gain of this power is the ability to breath under water and the character moves as easily in water as humans do on ground. The water character may substitute the points of this power for his AGI while submerged (making any other changed as necessary). While under water, the Con. Class of the character is increased by one and the character can see by use of the green end of the spectrum. Water's effect on the character during combat are ignored with this power. The cost is 10 ability points per point of the power and the APPC is one per minute.

SPECIAL DEVICES

Eventually, a player will wish for his character to have some technological item that is not readily available. In this case, a special device must be built.

OUTLINING THE DEVICE

The character begins by creating a general outline of the device. Then, under the supervision of the GM, use the "Special Device Worksheet" (found on page 27) to assign points to the abilities the special device will have. If the special device is going to have special powers, decide which powers, how great their effect, and the ability point cost of the powers.

SIZE OF THE DEVICE

Once the abilities and powers have been outlined for the device, total the various costs of the abilities, attributes and powers to determine the item's Preliminary Ability Cost. Compare this number against "Table SD1: Special Device Size Chart" to determine the Standard Size Level of the special device.

If the preferred size is smaller than the standard size, the size cost modifier is equal to the Guass formula for the difference between the standard size level and the preferred size level—that is [n x (n+1)] divided by two, where "n" is the difference between the standard and preferred size levels.

Multiply the Preliminary Ability Cost by the Size Modifier to determine the Finaly Ability Cost of the Special Device. This number is then divided by ten to determine the complexity number of the special device. Finally, multiply the complexity number by 250 to find the monetary cost of the special device.

Device Outline Example:

Dr. O. Zone (a superhero character) wants to design and build a jetpack and gives it the following attributes:

STR: 24 (able to lift 240 pounds in weight)
STA: 16 (able to take damage)
APPs: 40 (power to operate)
6 Hex Flight: 30

PRELIMINARY ABILITY COST: 110
Standard Size Level: 5
Preferred Size Level: 3
Size Cost Modifer: x3

FINAL ABILITY COST: 330
Complexity number: 33
Cost: 8,250 credits

DESIGN AND CONSTRUCTION

Design and construction of a special device are two separate actions but the special device's complexity number is used in both.

DESIGN PHASE

The time it takes to design plans for a special device is a number of days equal to the item's complexity number.

Once the plans have been completed, a design attempt is made. First, the designer compares his Design Skill RPs to the complexity number of the device to determine his odds at success. Using the Odds Table, he then rolls to determine success or failure in the design attempt.

If the designer fails during the design attempt, no build attempt may be made and he must wait a number of days equal to the complexity number of the special device before making another attempt.

Once the designer succeeds in a design attempt, the design attempt need never be made again, even if ensuing build attempts fail.

Design Example:

In the above example of the jetpack, its complexity number is 33. Dr. O. Zone has a Design skill of 12. Comparing values, it is found that the Dr. O. Zone's design attempt odds are approximately 1 to 3. The Dr. must roll a 21 or better on 4d6 to succeed in designing the special device.

BUILD (CONSTRUCTION) PHASE

The time it takes to build a special device is a number of days equal to the item's complexity number. All monetary costs for a special device must be outlaid at the beginning of this time period.

At the end of the build phase, the build attempt is made by the builder, using his Build Skill RPs vs. the complexity number of the item to determine his odds of success. The rolls on the Odds Table to determine the success or failure of the build attempt.

If a build attempt fails, the total monetary cost of the object is lost, regardless of a successful design attempt.

Construction Example:

Dr. O. Zone has a Build skill rank of 18. Comparing this to the complexity number of 33, his chances of building the item successfully are approximately 1 to 2 . He must roll a 19 or higher on 4d6 to succeed in the build attempt. If he were to fail in the build attempt, he would be out 8,250 credits, but he would still have the correct plans, and could attempt the build again, given he had the money to spend on the attempt.

TABLE SD1: SPECIAL DEVICE SIZE CHART

ABI. PT. COST	*APPROX. SIZE DESCRIPTION*	*SIZE LEVEL*	*WEIGHT IN POUNDS*
0-5	*size of insect*	*1*	*less than 1*
6-20	*pocket-sized*	*2*	*less than 5, greater than 1*
21-50	*easily portable*	*3*	*less than 10, greater than 5*
51-100	*man-sized*	*4*	*less than 50, greater than 10*
101-250	*pantry-sized*	*5*	*less than 500, greater than 50*
251-500	*room-sized*	*6*	*less than 5000, greater than 500*
501-1,000	*size of house*	*7*	*less than 50,000, greater than 5000*
1,001+	*warehouse-sized*	*8*	*greater than 50,000*

CLASS I WEAPONS

A different aspect of combat is the use of weapons. Normally, one may consider a gun or cannon to be a weapon. However, in The System, these are considered special devices. Class I Weapons refers to any of a variety of "non-powered" weapons that rely solely on the human body for their use. This includes swords, spears, clubs, daggers, throwing stars, slings, and bows and arrows.

To use a weapon efficiently, a character must be trained in its use. Therefore, it is a good idea to get a weapon skill (which must be purchased with ability points) before purchasing a weapon. Persons using a weapon with which they have no training has his PAR reduced by the level of the weapon (see below) when using the weapon.

WEAPONS SKILLS

Because weapons fall into levels, skill in such an area also works on a level system. The penalty on PAR by using a weapon is the level of the weapon minus the character's level of weapon skill. A negative result indicates an attack bonus when using such a weapon.

When training, the character must choose the type of expertise he has. There are three categories of expertise: individual weapon, weapon group, and all weapons. A character skilled in the use of an individual weapon chooses one weapon with which he is an expert. If trained in a weapon group, the character is an expert with a type of weapon (swords or pole-arms, for example.)

The cost of individual weapon training is 5 ability points per level. The cost of weapons group is 25 points per level. The cost of all weapons is 100 ability points per level.

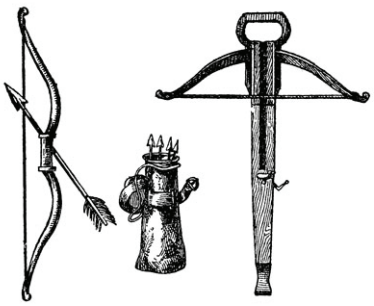
BUYING WEAPONS

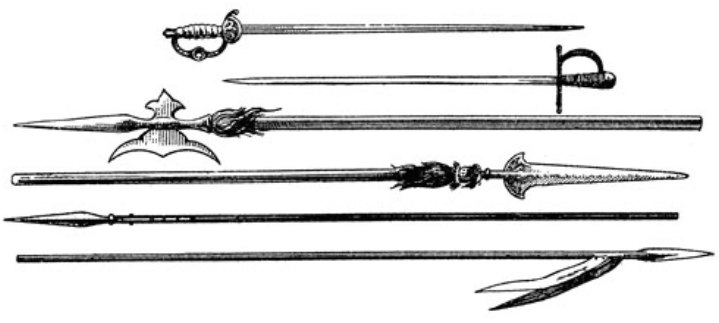
Upon the purchase of the weapon, the character must decide what the weapon will be. Weapons fall into two categories: ranged and HTH. Ranged weapons do damage up to a certain range whereas HTH weapons do damage to only those in adjacent hexes. Ranged weapons use PAR while HTH weapons incorporate HTH modifier as well as PAR. Once the category has been decided upon, the level of the weapon must be determined. The level of the weapon influences the damage done. The damage done is the Regular STR damage of the character plus the damage for the level of the weapon. The modifiers are found on "Table W1: Weapon Damage Modifiers."

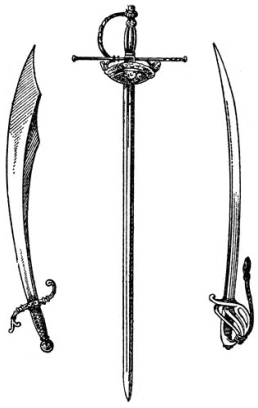
Ranged weapons do damage as by the chart above reducing damage by one point for ever hex in range the weapon travels. The range (in hexes) of a ranged weapon is the level of the weapon plus the STR of the character. To figure the cost of the weapon: (level of weapon X 10) +15(HTH) or +20(ranged).

TABLE W1: WEAPON DAMAGE MODIFIERS

WEAPON LEVEL	*LEVEL DAMAGE MOD.*
one	*+1 point*
two	*+(1-2) points*
three	*+(1-3) points*
four	*+1d6 points*
five	*+1d6 +1*
six	*+1d6 + 2*
seven	*+1d6 + 3*
eight	*+1d6 + 4*
nine	*+1d6 + 5*
ten	*+1d6 + 6*
for every level above ten	*add 1d6 + 6 + 1 per level above 10*







MAGIC AND SPELLS

The character creates spells of his own design. To use magic, a character must have magic power. The cost of magic power is one ability point for two points of power. The points of power give the maximum ability of the spells the magician may have. For example, a character with 50 points of magic power, could not have a spell with a complexity level of 75 ability points on a spell but could have one with a complexity level of 50 or below. There are two kinds of magic, active and passive. Active magic is magic which affects the magician or the world around him. Passive magic is concerned with observation and detection. Each spell (a defined action of magic) has a "complexity level" (this term applies also to creating special devices (detailed after weapons) but magic complexity level is not interchangeable with the complexity level of special devices except in the case of procedure.) Spells are created by using the spell creation process detailed below and once the spell is detailed, its complexity level is determined. The higher the complexity level of the spell, the harder the spell is to cast.

Before creating and detailing spells, one must know from whence the magic comes. Magical spells are just concise channelling of magical forces. There are three sources from which a magically-endowed person may attain the force to use the spells. These sources are personal, universal, and dimensional. Magic ability only describes how well one manipulates the three forces. Personal force is the force within one's body and mind and it may by used only on the spell caster. Universal force comes from various forces around the spell caster and it affects his surroundings. Finally, dimensional force comes from requesting assistance from extra-dimensional beings and forces. An example of person force at work would be the magician levitating himself. On the other hand universal energies might cause a tree to grow rapidly or water to change to mud. Dimensional forces are less strenuous on the caster and possibly the most powerful of the three forms.

SPELL CLASSES

Spells are categorized into ten classes of spells. These classes are: cure disease and death, illusions and images, protection, command/enchantment, elemental, transmutation, conjuration/summoning, divination, evocation/invocation, and property alteration.

Disease and death: Spells of this class deal in some way with harmed bodies. For example, it might categorize healing bodily wounds, curing or causing disease, raising dead or talking with the dead.

Illusions and images: Spells of this class are those which make things appear as they are not. This might include any of the five senses.

Protection: Spells of this class are just what the name says.

Command/enchantment: Spells of this are those used in dominating the mental functions of another being.

Elemental: Spells of this class deal with any of the four elements (air, earth, water, fire) or mixtures thereof. These mixtures are smoke, ash, magma, vacuum, salts, dust, ice, steam, ooze, lightning, radiance, and mineral .

Transmutations: Spells of this class deal with changing one substance to another substance.

Conjuration/summoning: Spells of this class create matter or call forth beings from other dimensions. If a spell caster made a brick wall out of nothing then this is conjuration, but summoning forth Thor would be considered summoning.

Divination: Spells of this class deal with gaining information of some sort. This class is considered passive only.

Evocations/invocations: Spells of this class bring forth energy of some sort. Energy should be distinguished from the matter creation of conjuration and summoning.

Property alterations: This is the largest class of spells due to its basic principles (for example, shrinking and growing or liquid to solid.) There is a fine line between this category and transmutation. This class of spells changes properties of the matter only, not the actual matter.

SOURCES OF MAGIC

Every spell comes from one of the following three sources of magical force.

Personal: This type of magical force comes from within the spellcaster.

Universal: The type of magical force comes from the "ether" of the world around the spellcaster.

Dimensional: This type of magical force comes from other dimensions into this earthly plane.

CREATING SPELLS

Before a magician can use a spell, he must know what the spell will do and the process by which it will happen. To create a spell, as to create a special device, it takes time. Unlike special devices it takes ability points to create a spell. This is taken into account as training and acquisition costs for utilizing the spell.

Like special devices, spells also have a complexity number and an ability cost. When dealing with special devices, the complexity number is utilized only in time and creation. However, when dealing with magic, it affects time, creation, and use.

The player must sit down and write out what he wants his spell to do. The player should, under direction of the GM, use the "Spell Creation Worksheet" (found on page 28) to line out the details of his spell. (General spell cost notes can also be found in "Table M1: Spell Costs.")

In most cases, the majority of the spell's details (range, effect, etc.) should be developed by the player, with the player deferring to the GM's judgement when it comes to spell classes and source of the

magical force for the spell in question.

While powerful spells are available to less experienced and less powerful spellcasters, players should consider keeping the complexity level of their spells low, as this provides the novice spellcaster a greater chance of success when casting the spell, and a lighter drain on his APPs.

EXAMPLE OF SPELL CREATION

For this example, the player wants to create a basic fireball spell. The GM determines this type of spell falls into two classes: 1) elemental (fire) and 2) conjure/summon (brings the fire into existance). The GM also determines that this type of spell should come from universal energy. The player then decides he wants the spell to attack with a PAR bonus of +3, have a range of 50' (10 hexes) and an effect of 2d6 (damage). The GM then declares that the player must also add 1 turn duration (so the fire doesn't dissipate immediately upon being called into existance, and gives the player time to "throw" the fireball.) The GM also decides that for a fireball to do 2d6 damage it must be approximately man-sized.

Using the Spell Worksheet, the player then tallies the various attributes, arriving at a total ability cost of 230 points.

FACTOR	*COST*
PAR Bonus +3	*15*
Elemental	*10*
Conjure/Summon	*50*
Command/Enchantment	*15*
Universal	*20*
Range: 10 hexes (50')	*50*
Duration: 1 turns	*10*
Effect: 2d6	*40*
Man-sized	*20*
TOTAL	*230*

The complexity level of this spell is 23. For this example, the magical ability of the caster is 24, so the caster's odds (on the odds table) are approximately 1-1 for being able to cast this spell.

SPELL LEGITIMACY

After the details of the spell have been worked out, the caster must determine if he has created and worked on a legitimate spell. The odds table is used at this point in the creation. Matching the complexity level of the spell with the magical ability of the spell caster, legitimacy or failure is determined on the roll of the dice.

If the spellcaster fails in his spell legitimacy attempt, he must wait a number of days equal to the complexity level of the spell before making another attempt.

SPELL CASTING

Once the complexity level has been determined and the ability cost is paid for, the spell caster has the chance to use the spell. To cast the spell, the caster must have a "link" (or links) from which to channel the power. Establishing links is a vital part of spell casting process and unless a link is established the spell caster cannot channel the force.

At the time of "detailing" a spell the creator decides the links required of the spell (with GM approval.) If the source is personal force, there is only one link necessary. In universal spells, two links are required and in dimensional spells, three links are required. Every link must

be made as an uninterrupted action for the magic link to be established. Link actions may be performed in succession or unison. In some cases, a material component is required as a link and if the material is present at the time of casting the spell it simply can't be cast. All material components used in the link are consumed in the link process, whether the spell linked or not. The links are up to the player but must be approved by the GM.

TABLE M1: SPELL COSTS

CLASS	*ABI. COST*
cure disease & death	*10*
illusions & images	*15*
protection	*10*
command/enchantment	*15*
elemental	*10*
transmutation	*20*
conjuration/summoning	*50*
divination	*5*
evocation/invocation	*15*
property alteration	*10*

SOURCE	*ABI. COST*
personal	*10*
universal	*20*
dimensional	*50*

NOTE: if a spell has a dimensional source, range duration, etc. are doubled at no extra expense.

MISC.	*ABI. COST*	*NOTES*
attack/defense rating pt.	*5*	*per point defense is on DR table*
range	*5*	*per hex; 0 range requires touch*
duration	*10*	*per turn; 200 for permanent*
effect	*10*	*per die*
stamina	*2*	*per point*
basic abilities	*1*	*per point*
backup link	*15*	*per extra*

AREA OF EFFECT	*ABI. COST*	*NOTES*
size of insect	*5*	*the size is comparable*
pocket-sized	*10*	*to that of special devices*
easily portable	*15*	*of the same size. These*
man-sized	*20*	*are average areas.*
pantry-sized	*25*	
room-sized	*50*	
size of house	*100*	
warehouse-sized	*200*	

Reduced APP cost is 25 ability points per 1/2 reduction

In the fireball spell example from above, the magician decides that his links will be a motion of his fingers that mimicks the look of dancing flames, accompanied by a short chant. He chose two links because that is what is required of a universal spell. Because both of these links must be performed to activate the spell, in this example, the caster could not cast the spell if his fingers were bound, or if he was gagged.

Once the links have been performed, the spellcaster uses the odds table to see if the magic is channelled. The opposing values are the complexity level of the spell and the magical ability of the character. The character rolls and if success is indicated then the spell is channelled. Double and triple effect apply as usual when success indicates proper channelling and the magic may be utilized.

Additional pre-spell rituals or ceremonies may be performed to increase the chances of channelling the magic. For every action or ritual beyond the required time (see below) before the spell is cast, the magical ability of the magic-user is temporarily increased by one point until the attempt to channel the magic.

For example, Karnak spends 3 actions in uninterrupted ceremony before performing his required links. His magical ability temporarily increases from his normal 21 to 24. He attempts his spell of complexity level 48. The odds are 1-2. He rolls a 10—failure. His magical ability is once again 21. However, he may go through ritual again.

If during his action the spell caster's ritual is interrupted (hit by attacker, for example, if he is precisely measuring, etc.) the turn is a waste and there is no point gain for that turn. The action must be sufficient to interrupt to link for this to apply (a caster may chant while defending himself but he can't give someone an order in the middle of his chant).

The spell goes into effect the instant that the caster finishes casting the spell. Utilizing (using the magic once it is produced) the magic takes one action. Examples: A fireball appears on success and the next 1/2 turn is used on controlling the fireball. Teleportation occurs immediately after building up the magic and the other 1/2 turn is spent in the teleportation process.

When using a spell, it puts a drain on the caster. The APP cost of casting the spell is 1/2 the complexity level of the spell. However, if it is a dimensional spell it is only 1/4 the complexity level of a spell. It is sometimes wise to reduce the APP cost of a complex spell because one tough spell could put the caster out of consciousness.

ACQUIRING SPELLS

There are other ways of acquiring spells. Another spell caster could teach it or the character might find a scroll with a spell written on it. The character must spend ability points, as did the spell's creator, to use it. All other aspects of spell casting apply. The reason for this is, unless the caster has enough training and/or experience in his present spells, he can't keep stuffing his head with more spells.

INEXPENSIVE SPELLS

By using a power from the "POWERS" list as a spell, a spellcaster can get a really good deal on certain spells. Obviously, if the power is listed on the power list it must be fairly commonplace somewhere. Decide on the power and its strength, duration, etc. Next choose the type of magic appropriate to the power (personal, universal, or dimensional). Using the "SPELL COST CHART" add the cost of the type of magic to the cost of the power. Divide the cost by ten to find the complexity level. Divide the cost by two to find the ability point cost for the spell.

MAGIC ITEMS

At some point in the game, a magic item may become either wanted or needed. Therefore, rules exist to aid in creation of magic items. A magic item is simply a holding place for a spell. It reduces time required in a battle situation, taking only 1/2 turn to release the magic from the object and 1/2 to put the magic into action. Anybody with a magic ability of 14 or above, may use the item if a command word is spoken or the final link is performed.

Creation of magic items requires close attention by the GM. After the player decides what it will do, it is the GM who decides what the character needs to obtain for the fabrication of the item. This might end in an adventure itself. For example, the GM might decide that a medallion of dragon control requires boiling a solid gold medallion in dragon's blood.

To create a magical item, knowledge of spell creation rules is required. A character must have a magical ability of 20 to even attempt to create magic item. As in spell creation, the power of these items must be determined. Detail the item as if it were a spell and then add ten to the cost. This cost is the ability to enchant this item.

It is important at this point to introduce the term 'charges'. This is simply the APPs of the object itself. It must have charges to function. There must be APPs for the item sufficient enough to "power" the item. The cost is two ability points per APP Complexity level applies as usual and the total includes the APPs (charges) and the enchantment ability. After the item has been constructed, give it STA so it may take damage and won't be destroyed immediately.

After the item has been detailed and paid for, roll on the odds table with the character's magic ability against the complexity level of the item. Success means the item has successfully been enchanted and failure means just what it says. 2X effect means the spell operates at double power for no extra APPC and 3X effect means the spell operates at triple power with no extra APPC. The APPC of the item is 1/2 the complexity level of the item.

The creator may opt not to give any APPs to the item. If this is the case, the item draws it's power from the user and APPC is subtracted as if the power were internal in the person using the item. Also, in this case, the APPC is equal to the complexity level.

The time it takes to create a magic item is the number of weeks equal to 1/2 the complexity level. For each extra day of preparation, the creator gets a temporary one rank point gain to his magic ability. This is lost upon attempting to install the magic, whether succeeding or failing.

BASIC RULES

After a character has been created, it is time to put him to good use. The character moves on to the adventure which exists in some way, shape, form, or manner. It may be to explore some long-forgotten dungeon, to stop a local supervillain group or to rescue a friend from a band of pirates or aliens.

TIME

There are two important kinds of time the The System, general time and action time. General time is non-precise time which the GM can use for speeding up situations, setting up situations, and relieving situations. It can be used to set up the plot of an adventure and hours, days, and even weeks can be compacted within a few minutes of general time.

Action time is precisely-measured time working in turns. Each turn is a game time unit equalling three seconds. Twenty turns, therefore, represent one game minute. Game time is to be distinguished from real time. For example, playing through a turn may take minutes and even hours, depending on what is happening. Several things can happen during a turn. How much a character can do in one turn is determined by the character's movement rating.

GAME TURNS

Because combat and other special situations are in action time, a character's turn is not just a general thing. More than likely, action time will deal with more than one character. Because of this and the method of turns, it is almost essential to use square graph paper. The System's method of "who does what and when" is based on graphing each character's movement rating on the graph paper. A lot of the graph paper will be used so the smaller squares are recommended. So Much happens in one turn that it is also helpful to have a set of thin color markers and a highlighter.

GRAPHING MOVEMENT

Not all characters are the same speed. Therefore, in action time, the characters act in a sequence. The sequence is determined by graphing the characters movement ratings. This is done on the graph paper by starting toward the middle or right of the sheet (after a while, the approximation of space needed will become more precise and less graph paper will be wasted).

A vertical line extending from the top of the page to the bottom is drawn toward the middle or right. To the right of the line, the names of the participating characters (robots, monsters, etc.) should be written. They can be written alphabetically or in the order of movement ratings (greatest to smallest) . For each character, the highlighter (a light color is suggested) fills in, from right to left, a number of squares equal to that characters movement rating (see the example).

Starting from the left of each character's highlighting, count fourteen squares and with a pen or pencil put an "X" in the fourteenth square (see the example.) If the character has less than a 14 in movement then he must wait for the next turn. The sequence of the characters for the turn is found by moving columns from left to right. In doing so, as a column is come to that contains an "X", that character receives his turn option. If two or more characters have an "X" in the same column, the characters move in order of AGI from highest to lowest. If any of the AGI are equal, roll 1d6 and the highest roll goes first out of the tied characters.

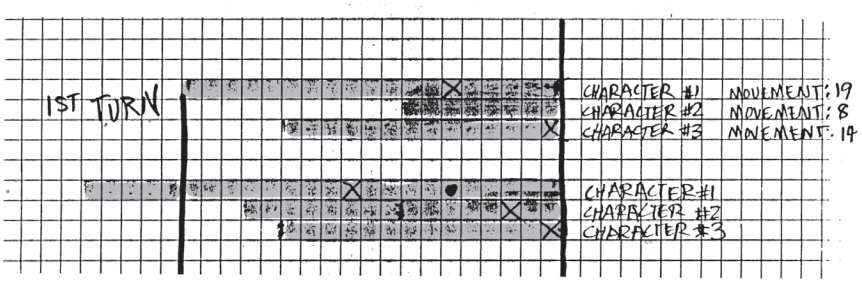
Some characters may have a movement rating high enough to move more than once in the same turn. Place X's in every fourteenth square until reaching the vertical line at the right. The X's represent when during the turn, a character can act. Up to this point, only the first turn has been discussed.

For the second turn, follow the same procedure stemming from the vertical line and placing the second turn graph directly below the first turn. At this point, a line should be drawn from the left of the graph at the point where the largest of the movements ends (see example). The graph is redrawn as in the first turn omitting the X's. However, there may be left over movement points in the first turn (anything over multiples of fourteen).

After the graph is completed for number two, add to each character's graph the left over movement points. Again, starting from the left of each character's highlighting, "X" each fourteenth square. The same procedure is used for determining who goes when during the turn, reading the X's from left to right.

Some of the actions that will be performed during a person's acting time will be things that will last for a specified period of time. Usually, the time will be one turn. It is sometimes important to know when the effect will end. This is done so

EXAMPLE OF MOVEMENT GRAPHING



by starting in the "X"ed square of the character performing the action and dropping to the next turn and placing a color dot in the square of the affected person. This way, it is easier to see if some force is still affecting him if it comes his turn.

The method of initiative (who goes first is called "initiative") is the same for each successive turn as it is for the first two: 1) mark normal movement, 2) add leftover movement, and 3) mark the X's.

THE TURN AND ACTION OPTIONS

In following the graph, the character gets to act on an X. This is known as an action. During one action, a character can do one of the following:

1. *Move up to 3 hexes of movement (or one action's worth of movement: flight, gliding, etc.).*
2. *Move up to 3 hexes of movement (or equivalent) and perform an action.*
3. *Perform some action.*
4. *Stand and do nothing.*

Before a character can use a special ability, he must perform all of his movement. Only after he has performed his movement can he use a special ability. There are some exceptions to this rule. For example, for a character to use climbing an Acrobatic subskills, he has to move at the same time.

SURPRISE

There are situations in which certain characters will not be aware that another factor exists. In this case, the characters that are surprised begin their actions in the second turn of action time. These characters' first turns are just dropped to the second as if their first turn didn't exist while the other characters' turns proceed as normal.

MOVEMENT

During a character's action, he has an option of moving. The actions of the turn are based on an average human speed (14 points of movement), and allow the character to move up to 15' (3 hexes) during one action. However, there is more than one way to get around. Certain powers enable the character to fly, jump, etc. In the action options, number one says "an action's worth of movement." When movement powers are purchased, the power is purchased for use during one action of a turn. For example, a character with a normal movement of 28 (he has two action options) and a flight of 6 hexes, could fly twelve hexes during the turn (6 hexes per action option) or he could fly 6 hexes during his first action option, then run 3 hexes during his second. During one action however, forms of movement cannot be combined. For example, a character could choose to leap and to run during one action option.

MOVEMENT MODIFIERS

In the course of the game, characters may come across more than just flat ground. In such a situation, the 14 movement points per action can be modified to suit the terrain. Apart from terrain, there are man-made obstacles. The following movement modifiers apply mainly to movement on foot but the GM may decide to apply them to other types of movement, should they be applicable. These are only guidelines.

Crossing Busy Roads: The action ends at the edge of the road no matter how many units are left. On the character's next action, he is on the other side of the road but the movement ends there.

Doors: Doors require an extra a point of movement to go through, unless the door is already open.

Elevators: Most elevators take two full turns of movement to open, enter, and close, and an average of one turn per two floors to move. Riding an elevator from the first floor to the third floor, for example, would take four turns— two to enter and two for the two floors up.

Stairs and Ramps: Steep stairs and ramps take an extra action of movement per 2 hexes in length. Average stairs and ramps take one extra hex per three hexes in length. Shallow stairs and ramps take one extra hex for every 4 hexes in length.

Turning Around: Turning around costs a character one hex worth of movement.

Terrain Effects: The GM smay apply movement modifiers iin strange or special condition terrains.

PERFORMING AN ACTION

If on the action option of a character, the player wishes to perform some action, he does just that. He performs some non-movement action. He may attack a character or use some skill or just open a drawer. He performs some action.

COMBAT

After a character has taken his movement for the action and decides to attack another character, he has just entered combat. Combat is basically the effort of one character to hit another character with some kind of power or physical object. Combat is meant to be one character attempting to have something happen to another character.

In the process of resolving combat, it is a good idea to keep track of the battle on hex paper. Combat in The System does not necessarily have to fought on graph paper, it can be resolved with plain paper

and pencil. Miniatures are also acceptable in dealing with combat. However the best method is with pencil on hexagonal graph paper. Walls and other objects will probably be present and these can be marked on the paper with a pencil, cutouts, or models.

The suggested scale for each hex is 5' from one side to another. Essentially two average-sized humans may occupy the same hex at a time.

TYPES OF COMBAT

Combat generally falls into one of two categories—Hand-to-Hand Combat or Ranged Combat. Hand-to-Hand (HTH) Combat is classified as any attack by one character in direct contact with the defending character when the attack is made (by touch, or by a hand-held weapon). Ranged Combat is any attack where contact between the attacker and defender is indirect (for example, mental attacks, cast spells like fireballs, or projectile weapons like bows and slings.)

RESOLVING COMBAT

In the power listings, the proper ratings are indicated in the statistics of the power. In addition to the ratings of the characters there are modifiers that come into play. Some are temporary and others are up to the character. See "Table BR1: Attack Modifiers" for a list of attack modifications and the numbers which should be applied to the total of the ratings.

Begin by adding the attacking character's proper attack rating to the proper defense rating of the defending character plus any modifiers. Once the ratings and modifiers have been added, the attacker rolls 4d6. If the roll of the dice is equal to or less than the total of the ratings and modifiers then the attack is a success. If the attack is a failure then the action option moves on to the next player.

SIGHTING

Sighting is used to determine how clear a shot an attacker has on a defender at a distance. The easiest method to determine whether a target is susceptible or not to a ranged attack is using hexagonal graph paper.

If, using a (measuring) ruler (any length,) you can touch the center of the attacker's hex and the center of the target's hex without the ruler touching any obstacles in between, the attacker has a clear shot and can make the ranged attack. If, using a ruler, you cannot touch center to center, but are able to touch corner to corner without the ruler touching any obstacles in between, this is considered an obstructed shot. If after trying both "center-to-center" and "edge-to-edge" sighting, the shot is still obstructed and the ranged attack cannot be made. See "Chart SE1: Sighting Examples" for sighting examples and see "Table BR1: Attack Modifiers" for the appropriate sighting attack modifiers.

AVOIDANCE

A character that wishes to avoid an attack by another character may use his basic ability of avoidance. To use avoidance, a character must sacrifice his entire action option previous to the action of an attacking character. All he has to do is to announce that he is taking his action as an avoidance. The avoiding could be a dodge or similar maneuver. However, if no one attacks him between his action option of avoiding and his next action, than the action has gone to waste. If someone does attack him, all he has to do avoid is to roll his avoidance or less on 4d6 after the attacker announces he is going to attack but before the attacker makes the attack. If he succeeds, the attack is just as if it had missed. If the avoidance fails, the attacker continues and makes the attack roll and proceeds as normal.

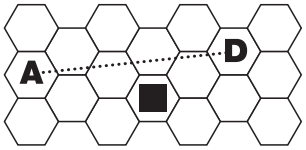
TABLE BR1: ATTACK MODIFIERS

RANGE MODIFIERS TO ATTACKER'S ATTACK RATING	
target is in next hex	*+1*
target is 2 hexes away	*0*
target is 3 hexes away	*0*
target is 4 hexes away	*-1*
for each additional hex past 4	*-1*
if the target is obstructed, multiply any negative range modifier by X2	
MOVEMENT MODIFIERS TO ATTACKER'S ATTACK RATING	
for every hex of movement during the character's action	*-1*
SIZE MODIFIERS TO DEFENDER'S DEFENSE RATING:	
target is tiny	*+2*
target is small	*+1*
target is human-sized	*0*
target is large	*-1*
target is giant	*-2*
OTHER MODIFIERS TO DEFENDER'S DEFENSE RATING	
target is prone	*-1*
target has moved on last turn	*-1*

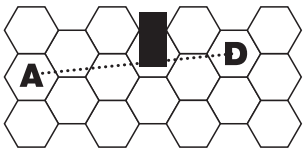
DAMAGE, DEATH AND RECOVERY

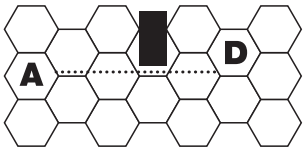
Usually, the result of a combat action is some form of damage to or effect upon the defender. Damage is usually measured in dice. Upon a successful hit, the attacker rolls dice equal to the number of dice in the attack. The number is then totalled with any other damage modifiers (for example, HTH strength modifieres, or modifiers from the defender's armor) and subtracted from the defender's STA. If the attacker rolls a 4 on an attack, the original total of the damage dice should be doubled. In combat, the two ability scores which will more than likely drop will be STA and APPs STA drops on the occasion that the character takes damage and APPs drop in the case of the character using special abilities which cost APPs to use. Every two turns, characters recover STA equal to their Con. Class and APPs equal to two times the Con. Class. However, the character does not receive either of these

CHART SE1: SIGHTING EXAMPLES

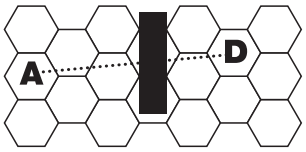


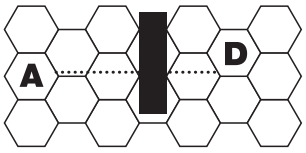
Clear Shot:
Ranged Attack Possible





Obstructed Shot
Ranged Attack Possible (With Penalty)





No Direct Sighting
No Ranged Attack Possible

two in excess of their original level. The effects of damage (other than straight out STA loss) are divided into three categories: Knockback, Knockout, and Death.

Knockback: Knockback occurs when a blow to a character is so great that he is unable to stand up to it. Knockback occurs when the adjusted total of the dice exceeds the total of the STR and Con. Class of the character being attacked. When this happens, the character is propelled away from the attacker a distance equal to 5 ft. (1 hex) per point difference between the total of the damage dice and the sum of his STR + Con. Class. The character could be knocked upwards or angular, depending on where the attacker was. Should the character being knocked back come in contact with a surface with sufficient enough mass to stop him, the character takes and additional amount of damage equal to the total hexes of knockback minus the total number of hexes traversed.

Knockout: When a character recieves an amount of damage equal to twice (2x) or more than his Con. Class, he is considered "knocked out." He will remain knocked out for a number of turns equal to the difference between the damage received and twice (2x) his Con. Class.

Death: When a character's STA is is lowered to 2, he is conscious but too weak to move. When a character's STA is reduced to 1, he is considered unconscious. When a character's STA is reduced to 0 or below, he is dead.

RECOVERY

A character recovers APP points at a rate equal to his Con. Class per turn.

A character recovers STA at a rate of 1/10 of his Con. Class per turn.

DAMAGE FROM FALLING

The amount of damage a character takes from falling is a number of STA points equal to the Guass formula for the number of hexes fallen—that is [n x (n+1)] divided by two, where "n" is the number of hexes fallen.

EXPERIENCE POINTS

As characters expand and learn, they become experienced. In The System, as characters fight, and learn, and do other things, they gain experience. The experience they gain is measured in points. As these points are gained (as assigned by the GM) a running, cumulative total is kept in the appropriate place on the character record sheet. As the experience points are awarded, the amount awarded at the time is added to ability points.

Experience points never diminish but ability points do. As more ability points are received because of experience, they can be spent on improving abilities but not buying new ones, unless an opportunity is somehow provided by the GM. The changes and updates in special abilities usually happen between adventures to keep things as steady as they can be.

Experience is awarded for situations encountered either by themselves or in an adventure. If the situation was fairly easy, the experience reward is one point. If the situation was of moderate difficulty, two to three points are rewarded. Finally, if the situation was difficult, four to five points are usually rewarded. Experience should be rewarded to a character for what he does, not what someone else does.

The System Special Device Worksheet

NAME OF DEVICE: _____

ATTRIBUTES

STR x1= _____

INT x1= _____

WIS x1= _____

MEN x1= _____

MAG x1= _____

DEX x1= _____

PRE x1= _____

AGI x1= _____

CHA x1= _____

AWA x1= _____

ABILITIES

C. Cl. x5= _____

STA x2= _____

APPs x2= _____

MOV x2= _____

AVO x2= _____

ATTACK BONUSES

HTH + x5= _____

PAR + x5= _____

PDR + x5= _____

MAR + x5= _____

MDR + x5= _____

SUBTOTAL

_____

GENERAL DESCRIPTION

_____

_____

_____

_____

_____

_____

POWERS	**COST**

ATTRIBUTES AND RATINGS SUBTOTAL *(from column 1)* _____

PRELIMINARY ABILITY COST _____

[n x (n+1)] ÷ 2 = **SIZE COST MODIFIER** _____

FINAL ABILITY COST _____

Final Ability Cost ÷ 10 = **COMPLEXITY NUMBER** _____

Complexity Level x 250 **= MONETARY COST** _____

The System Spell Creation Worksheet

NAME OF SPELL: _____

ATTRIBUTES

STR x1= _____

INT x1= _____

WIS x1= _____

MEN x1= _____

MAG x1= _____

DEX x1= _____

PRE x1= _____

AGI x1= _____

CHA x1= _____

AWA x1= _____

ABILITIES

C. Cl. x5= _____

STA x2= _____

APPs x2= _____

MOV x2= _____

AVO x2= _____

ATTACK BONUSES

HTH (+) x5= _____

PAR (+) x5= _____

PDR (-) x5= _____

MAR (-) x5= _____

MDR (-) x5= _____

SUBTOTAL _____

CLASS — COST

☐ cure disease & death (10) _____

☐ illusions & images (15) _____

☐ protection (10) _____

☐ command/enchantment (15) _____

☐ elemental (10) _____

☐ transmutation (20) _____

☐ conjuration/summoning (50) _____

☐ divination (5) _____

☐ evocation/invocation (15) _____

☐ property alteration (10) _____

SOURCE

☐ personal (10) _____

☐ universal (20) _____

☐ dimensional (10) _____

ADDITIONAL COSTS

range: # of hexes x5= _____

duration: # of turns x10= _____

effect: # of dice x20= _____

duration: # of turns x10= _____

area of effect: _____

backup links:# of links x15= _____

reduced APP cost: # of halves x25= _____

SUBTOTAL _____

DESCRIPTION/NOTES

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

LINKS

_____

_____

_____

_____

COL. 1 SUBTOTAL _____

COL. 2 SUBTOTAL _____

TOTAL ABI. COST _____

Final Ability Cost ÷ 10 =
COMPLEXITY _____

Complexity ÷ 2 =
APP COST _____

MOD. APP COST
(if applicable) = _____

WELCOME TO THE SYSTEM,

A Role Playing System for Any Setting or Time Period.

The System is a role-playing game which eliminates the need for a lot of different games. There are so many roleplaying games today that if a person wants to play in more than one type of setting, he has to learn a lot of different rules. By using The System, players can create characters for any time period or setting from medieval to science fiction future to a superhero world. Because there is one set of rules governing all these settings, it eliminates the need of learning several different games. All the rules needed are in this one book. However, supplements may be bought but are not needed to play by The System.

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