

Grid Rules

At level 0 and every level thereafter you gain 7 points in each training category.

Body Training

- +1 Ability (minor)
- +0.5 Ability (major)
- +0.1 Ability (unique)[base 1]
- +4 Hit Points [base 4]
- +0.05 Training Points (per category)

Battle Training

- +0.5 Attack +
- +0.5 Attack/Damage Dice Step [Base of 1D4]
- + 0.5 Damage +
- 0.25 Damage Taken
- +0.75 Defense [Base of 3]

Target Training

- +0.1 Attacks against Targets [Base of 1]
- +0.25 Movement on a grid [base 1]
- +0.25 Range on a grid [base 1]
- +0.25 Speed
- +0.2 Targets effected simultaneously [Base of 1]

All in your head Rules

At every level 1 and every level divisible by 5 you gain 1 Ability(unique)

At level 0 and every level there after you gain 13 points to add to attributes

Attributes

- +1 Ability (minor)
- +0.5 Ability (major)
- +4 Hit Points [base 4]
- +0.5 Attack +/Damage +
- +0.5 Attack/Damage Dice Step [Base of 1D4]
- 0.25 Damage Taken
- +0.75 Defense [Base of 3]
- +0.1 Attacks against Targets [Base of 1]
- +0.2 Targets effected simultaneously [Base of 1]

1D4 , 1D6 , 1D8 , 1D10 , 1D12 , 1D20 = can be used in attack rolls and calculations of effects grandeur.

1D100 = Used for deciding the results of randomized effects.

Ability = A learned skill or ability your character has. It helps to better effect the game world. It is broken into 3 levels.

Attack = use of the training you have got in the world with using your abilities to their greatest.

Attack/Damage + = the bonus you get to your attack and damage rolls.

Attack Die = Roll this to see if your effect is successful.

Damage = A form of effect

Damage Die = Roll this to calculate the grandeur of the effect you wish to do.

Damage Reduction = Strong materials such as cement and steel have their damage reduced by 1/2 their Defense.

Defense = The ability of an unwilling target to resist an effect.

Fur/Hair Coloration, Eye Coloration , Hide Coloration , Height , Weight , Name = Descriptors of your characters.

Game Master = The one who is usually assigned the task of making up the storyline to the game. This can be taken on by all players present.

Hit Points = the amount of damage your character can take.

Level = how far you have come in your learning and training. You level up whenever it is decided by the Game Master to be appropriate.

Movement = How far you move in an instant of game time.

Race = What kind of humanoid or non-humanoid you are.

Range = Explosives or Spells may spend "Range" however they want. Range and Melee can only spend range in a straight line.

Speed = The fastest thing goes first. If there is a tie they both go at the same time.

Target = something you are choosing to effect.

Weapon = Item you use to damage a target

You die at 0 hit points

Low Level Campaigns = Campaigns where all the characters start at between level 00 to 05

Medium Level Campaigns = Campaigns where all the characters start at between level 10 to 15

High Level Campaigns = Campaigns where all the characters start between level level 20 to 25

Extreme Level Campaigns = Campaigns where all the characters start between level 30 to 35

If you don't like the rules make them up! If a rule isn't listed here I either forgot to write it down or it doesn't exist. If you want such a rule added to your game then make one up.