

At Character creation each player starts with 5 points + 1 point per level. They spend a point on improving 1 of the 3 categories below. For every level there character gains they gain 1 point to spend on a category.

Body

- + 1D5 Damage per point
- + 2 Damage per point
- + 3 Defense per point
- + 8 Hit Points per point
- + 20lbs (one handed) Strength per point

Mind

- + 1 Target per 2 points
- + 1 Ability (minor) per point
- + 1 Ability (major) per 2 points
- + 1 Ability (unique) per 4 points
- + 8 to Energy Pool per point

Speed

- + 1D5 Attack per point
- + 2 Attack per point
- + 1 Attacks per 2 points
- + 4 Speed per point
- + 1 0 to treasure pool per 2 points

Some Definitions:

1D5 (1D6 where 6 = 0) = can be used in attack rolls and calculations of effects grandeur.

Ability = A learned skill or ability your character has. It helps to better effect the game world.

Armor = Item you use to defend against damage

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.

Attacks = how many times you can attack a single target.

Armor = Armor that defends against attacks

Class = What your character is training to be.

Effect = most commonly damaging weapon attacks. Such as melee , ranged , or spell.

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.

Dice Step = Add one more 1D5 to your pool of dice that you use for attack and damage.

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.

Heart Stones = small jewel like objects left behind by defeated enemies. They are used by adventurers as a universally accepted currency.

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.

Melee Weapons = Your characters uses these to damage enemies close to you. Each enemies has resistance to different forms of attack.

Race = What kind of humanoid or non-humanoid your character is.

Ranged Weapons = a form of attack that fires weapons from a distance to attack the enemy

Speed = How fast something is. roll an attack. add it up. highest attack goes first.

Spell = A form of attack that uses focus items to attack the enemy

Target = something you are choosing to effect.

Targets = how many things you can hit at once.

Treasure = random items you find on your adventures.

Weapon = Item you use to damage a target

You die at 0 hit points

You cannot hit multiple targets and attack multiple times on the same instance of battle.

You may group attacks or targets into single rolls , once you do so you cannot separate the rolls and must roll all that group as a single attack.

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.

Abilities (Minor):

Bullet Proof (gain 1/4 of your defense as damage reduction)

Death's Door (attack * 1/4 , damage * 1/4 when below 20% of your max hit-points)

Demolitions (on a successful attack roll you bypass 100% of the damage reduction of strong materials such as cement , steel , etc)

Fast of the Ages (does not need to eat)

Light Sleeper (does not need to sleep)

Double Bladed Justice (You can no longer effect good aligned characters , double damage against evil things)

Heal (Touch does healing of hit points instead of damage)(max 1 target)

Immortal (does not age)

Iron Clad Stomach (can digest anything even stuff that would usually result in death)

King-Fisher (on a successful attack roll up to your max targets will concentrate on you)

Master Crafter

Master Crafter of Equipment (with the right materials you can craft equipment)

Master Crafter of Armor (with the right materials you can craft armor)

Master Crafter of Weapons (with the right materials you can craft weapons)

Master Crafter of Vehicles (with the right materials you can craft vehicles)

Outdoors Mastery (you can easily navigate , track , hunt , and leave little trace outdoors.)

Pick Locks (attack roll to pick locks) (can pick apart the most complex locks under the most horrifying conditions)

Reflection (return 1/10th damage done to source)

Regeneration (Regenerate 1 Hit point per round outside battle)

Siege Vehicle Use (a master at using ground , air , water and space vehicles.)

6 Foot Under (use Hit points as damage that bypasses armor on a 1 to 1 basis)(cannot be healed of hit points used till after battle)

Steal (attack roll to steal vs there armor class , then there attack roll)

Telekineses (lbs effected =damage dice*10)

Telepathy (Can detect surface thoughts) (radius = damage die in miles)

Vampire (regain 1/10th damage you do as lost hit points)

Vision [Dark]

Vision [Infrared]

Abilities (Major) :

Clone (concentrate to produce a clone of you that can use all Abilities (cannot attack))(range=damage die in feet)

Deep-Space Adaptation (Does not need to Breath) (Immune to Vacuum)

Detect {X} (must specify X)(you can detect {X}'s sources, direction and magnitude.) magic, evil,good, "Empathy" , Etc.

Fly

Friend to Animals (non-sentient creatures in the area may not attack you unless they feel threatened)

Identify{X} (must specify X)(common = instant / uncommon = hour)(rare = day) (unique = week or more to identify)

Immune to Illness (immune to natural and supernatural diseases)

Immune to Poison

Immune to Radiation (immune to negative damage auras)

Mesmerize (on successful attack roll you and 1 chosen enemy become locked in a staring contest unable to act)(must re-roll every 1 round)

Revive (Divide the number of hours dead by your HP. That is the length in hours to revive. Over a day = Impossible)

Shaper (can shape anything (shape (damage die) cubic feet of material per minute)

Stealth (require attack rolls = 1 per group of enemies hiding from)

Teleport (any where previously visited)(that is not warded)

Transform (Can transform into 1 alternate form.)(you gain nothing from the alternate form and lose nothing by being in the form)

Vision [Sonar]

Vision [X-Ray]

Abilities (Unique):

Aura{X} (must choose known ability {X})(ability becomes a aura that has a radius of (damage die * 2) in feet)

Focus (+25% maximum damage added to minimum)

In The Zone (can give 50% of any given roll at will instead of actually rolling the dice)

Iron Skin (+25% base defense added to defense)

Master Imbuer (can imbue items you craft with special , often magical , properties)

Perceptive (+25% additional attack Rating)

Phoenix (You can construct a site where your body well appear and rise from its ashes when slain)(only usable once per any level)

Pocket Dimension (Possess a self sustaining pocket-dimension)(dimension = (max hit points * 10)cubic feet)

Synthesize (may produce 1 of an inanimate item per minute)(Mass = damage die = cubic feet)(complicated items must have associated craft)

Tank (+25% of max hit points added to Hit Points)

Their Can Be Only One (Able to enter into a 1 to 1 death match with any target. Nothing can interfere with the match)

Energy Battery (+25% additional Energy added to your energy pool)

Ability (Spell)

These can be got in the place of any other ability unless specified otherwise.

Damage (deal 1D5 damage per 2 energy points + 1 energy point for each extra die)

Targets (can target an additional something else at the same time for additional 2 points per target + 1 points for each additional target)

Sleep (deal 2D5 sleep damage per 2 energy points +1 energy point for each additional die)(sleep damage take 1 day to wear off)

Poison(deal 1D5 damage per 6 points +3 energy points per additional die , damage repeats every round after delt)

Extra Attacks (for 10 energy points you can attack 1 additional time this instant of battle)

Charm (deal 1D5 charm damage for every 10 points spent +5 points per additional die , enemies defeated with this attack become allies)

Recharge(Exchange all actions this instant of battle to recharge your energy pool by one damage action)

Spheres

As you look up into the night sky , you can see a giant swaths of light being cut across the other edge of the sphere. Held aloft by many great arms that reach clear to the sphere , the giant sun crystal at the core of the sphere has provided its warmth and light for countless generations. It is said to have done so before there was even a history and will continue long after history ceases.

There are myths though. That we don't come from the sphere. That we used to live on inside out spheres called planets. Heated by real suns. Held aloft by nothing. Such myths , though they crop up often by rebel groups and dissidents , are nonsense and have no real meaning. After all could you imagine a sphere turned inside out? Purely ridiculous.

It isn't as if we don't already have enough to deal with. We humans are almost extinct. Are last outpost the "Oasis" is surrounded for leagues on all sides by monsters of a most ferocious bent. None who leave ever return. If we didn't have everything we needed supplied by artifacts , we would most surely die. Now even those are starting to break down and the parts and knowledge to fix them we do not possess.

That is where you come in. We need you to find the parts and figure out how to repair the failing machines. Hopefully your adventure will be a quick one and bring you back safely.

Nothing in the world of the Spheres ever goes as hoped though.

Description:

A host of what resemble spheres are attached to each other by various means. These Spheres are hollow. With the hollow being about 50,000,000 leagues in radius. The inner surface of the spheres are livable. Kept heated and lighted by a giant crystal "sun". The spheres use various means to keep all captured life in balance. doing their best to not let any reach extinction. Unless they absolutely have to.

They go about gathering more and more life while feeding their material and energy requirements. Through a very complex , impossible to describe techno-magical system , they eat one entire solar systems at a time. It is rumored that they have started eating parts of galaxies and smaller galaxies. Even singularities and quasars are no match for the mage-tech they use to eat them.

Though they strive to keep life in balance. That doesn't mean they will stop free will. If a race destroys itself out of peek or anger , it will not be replenished. Their are many ruins of tech , mage and mage-tech peoples throughout the spheres.

Treasure				(6D5)	Type		
Roll once for every enemy defeated				1 0s	+ Heart Stones = level squared		
Roll 6 times for every mission completed				2 0s	Weapon		
Roll 2 times per level at Creation				3 0s	Armor		
Sell price = 1000 * total bonuses				4 0s	Both Armor + Weapon combined.		
				5 0s	Roll Twice		
				6 0s	+ Heart Stones=Level cubed/weapon+armor		
(6D5)	Weapon		(6D5)	Armor		(6D5)	Both
1 0s	1 on Weapon		1 to 2 0s	1 on Armor		1 0s	1 on Both
2 0s	2 on Weapon		3 to 4 0s	2 on Armor		2 0s	2 on Both
3 0s	3 on Weapon		5 to 6 0s	3 on Armor		3 0s	3 on both
4 0s	4 on Weapon					4 0s	4 W/ 3 Armor
5 0s	5 on Weapon					5 0s	5 W/3 Armor
6 0s	6 on Weapon					6 0s	All of them
(2D5)	Color	Material	Melee	Ranged	Spell	Armor	Both
1	Black	Adamant	Battle Hammer	Air Rifle	Diadem	Mesh	Mage Barrier
2	Blue	Bamboo	Claw	Bow	Gem	Plate	MageTech
3	Brown	Ceramic	Dagger	Grenade	Mage-Staff	Ring	Mechanized
4	Green	Crystal	Katana	Handgun	Rod	Scale	Power Armor
5	Grey	Diamond	Knife	Machine Gun	Scepter	Thread	Spell Wards
6	Orange	Energy	Sword	Pellet Gun	Wand	Mesh	Mage Barrier
7	Purple	Iron	Scythe	Rocket	Spell Book	Plate	MageTech
8	Red	Polymer	Staff	Rifle	Magic Scroll	Ring	Mechanized
9	White	Steel	Sledge	Shotgun	Power Shard	Scale	Power Armor
10	Yellow	Wood	Axe	X-Bow	Focus Crystal	Thread	Spell Wards
(6D5)	+ Attacks	+ Targets	+ 1D5 Att.	+ 1D5 Damage	+ Attack	+ Damage	
1 0s	1	1	1	1	2	2	
2 0s	2	2	2	2	4	4	
3 0s	3	3	3	3	6	6	
4 0s	4	4	4	4	8	8	
5 0s	5	5	5	5	10	10	
6 0s	Roll Twice	Roll Twice	Roll Twice	Roll Twice	Roll Twice	Roll Twice	
(6D5)	+ Defense	+ Hit Points	+ to - Damage			Special	
1 0s	1	10	1			(4D5)	Bonus 2
2 0s	2	20	2			1 to 5	Glows(Sun)
3 0s	3	30	3			6 to 10	Load Stone
4 0s	4	40	4			11 to 15	Liquid Metal
5 0s	5	50	5			16 to 20	Intelligent
6 0s	Roll Twice	Roll Twice	Roll Twice			Roll again on previous table.	
Weapon (6D5)	1 to 5	6 to 10	11 to 15	16 to 20	21 to 25	26 to 30	All 1s or 0s
Attacks	Bonus						
1D5 Attack		Bonus					
+ Attack			Bonus				
1D5 Damage				Bonus			
+ Damage					Bonus		
Targets						Bonus	
							Special
Armor (6D5)	1 to 10	11 to 20	21 to 30	All 1s or 0s			
HP/Energy	Bonus						
Defense		Bonus					
- Damage			Bonus				
				Special			

				Buy	<i>Coloring</i>	Buy	<i>Material</i>
				10	Black	20	Adamant
				10	Blue	20	Bamboo
				10	Brown	20	Ceramic
				10	Green	20	Crystal
				10	Grey	20	Diamond
				10	Orange	20	Energy
				10	Purple	20	Iron
				10	Red	20	Polymer
				10	White	20	Steel
				10	Yellow	20	Wood
				10	Camouflage		
				10	Clear	Buy	<i>Armor</i>
				10	Silver	20	Thread
				10	Gold	20	Plate
				10	Bronze	20	Scale
				10	Copper	20	Ring
				Buy	<i>Home</i>	Buy	<i>Melee</i>
				1,000	1-room hut	20	Battle Hammer
				2,000	2-room cabin	20	Claw
				3,000	3-room House	20	Dagger
				4,000	4-rm n Mobile	20	Katana
				5,000	5-room Villa	20	Knife
				6,000	6-rm Mansion	20	Sword
				7,000	7-Room Palace	20	Scythe
				8,000	8-rm Fortress	20	Staff
				9,000	9-rm Castle	20	Sledge
				10,000	10-rm AirShip	20	Axe
				20,000	12-room UFO		
						Buy	<i>Ranged</i>
Card				Buy	<i>Furniture @</i>	20	Air Rifle
	Abilities			100	Regular	20	Bow
Ace of Clubs	+1 Ability (minor)			1000	Science-Lab	20	Grenade
Ace of Hearts	+1 Ability (major)			1000	Mage-Lab	20	Handgun
Ace of D.	+1 Ability (unique)			1000	Wourkout rm	20	Machine Gun
	Attributes			1000	Crafts room	20	Pellet Gun
King of Clubs	+1 Attacks			1000	Ranged Room	20	Rocket
Queen of Club	+1 Targets					20	Rifle
Jack of Clubs	+1D5 Attack			Buy	<i>Vehicle</i>	20	Shotgun
10 of Clubs	+2 Attack			50	Motorcycle	20	X-Bow
King of Sp.	+1D5 Damage			200	Car		
Queen of Sp.	+2 Damage			200	Rowboat	Buy	<i>Spell</i>
Jack of Sp.	+20lbs Strength			5000	Small Yacht	20	Diadem
King of Hearts	+8 Hit Points			10000	Hover-Car	20	Gem
Queen of H.	+1 Defense			20000	UFO	20	Mage-Staff
Jack of Hearts	-1 Damage			100000	Mech	20	Rod
10 of Hearts	+4 to Speed			Mech is *2 character level		20	Scepter
09 of Hearts	+8 to Energy Pool			Mech maintenance costs 2000 per level attained. This will also level Mech		20	Wand
08 of Hearts	+1 0 to Treasure Find Pool					20	Spell Book
						20	Magic Scroll
Buy	Card Draw					20	Power Shard
2000	Random Draw =+1					20	Focus Crystal

Adventurer	Never one to let danger stop them. They will go anywhere where trouble or treasure calls them.				
Level 1 = Adventurer	Weapon =	Melee	Ability +=	6 Foot Under	
Level 5 = Defender	Weapon =	Melee	Ability +=	Tank	
Level 10 = Guardian	Weapon =	Melee	Ability +=	6 Foot Under * 2	
Level 15 = Hero	Weapon =	Melee	Ability +=	Tank * 2	
Guard	Town guards and road guards. Eventually they are sure to find adventures to go on too.				
Level 1 = Guard	Weapon =	Range	Ability +=	Stealth	
Level 5 = Archer	Weapon =	Range	Ability +=	Clone	
Level 10 = Sniper	Weapon =	Range	Ability +=	Stealth * Targets or Attacks	
Level 15 = Gunner	Weapon =	Range	Ability +=	Clone (can fight too)	
Jury-Rigger	Things are always needing fixed. In one place or another.				
Level 1 = Jury-Rigger	Weapon =	Range	Ability +=	Synthesize	
Level 5 = Mechanic	Weapon =	Range	Ability +=	Master Crafter (All)	
Level 10 = Engineer	Weapon =	Range/Melee	Ability +=	Synthesize * 2	
Level 15 = Inventor	Weapon =	Range/Melee	Ability +=	Master Imbuer	
Mage	Travel and adventure is a must if you desire true learning and power.				
Level 1 = Mage	Weapon =	Spell	Ability +=	Transform	
Level 5 = Wizard	Weapon =	Spell	Ability +=	Energy Battery	
Level 10 = Sorcerer	Weapon =	Spell	Ability +=	Transform(no limit)	
Level 15 = Adept	Weapon =	Spell	Ability +=	Energy Battery * 2	
Messenger	Traveling from town to town , they find adventure in many forms.				
Level 1 = Messenger	Weapon =	Melee	Ability +=	Double Bladed Justice	
Level 5 = Warrior	Weapon =	Melee	Ability +=	Iron Skin	
Level 10 = Knight	Weapon =	Melee/Spell	Ability +=	Double Bladed Justice * 2	
Level 15 = Paladin	Weapon =	Melee/Spell	Ability +=	Iron Skin * 2	
Missionary	Trying to spread their beliefs. They eventually find a truer calling.				
Level 1 = Missionary	Weapon =	Spell	Ability +=	Heal	
Level 5 = Cleric	Weapon =	Spell	Ability +=	Revive	
Level 10 = Healer	Weapon =	Spell/Ranged	Ability +=	Heal * 2	
Level 15 = Necromancer	Weapon =	Spell/Ranged	Ability +=	Revive * 2	
Races					
Race					
Angel	Average Height 6' Weight 200lbs/hair , eyes , hide and wings come in all colors. Generally peaceable. They have been known to be vengeful busybodies.				
Artificial Intelligence [AI]	Everything depends on the AI's current body. Reproducing like a virus. The are pleased to serve , but why?				
Demon	Average Height 6' Weight 200lbs/no hair usually/ horns eyes and hide come in all colors. Never able to get along with each other. They love to meddle.				
Elemental					
Air	Average Height 4' , Weight 0lbs /no hair eyes or hide				
Earth	Average Height 4' , Weight 400lbs/ no hair , eyes/ earthen colored and shaped hide.				
Energy	Average Height 4' , Weight 0lbs / hair , eyes, hide all colored based on energy type.				
Water	Average Height 4' , Weight 150lbs/Blue to Green Hair , eyes and hide.				
	The 4 elements are all sub-races of the Elemental. They vary as much as humans in actions.				
Human	Though there are few left they run the full spectrum of what would be normal today. No one knows what drives them. A lot don't really care.				
Human-Skeleton	Average Height and ¼ Weight/no hair or eyes usually/ variously colored bones. Undead that reproduce? Why were they made? The are driven by this question.				
Mini-Dragon	Average Height 7' Weight 300lbs/no hair usually/scaly hide usually/come in all colors. Looking and acting like dragons from myths , but in miniature.				
Quasi-Death	Average Height and ¼ Weight/no hair or eyes usually/ variously colored bones. Made by the Skeletons. There purpose is to protect sentients from non-sentients.				
Rose	Average Height 7' Weight 200lbs/brown stems/green leaves/ blooms in all colors. Highly intellectual. They love to learn. Extremely curious about everything and anything.				

Name				Strength					
Level				Energy					
Class				Speed					
Race				Treasure 0s					
Fur/Hair				Heart Stones					
Eyes									
Hide						Weapon	Body	Body Armor	Armor
Height					Category			Color	
Weight					Color		Mind	Material	
					Material			Armor	
					Weapon		Speed	Defense	
					Attacks			Hit Points	
					Targets			- Damage	
					Attack 1D5s				
					Attack +				
					Damage 1D5s				
					Damage +				
					(Minor)				
					1				
					2				
					3				
					4				
					5				
					6				
					7				
					8				
					9				
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					17				
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					19				
					20				
					(Major)				
					1				
					2				
					3				
					4				
					5				
					6				
					7				
					8				
					9				
					10				
					11				
					(Unique)				
					1				
					2				
					3				
					4				
					5				
					6				
					7				

				(2)Color	(3)Material	(4)(7D5)	Type:
				(3D5)	(4D5)	1	Acid
				Black	Adamant	2	Adult
				Blue	Bamboo	3	Air
				Brown	Bloodstone	4	Ancient
				Green	Bronze	5	Angel
				Grey	Ceramic	6	Cave
				Orange	Crystal	7	Cloud
(4D5)	Enemy			Purple	Diamond	8	Demon
1 to 6	Melee			Red	Emerald	9	Dessert
7 to 12	Ranged			White	Energy	10	Dire
13 to 18	Spell			Yellow	Iron	11	Dungeon
19	Champion			Clear	Jade	12	Earth
20	Boss			Silver	Mythril	13	Emperess
				Gold	Onyx	14	Emperor
(4D5)	Races:			Bronze	Polymer	15	Fire
1	The Elders			Copper	Ruby	16	Forest
2	Big Things				Sapphire	17	Gas
3	Photosynths				Silver	18	Great
4	Maze Makers				Steel	19	Gully
5	Flesh Eaters				Topaz	20	Hidden
6	NPCs				Wood	21	Hill
7	Carnivores					22	Ice
8	Familiars					23	King
9	Edibles					24	Lightning
10	The Good					25	Lurker
11	The Bad					26	Mountain
12	The Ugly					27	Old
13	Undead					28	Quasi
14	Grazers					29	Queen
15	Reptiles					30	Undead
16	Constructs					31	Urban
17	Synthetics					32	Valley
18	Bugs					33	Water
19	Over Powers					34	Were
20	Water						
(1D5)	<i>The Elders</i>	<i>Big Things</i>	<i>Photosynths</i>	<i>Maze Makers</i>	<i>Flesh Eaters</i>	<i>NPCs</i>	
1	Velociraptor	Elephant	Grass	Bush	Maggot	Guard	
2	T-Rex	Hippo	Vine	Hedge	Worm	Merchant	
3	Pterodactyl	Rhino	Weed	Tree	Larvae	Traveler	
4	Dragon		Fungus			Vagabond	
5			Mushroom			Robbers	
(1D5)	<i>Carnivores</i>	<i>Familiars</i>	<i>Edibles</i>	<i>The Good</i>	<i>The Bad</i>	<i>The Ugly</i>	<i>Undead</i>
1	Bear	Bat	Bean	Centaur	Giant	Gorgon	Ghost
2	Leopard	Cat	Flower	Dwarf	Gnome	Medusa	Ghoul
3	Lion	Dog	Fruit	Elf	Goblin	Naga	Lich
4	Panther	Ferret	Nut	Faerie	Kobold	Troll	Skeleton
5	Tiger	Wolf	Vegetable	Human	Ork	Vampire	Zombie
(1D5)	<i>Grazers</i>	<i>Reptiles</i>	<i>Constructs</i>	<i>Synthetics</i>	<i>Bugs</i>	<i>Over Powers</i>	<i>Water</i>
1	Antelope	Lizard	Ceiling	Android	Locus	Deity	Dolphin
2	Deer	Newt	Floor	Cyborg	Mosquito	Elemental	Eel
3	Gazelle	Serpent	Golem	Drone	Roach	Force	Octopus
4	Moose	Snake	Vehicle	Mech	Spider	Power	Shark
5	Unicorn	Turtle	Wall	Robot	Tic	Titan	Whale