

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.

Abilities (Minor):

Bullet Proof

- 1 Bullet Proof (gain 1/6 of your defense as damage reduction)
- 2 Bullet Proof (gain 1/4 of your defense as damage reduction)
- 3 Bullet Proof (gain 1/2 of your defense as damage reduction)

Clone

- 1 Clone (concentrate to produce a clone of you that can walk around)(your senses are the clones senses)(range=damage die in feet)
- 2 Clone (concentrate to produce a clone of you that can use (minor) Abilities (except Weapon Use))(range=damage die in feet)
- 3 Clone (concentrate to produce a clone of you that can use all Abilities (except Weapon Use))(range=damage die in feet)

Death's Door

- 1 Death's Door (attack * 1/6 , damage * 1/6 when below 10% of your max hit-points)
- 2 Death's Door (attack * 1/4 , damage * 1/4 when below 20% of your max hit-points)
- 3 Death's Door (attack * 1/2 , damage * 1/2 when below 30% of your max hit-points)

Demolitions

- 1 Demolitions (on a successful attack roll you bypass 50% of the damage reduction of strong materials such as cement , steel , etc)
- 2 Demolitions (on a successful attack roll you bypass 75% of the damage reduction of strong materials such as cement , steel , etc)
- 3 Demolitions (on a successful attack roll you bypass 100% of the damage reduction of strong materials such as cement , steel , etc)

Detect {X}

- 1 Detect{X} (must specify X)(you can detect {X}'s direction of emanation.)
- 2 Detect{X} (must specify X)(you can detect {X}'s source, direction.)
- 3 Detect{X} (must specify X)(you can detect {X}'s sources, direction and magnitude.)

Fast of the Ages

- 1 Fast of the Ages (need to eat 1/2 as much 1/2 as often)
- 2 Fast of the Ages (need to eat 1/4 as much 1/4 as often)
- 3 Fast of the Ages (does not need to eat)

Light Sleeper

- 1 Light Sleeper (need to sleep 1/2 as much)
- 2 Light Sleeper (need to sleep 1/4 as much)
- 3 Light Sleeper (does not need to sleep)

Double Bladed Justice

- 1 Double Bladed Justice (deal good aligned things 1/4 damage , +1/4 max damage to every effect roll against evil things)
- 2 Double Bladed Justice (deal good aligned things 1/2 damage , +1/2 max damage to every effect roll against evil things)
- 3 Double Bladed Justice (You can no longer effect good aligned characters , double damage against evil things)

Empathy (treat as Detect (Emotion))

Heal

- Heal (Touch does 1/4 healing of hit points instead of damage)(max 1 target)
- Heal (Touch does 1/2 healing of hit points instead of damage)(max 1 target)
- Heal (Touch does healing of hit points instead of damage)(max 1 target)

Immortal

- 1 Immortal (ages at a rate of 1 year for every 5)
- 2 Immortal (ages at a rate of 1 year for every 10)
- 3 Immortal (does not age)

Iron Clad Stomach

- Iron Clad Stomach (can digest any plant or animal that isn't poisonous)
- Iron Clad Stomach (can digest dirt and rock)
- Iron Clad Stomach (can digest anything even stuff that would usually result in death)

King-Fisher

- 1 (on a successful attack roll 1 target will concentrate on you)
- 2 (on a successful attack roll 1/2 your max targets will concentrate on you)
- 3 (on a successful attack roll up to your max targets will concentrate on you)

Master Crafter

- 1 (with the right materials you can craft simple equipment)
- 2 (with the right materials you can craft vehicles)
- 3 (with the right materials you can craft armor and weapons or anything else you put your mind to)

Outdoors Mastery

- 1 (can easily navigate and find your way back or to any place if you have a map or make one)
- 2 (can track anything anywhere)
- 3 (leave so little of a trace and see so much around you you can easily avoid encounters in wide open spaces)

Pick Locks

- 1 (attack roll to pick locks)(can pick simple locks with ease)
- 2 (can pick complex locks with ease)
- 3 (can pick apart the most complex locks under the most horrifying conditions)

Reflection

- 1 (return 1/10th damage done to source)
- 2 (return 1/8th damage done to source)
- 3 (return 1/4th damage done to source)

Regeneration

- 1 (Regenerate 1 Hit point per round outside battle)
- 2 (Regenerate 2 Hit point per round outside battle)
- 3 (Regenerate 5 Hit point per round outside battle)

Siege Vehicle Use

- 1 (a master at using ground vehicles)
- 2 (a master at using air and water vehicles)
- 3 (a master at using space vehicles)

6 Foot Under

- 1 (use Hit points as damage that bypasses armor)(cannot be healed of hit points used till after battle)
- 2 (damage from hit points use this way increased by 50%)
- 3 (damage from hit points used this way increased by 100%)

Shaper

- 1 can shape stone(shape (damage die) cubic feet of material per minute)
- 2 can shape plants(shape (damage die) cubic feet of material per minute)
- 3 can shape anything (shape (damage die) cubic feet of material per minute)

Steal

- 1 (attack roll to steal vs there armor class , then there attack roll to catch you , then the attack rolls of anyone that might have bean watching)
- 2 (attack roll to steal vs there armor class , then there attack roll)
- 3 (attack roll to steal vs there armor class)

Telekineses

- (lbs effected =damage dice)
(lbs effected =damage dice*5)
(lbs effected =damage dice*10)

Telepathy

- (Can detect surface thoughts) (radius = damage die in miles)
(Can detect any thought that the thing is having) (radius = damage die in miles)
(Can detect the inner most thoughts of the thing) (radius = damage die in miles)

Vampire

- 1 Vampire (regain 1/10th damage you do as lost hit points)
- 2 Vampire (regain 1/8th damage you do as lost hit points)
- 3 Vampire (regain 1/4th damage you do as lost hit points)

Abilities (Major) :

Deep-Space Adaptation

- 1 (Can Hold breath for Hit point minutes)
- 2 (Does not need to Breath)
- 3 (Immune to Vacuum)

Friend to Animals

- 1 (non-intelligent creatures in the area may not attack you unless they feel threatened)
- 2 (non-sentient creatures in the area may not attack you unless they feel threatened)
- 3 (sentient creatures in the area may not attack you unless they have a real good reason)

Identify{X}

- 1 (must specify X)(common = instant / uncommon = hour)
- 2 (rare = day)
- 3 (unique = week or more to identify)

Immune-defense

- 1 Immune to Illness (immune to natural and supernatural diseases)
- 2 Immune to Poison
- 3 Immune to Radiation (immune to negative damage auras)

Stealth

- 1 (Hidden from senses as long as being very careful)(require attack rolls = 1 per enemies hiding from)
- 2 (require attack rolls = 1 per group of enemies hiding from)
- 3 (require attack roll = 1 per time going into stealth)

Teleport

- 1 (any where previously visited within the last day)(that is not warded)
- 2 (any where previously visited within the last week)(that is not warded)
- 3 (any where previously visited)(that is not warded)

Unleashed

- 1 (damage is doubled when all dice are showing their max number)
- 2 (damage is doubled when all dice are showing their max number -2 per die)
- 3 (damage is tripled when all dice are showing their max number -3 per die)

Seer of Present

- 1 (Can see in complete darkness as if it were twilight)
- 2 (Infrared Vision)
- 3 (Sonar and X-Ray Vision)

Weapon Master

- 1 (choose Type 1 , 2 , 3 Then Name the Weapon)
[Type 1: Ranged , Melee , Spell][Type 2: Small , Medium , Large][Type 3: Explosives , Slashing , Bludgeoning , Piercing]
- 2 (you gain mastery over all the types in Type 2 for chosen Type 1)
- 3 (you gain mastery over all the types in Type 3 for chosen Type 1)

Abilities (Unique):

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

Fly

Focus (+25% maximum damage added to minimum)

Immune {X} (must choose a specific ability in possession)(immune to the abilities use unless you choose otherwise)(1 time per ability)

In The Zone (cane 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)

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

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)

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

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)

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

[illegible]

	Training			Die Step	Attack/Damage									
Level	Low	High		#	Die									
0	1	2		0	1	D	4		D			D		
1	2	4		1	1	D	6		D			D		
2	3	6		2	1	D	8		D			D		
3	4	8		3	1	D	10		D			D		
4	5	10		4	1	D	12		D			D		
5	6	12		5	1	D	8	1	D	6		D		
6	7	14		6	2	D	8		D			D		
7	8	16		7	1	D	10	1	D	8		D		
8	9	18		8	2	D	10		D			D		
9	10	20		9	1	D	12	1	D	10		D		
10	11	22		10	2	D	12		D			D		
11	12	24		11	1	D	20	1	D	6		D		
12	13	26		12	1	D	20	1	D	8		D		
13	14	28		13	1	D	20	1	D	10		D		
14	15	30		14	1	D	20	1	D	12		D		
15	16	32		15	1	D	20	1	D	8	1	D	6	
16	17	34		16	1	D	20	2	D	8		D		
17	18	36		17	1	D	20	1	D	10	1	D	8	
18	19	38		18	1	D	20	2	D	10		D		
19	20	40		19	1	D	20	1	D	12	1	D	10	
20	21	42		20	1	D	20	2	D	12		D		
21	22	44		21	2	D	20	1	D	6		D		
22	23	46		22	2	D	20	1	D	8		D		
23	24	48		23	2	D	20	1	D	10		D		
24	25	50		24	2	D	20	1	D	12		D		
25	26	52		25	2	D	20	1	D	8	1	D	6	
26	27	54		26	2	D	20	2	D	8		D		
27	28	56		27	2	D	20	1	D	10	1	D	8	
28	29	58		28	2	D	20	2	D	10		D		
29	30	60		29	2	D	20	1	D	12	1	D	10	
30	31	62		30	2	D	20	2	D	12		D		
31	32	64		31	3	D	20	1	D	6		D		
32	33	66		32	3	D	20	1	D	8		D		
33	34	68		33	3	D	20	1	D	10		D		
34	35	70		34	3	D	20	1	D	12		D		
35	36	72		35	3	D	20	1	D	8	1	D	6	
36	37	74		36	3	D	20	2	D	8		D		
37	38	76		37	3	D	20	1	D	10	1	D	8	
38	39	78		38	3	D	20	2	D	10		D		
39	40	80		39	3	D	20	1	D	12	1	D	10	
40	41	82		40	3	D	20	2	D	12		D		
41	42	84		41	4	D	20	1	D	6		D		
42	43	86		42	4	D	20	1	D	8		D		
43	44	88		43	4	D	20	1	D	10		D		
44	45	90		44	4	D	20	1	D	12		D		
45	46	92		45	4	D	20	1	D	8	1	D	6	
46	47	94		46	4	D	20	2	D	8		D		
47	48	96		47	4	D	20	1	D	10	1	D	8	
48	49	98		48	4	D	20	2	D	10		D		
49	50	100		49	4	D	20	1	D	12	1	D	10	
50	51	102		50	4	D	20	2	D	12		D		
51	52	104		51	5	D	20	1	D	6		D		
52	53	106		52	5	D	20	1	D	8		D		
53	54	108		53	5	D	20	1	D	10		D		
54	55	110		54	5	D	20	1	D	12		D		
55	56	112		55	5	D	20	1	D	8	1	D	6	

Weapon:	Status:	Race:		Ranks:	Level	Clothes:	Class:	Class:
Gun(Heavy)	Retired	Android	Spider	Unlearned	0	<u>Hat:</u>	Acolyte	Seer
Gun(Light)	Dead	Antelope	T-Rex	Amateur	1 to 4	Sports Cap	Archer	Shaman
Explosive	Undead	Bear	Tic	Expert	5 to 8	Bowler Hat	Assassin	Shape-Shifter
Sword	King	Bush	Tiger	Professional	8 to 12	Top Hat	Avenger	Slayer
Dagger	Queen	Cat	Titan	Master	13 to 16	Cowboy Hat	Baker	Soldier
Siege	Emperor	Centaur	Tree	Adept	17 to 20	Sambraro	Barbarian	Soldier
Axes	Emperess	Cyborg	Troll	Elemental	21 to 24	Tonture	Bard	Sorcerer
Spears	Leading	Deer	Unicorn	Power	25 to 28	Winter Cap	Biologist	Super Hero
Unarmed	Commanding	Deity	Vampire	Deity	29 to 32	<u>Shirt:</u>	Boxer	Tank
Staff	Green	Dog	Vehicle	Titan	32 to 36	long sleeves	Cleric	Templar
Bow	New	Dolphin	Velocaraptor			short sleeves	Collector	Thief
Spell	Popular	Dragon	Vine			snap up/short	Dragoon	Trapper
Laser	Infamous	Drone	Weed			snap up/long	Engineer	Vigilante
Energy	Famous	Dwarf	Whale			Sweater	Explorer	Warrior
Magical	Unknown	Eel	Wolf			Turtleneck	Fighter	Wizard
Spell		Elemental	Worm			Blouse	Foot Soldier	Wrestler
Fire	Ball	Elephant	Zombie			No sleeves	Guardian	
Ice	Wave	Elf				A-Shirt	Gunner	
Air	Wall	Faerie					Healer	
Earth	Storm	Flower				<u>Shoes:</u>	Historian	
Lightning	Barrage	Force				Running	Hunter	
Sound		Gazelle				Jogging	Intellect	
		Ghost		Color:	Type:	Mount-Climb	Judge	
Unarmed		Ghoul		Black	Acid	Kick-Boxing	Mage	
Circle	Kick	Giant		Bloodstone	Adult	Cowboy B	Magician	
Upper	Punch	Gnome		Blue	Air	Boots	Mechanaut	
Lower	Knee	Goblin		Bold	Ancient	Steel-Toe B	Mechanic	
Hammer	Elbow	Golem		Bronze	Angel	Steel-Toe S	Merchant	
		Gorgon		Brown	Cave	Ballerina	Monk	
		Grass		Camouflage	Cloud	Clog	Necromancer	Materials:
Ranged		Hedge		Crustal	Demon	High-Heel	Ninja	Silk
Bullet	Barrage	Hippo		Diamond	Dessert	<u>Jeans:</u>	Paladin	Denim
Piercing	Shot	Human		Emerald	Dire	Jeans (thin)	Philosopher	Velvet
Ballistic	Ricochet	Kobold		Green	Dungeon	Jeans (lined)	Physicist	Canvas
Aimed	Doom	Larvae		Grey	Earth	Bell-bottoms	Pilot	Cotton
Speed		Leopard		Jade	Emperess	Sweats	Priest	Wool
		Lich		Orange	Emperor	Fatigues	psionicist	Leather
Slashing		Lion		Purple	Fire	Shorts	Ranger	Fur
Slashing	Dance	Lizard		Red	Forest	Swim-Shorts	Rider	Scale
Swinging	Strike	Locus		Ruby	Gas	Slacks	Rouge	Metal Mesh
Slicing	Hit	Maggot		Sapphire	Great	<u>Cloak:</u>	Sage	Bone Weave
Sword	Barrage	Mech		Silver	Gully	Cape (Thin)	Salvager	Leaf
		Medusa		Topaz	Hidden	Cape (lined)	Scientist	Bark
Enemy:	Problem:	Moose		White	Hill	Cloak (thin)		
Artifact	Artifact	Naga		Yellow	Ice	Cloak (lined)		
Boss	Assassinate	Newt			King	<u>Jacket:</u>		
City	Attacked	Octopus			Lightning	Jacket (thin)		
Class	Attacking	Ork			Lurker	Jacket (lined)		
Horde	Captured	Power			Mountain	Coat		
Kingdom	Nabbed	Pterodactyl			Old	Wind-Breaker		
Race	Raised	Rhino			Quasi	Duster		
Tribe	Revolted	Roach			Queen	Robe (thin)		
Village	Stole	Robot			Undead	Robe (lined)		
	Threatened	Serpent			Urban	Dress		
	Treasure	Shark			Valley	Fatigues		
		Skeleton			Water			
		Snake			Were			