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Save Metrocity

**A superhero LARP**

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## Introduction

“Save Metrocity” (SMC) is a LARP that has been living in my mind for quite a long time. I'm a LARP veteran and I have a great passion for medieval, but also for comics, video games and cosplays. I've always wanted to create a LARP focused on superheroes. Of course, there are Live evenings which can always compensate, but there is a lack of "je ne sais quoi".

For a few years I searched all the way to the United States and couldn't find anything that satisfied me. Eventually, I thought to myself that maybe it's time to create my dream and open my vision to people. The goal of this activity is to bring together as many people from the geek world as possible in a universe where creation is the ultimate weapon. SMC is the perfect place to harness your imagination and creativity from a character that will be able to interact in a fictional world. Your power is your imagination, and its limit is infinite.

I hope you enjoy it as much as I do. Your facilitator

Bri Phosavath

## Thanks

This project would never have seen the light of day without many people whom I simply admire. It goes without saying that I have to do a thank you party for them. I would like to thank:

Océanne Allant for spending hours with me creating a story of a world that is so like ours.

Jérémie Panyszak for getting caught up in this madness and for spending several hours helping us tirelessly.

William Morin-Laporte who is my life supporter and who manages all the finances for this project. Sébastien Rivet and better half Valérie Patenaude for reviewing my manual.

Jean-Christophe Lépine for working on a character design computer system.

And of course, all the rest of the animation team who are so great and wonderful!

## Regulations

Obviously, any good LARP has its rules so that it does not become a real chaos and lead totears and sadness among the players. You are therefore asked to follow these rules and to respect the entertainment team who have put time and effort into this activity for you. We also ask for respect for fair play. If a situation makes you doubt according to two understandings of a rule, it will be necessary to choose the one which is disadvantageous if a leader is not in the vicinity. This system is not infallible and must surely have several flaws. We therefore ask you not to take advantage of it, and if you notice a big flaw, please notify a facilitator. He or she will contact the manual team and a change will be made for the next part. Players who "take advantage" of the loopholes will receive a warning and/or expulsion for the LARP season. Of course, we're not mean; some situations might just get another warning but take into consideration that the manual was made with a lot of love, tears and sleepless nights. So out of respect, please advise us of the imbalance or flaws in the rules.

THANKS.

### Ground rules

* Garbage goes in the bins or in the bags you used to bring it in.
* Respect the terrain. Avoid breaking terrain objects. If there is an unfortunate accident, report it to the animation so that we take care of the problem. The land is rented land so you have to give it all the love possible.
* In case of injury, the animation has a first aid kit and a rescuer on site that players can refer to.
* Alcohol and drugs are prohibited on the grounds.
* Both physical and mental violence is prohibited at the GN Sauvons Métrocity and can lead to temporary or permanent expulsion from the game, depending on the judgment of the animation team.
* Theft and vandalism are prohibited and may lead to a call to the police as well as temporary or permanent expulsion, depending on the judgment of the animation team.
* Failure to respect the players and the animation is an act that leads to expulsion. We have zero tolerance for disrespect.
* Cheating is prohibited. After three warnings, it's an expulsion for the season.
* Money, objects and other "in-game" papers must be returned at the end of the game before the players leave the field.
* Animals are prohibited on the grounds.
* If you feel like you are going to get "out of control", please remove yourself from combat for a relaxing meditation before returning to combat.
* Smokers must smoke outside the buildings and cigarette butts must be thrown into the fire pits.
* The fire rings can be lit if the green light is given by the animation. Weather conditions that allow fires to be lit will be announced at the start of the game.
* Real weapons are prohibited.
* Only dummy weapons with orange tips according to the law will be accepted. You will have to interact with these weapons during the game. They will be pointed at people but will be harmless. Please keep a safe distance of 2 feet when shooting.
* The laws and regulations of the municipality also apply in LARP. So, any violation of the rules of the Canadian Criminal Code can lead to a call to the police.

### Fight rules

* Blows to the head and between the legs are prohibited. If that happens, the hit is canceled, and you have to apologize to the person.
* Damage and abilities must be announced aloud.
* The dead must not speak and must remain on the ground. Bodies can move for safety reasons, but otherwise it's dodo for people.
* Machine gun shots are prohibited. Shots should be chambered behind the shoulder for both long and short weapons, then fists should return to defense mode to land a shot again. Repeated shots "without stopping" are considered machine gun shots.
* It is forbidden to crouch behind your shield.
* Receiving damage must be simulated, eg moans of pain, to prevent the "invincible effect", unless different skills.
* Physical contact is not accepted.
* Strokes need to be controlled because we're all people who want to have fun.

# The basics

#### Symbols:

|  |  |  |
| --- | --- | --- |
| **Off-side** |  | The out of play symbol only means that the user is not in play, and you should ignore them. Also, if there are questions to ask the animation, this symbol will also be used. You must raise your fist upwards to signify offside. |
| **Dying** |  | The dying symbol means you are at 0 hit points. You must stay on the ground and not move. The dying does not speak either. You should cross your arms over your chest. |
| **Teleportation** |  | The teleport symbol is used for the teleport ability. See this capacity in the table for this purpose p.14.  The arms should be crossed in front of the chest. |

|  |  |  |
| --- | --- | --- |
| **Invisible** |  | The invisible symbol is for the invisible status. The open hand should be placed close to the ear. |
| **Ignored** |  | The ignored symbol is used for the ignored status. The hand should have the index and middle fingers bent and touching while the other fingers are straight beside the ear. |

#### Health points (HP) and stamina points (SP)

Hit points (HP) are the character's vitality and stamina points (SP) are the character's number capacity to use special skills. When the character is wounded, the armor points are spent first, and then the life points. When the hit points drop to 0, the character is considered dead. When this character is in this state, he must safely lie down where he was killed. After a night's sleep or at 3:00 a.m., full HP and EP are regained.

#### Armor Protection (AP)

Armor protections (AP) are a "buffer life bar" in addition to your base lives. They protect against hits and must reach 0 before reaching base hit points. However, critical damage passes through AP. The only ways to get AP are to own armor or use special skills. Only the Artefician can repair armor that is broken (AP depleted). The Artefician can increase the number of AP of a piece of armor by working on it (See Artefician p.59).



|  |  |  |  |
| --- | --- | --- | --- |
| **Locations** | **Leather** | **Plastic** | **Metal** |
| Head | 6 AP | 7 AP | 8 AP |
| Shoulders | 6 AP | 7 AP | 8 AP |
| Chest | 6 AP | 8 AP | 10 AP |
| Arm | 5 AP | 6 AP | 7 AP |
| Gloves | 5 AP | 6 AP | 7 AP |
| Thigh | 6 AP | 7 AP | 8 AP |
| Tibia | 5 AP | 6 AP | 7 AP |

The accepted armors are those which are in thick leather (not those which are used to make light leather jackets), in metal and in thick plastic of the type: protection of sport.

The fencing master and any other animator reserve the right to refuse the wearing of armor that is not strong enough. Note that locations come in pairs. Example: 1 leather protection on each tibia = 1AP. For AP repair, see under Artefician.

#### damage

The damage must be mentioned with each hit. The more damage characters take, the closer they get to zero HP and a dying state. To name a blow, it goes by shouting the number of damages generated. If there is a type of damage added, it must say for example: 15 Celestial.

The types of damage found are:

|  |  |
| --- | --- |
| **Types of damage** | **Description** |
| **Critical** | A Critical attack allows you to pass through armor protections |
| **bullet** | Bullets damage is only done with firearms. They pass through the armor protections. |
| **Aqua** : water, ice, etc. | Aqua type damage includes damage from ice, snow, cold, etc. They are strong against Pyro elementals. |
| **pyro**: fire, magma, etc. | Pyro type damage encompasses fire, magma, lava, acid, etc. They are powerful against Aqua elementals. |
| **Ventus**: wind, electric, etc. | Ventus type damage includes wind, electric, etc. damage. They are powerful against Terra elementals. |
| **Terra** : sand, plant, etc. | Terra type damage includes sand, plants, rocks, etc. They are strong against Ventus elementals. |
| **Energy** | Energy type damage is damage that is powerful universally, sometimes more so than the opposite element. Energy beings are weak to Energy damage. |
| **Celestial** | Celestial damage is damage that comes from the light of good. They are effective against infernal creatures, but weak against this one. |

|  |  |
| --- | --- |
| **Infernos** | Inferno-type damage is damage that comes from the flames of evil. They are effective against Celestial creatures, but weak against this one. |

#### The statuses

Statuses are a big part of special skills. They are given either by an item or by a special skill. **IT IS IMPORTANT THAT EACH OF THESE STATUS BE MEMORIZED TO ALLOW THE FLUIDITY OF THE GAME.** The description

and time must be acquired before entering the field, since there is no stoppage in play to explain the effects.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Category** | **Status** | | **Duration** | **Description** |
| **Blocking** | **Reversal** | | 5 seconds | The character should fall to the ground and try to regain their senses for the 5 seconds. |
| **Slow-down** | | 5 minutes | A slowed down character must move and talk in slow motion for the duration of the status. The status makes the character really slow. Upon receiving damage, the status dissipates. |
| **Basic Status** | **Aqua** | 1 minute | The character should act semi-slowed as if a snowstorm were hitting him. |
| **pyro** | 1 minute | The character should act semi-panicked as if putting out his fire. |
| **Ventus** | 1 minute | The character must act semi-blinded. It's not the blinded status, but it's like the character has a big flurry. The eyes are barely open. |
| **Terra** | 1 minute | The character should act semi-paralyzed, as if the body were becoming increasingly petrified. |
| **Paralysis** | | 5 minutes exceptif different instructions | The character must freeze in place and cannot speak or move with his body. Upon receiving damage, the status dissipates. |
| **Mental** | **Sleep** | | 5 minutes | The character must "fall asleep" atground where it was targeted and wakes up when taking damage. |

|  |  |  |  |
| --- | --- | --- | --- |
| **Category** | **Status** | **Duration** | **Description** |
|  | **Fear** | 5 minutes | The character is terrified and wants |
|  |  | move away of the user of there |
|  |  | competence as much as possible and |
|  |  | must not come so close and also |
|  |  | long as the status is in |
|  |  | vigor. |
| **Control** | Depends on | The character is under the influence of |
|  | skill | the user. He must complete all |
|  |  | requests that are dictated to him |
|  |  | better of his skills. The |
|  |  | controller cannot access the |
|  |  | memory of his victim. Control |
|  |  | dissipates at the end of the duration or at the |
|  |  | death of the target. It should be noted that the |
|  |  | command to kill oneself is not |
|  |  | possible and that if the target is not |
|  |  | comfortable to execute the order, it is |
|  |  | his right to refuse. It is prohibited for |
|  |  | allies to kill the target on the pretext |
|  |  | to remove the status. |
| **Dying** | 1 minute | The character must stop doing |
|  |  | everything he did and act like he |
|  |  | was dying on the floor (extreme pain) |
|  |  | until the end of the term or the |
|  |  | receiving damage. |
| **Sense** | **Rage** | 5 minutes | The target senses an inner rage and must attack the closest one it sees. If there is no one ahead, he can turn around aggressively to attack those behind. The effect wears off when the duration ends or the target dies. |
| **Blind** | 5 minutes | Blind status removes the target's vision. This does not prevent the target from hitting as it hears. However, we will ask not to hit at eye level to avoid blows to the head. |
| **Stun** | 5 minutes | The character loses semi-awareness of surroundings and senses. He comes to his senses upon receiving damage. He is a little delirious and has difficulty walking. The target must take double the time to activate a power. |

|  |  |  |  |
| --- | --- | --- | --- |
| **Category** | **Status** | **Duration** | **Description** |
| **Degeneration** | **Regression** | Depends on skill | The target loses 1 HP per second. Regression is not damage, but HP loss. So all effects that require receiving damage do not work. Regression disappears during a power action, combat action or upon receiving damage. |
|  | **Dome** | So much and also | This effect makes it possible to create a protection zone that cannot be physically crossed (does not include teleportation) and no damage can reach the protected except the effect zones. No damage can exit the dome. The user must announce “dome” to notify those around them of the status. |
|  | long as |
|  | the user does |
|  | moves |
|  | not, concentrated |
|  | without receiving |
|  | of damage, and |
|  | fewer reviews |
|  | opposite |
| **Ignored** | 5 minutes | The character gets ignored no matter what they do. People do not remember his passage and pay no attention to this person unless he causes damage or upon receiving damage. In this case, the ignored effect is dispelled. See status symbol p.7. |
| **Invisible** | 15 minutes or | The character cannot be seen but can be heard. The objects that the character takes after the activation of the power remain visible. Invisibility disappears during a power action, combat action or upon receiving damage. |
|  | 30 minutes |
|  | dependent on |
|  | level of |
|  | power |
| **Dodge** |  | Dodge status allows to cancelpower or melee type damage. The skill must be shouted loud and clear: “dodge! for it to work. Dodges only work once per fight. This status can be acquired in a skill or by a power. |

|  |  |  |  |
| --- | --- | --- | --- |
| **Category** | **Status** | **Duration** | **Description** |
|  | **Teleportation** | Duration depends on power level | From where the user is located, he can move to a location Xin a certain amount of time by doing the teleportation symbol. During the status, no skills can be activated. |

#### Search and pickpocketing

Searching is something recurrent in LARP, but there are rules to perform this act. The looting player must be close to the dying or dormant character and pretend to loot it. The “digger” must indicate which area is being searched (torso, head, left and right arm, left and right leg, and waist). Outside players need to understand that this is a search move and not a healing skill. When searching an area, the searched player is obligated to hand over any "in-game" items. Failure to do so is considered cheating and the player will receive a warning. Each dig lasts 30 seconds without interruption and without receiving any modifications to his hit points (damage or regression status). To search a complete body, it will be necessary to search for 2 minutes. To be able to benefit from the time bonus for a complete search, there must not be any interruption of gaze with the searched body and the searcher must not receive any modification to his hit points (damage or regression status). If one of these 2 conditions is not met, the excavator will have to start from the beginning.

If multiple players decide to search a body at the same time, please use pickpocketing rules, 1 minute per location. This has the advantage of making the search faster. However, if a person does a full search, they have a better chance of getting rare items unlike a search performed by more than one person. So, it takes longer to do a full dig, but there is an upside to the reward. It is faster to be several on the body by doing 1 minute of digging for each part of the body, but there is less chance of having rare objects. Note that if a person searches alone and a person is added later. The search time must be restarted.

For pickpocketing without it dying, the target must be immobilized (control, paralyzed, sleep, etc.) or discreetly touch the place you want to steal for 60 seconds to search the place noted. Example: Super Cryo is talking with KittyClaws and this one is very close to him during the conversation. She touches her belt for 60 seconds and in the meantime, she can ask to obtain everything that is found (in-game object) in her belt equipped at her waist. To steal augmentations, see the Artefician section. To steal an augmentation device, see the Artefician section on p.57.

#### mentors

For this LARP, three mentors will be at your disposal during your Hero, Neutral or Villain journey. These three mentors represent the three origin choices you will have: Techno, Evolved, and Magick. These mentors will be in their respective bases in the field. They will be available in the morning and will make an appearance again in the evening after supper time. Mentors are used to communicate out-of-game and in-game information in addition to giving special faction missions for the weekend. Mentors and their apprentices are legendary people who cannot be killed due to their great mastery of powers (you have been warned).

#### Experience points (XP)

Experience points are given after each game. A total of 8 XP is distributed automatically after each game. XP are points used to progress your character. An additional 2XP is given to players who have been present at the game and who have paid two weeks in advance, on Friday maximum midnight. The character can use them to increase their general or special abilities. A table of XP distribution points can be found in the Character Creation section below on p.18.

#### Time

Times are game stoppages. When a person declares a Time, it must be shouted. All moves, durations, skills, actions, etc. are stopped during Time. This is a tool used by animation to describe effects, prevent or help a person who is really hurt, do a power effect that requires a Time or to warn people who hit "too hard".

#### injuries

In combat, every blow to the body is considered a wound. Each wound must be simulated appropriately depending on the number of damages, effect or extent of the wound. "Sexual" moans are not appropriate for simulating injury. In addition, at 5 life points from the dying state, the character must start to hurt, drag their legs a little and even avoid running. Feigning death is prohibited and is considered "metagaming".

#### Life and death

As previously explained, after losing all of his life points, the character collapses on the ground and is considered to be dying. After 30 minutes, the dying character must go to the animation which will be an out-of-game hospital to report their death and come back alive losing one luck point. Each character has three luck points. When the third luck point is lost, the character is considered dead and can no longer be played.

When a person who was in a dying state is healed, he remembers the last moments before falling dying. However, a person who has lost a luck point does not remember the last hour before his death.

A character can decide to kill another character other than to wait. To kill him, he must stay near his target for 15 minutes while pretending to kill him, which puts the character in dead status. If this is the case, the two (or more) people must go to the animation and declare the death of the character so that his luck point is removed.

# History of Metrocity

2010 - The Great Evolution

One autumn evening, the sky turned purple and, invisible to our eyes, metallic fragments accompanied by an imperceptible wave of turquoise energy crossed the atmosphere of our planet. It was the aftermath of a sidereal blast generated by shared fire between spaceships of a war waged between extraterrestrial forces on the outskirts of our world. Touching the ground, the various scattered extraterrestrial debris and artefacts irradiate the environment and modify the molecules of the particles of the elements of their new environment. Human beings were involuntarily struck by this radiation, some were given new abilities. Over a two-year period, the number of mutated humans, called the Evolved, grew exponentially. Some gathered in gangs, others isolated themselves fearing their power. Some individuals use their powers wisely, others operate with dark purposes.

December 21, 2012 – Alien Detection

The extraterrestrials detected the energy signatures from the debris that fell to earth because of the war. These artifacts, which had been widespread a few years earlier among the Earth population, were beginning to be used. They landed stealthily to learn more about this human population and advocated the study of specimens that had acquired certain skills. Studying them could allow them to use them as privileged weapons to wage their war; capturing and processing them under the worst conditions is also a secondary option.

2012-2018 – Regime of Terror

Incorporated within the local population, the extraterrestrials, disguised or not, govern a framework of this one. Cohabitation has become normalized. The extraterrestrials hold the reins of power with an iron fist and the humans accept this new imposed hierarchy. Armed patrols circulate every day and see to the proper functioning of society. Even though times are changing towards modernity, human beings are sometimes seen as cattle in the eyes of these so-called superior beings. Sometimes contempt for the ruling invaders includes no mercy. Among these patrollers, trackers attempt to detect super-humans and capture them for experimental purposes. Some hid and others waved the symbol of freedom loud and clear to counter the Alien threat.

A trio of super-humans attempted to lead a fight against this human rights-reducing threat. It was a fierce fight that caused the death of many. Heroes and villains joined their cause, but it was carnage.

The three large super-humans continued their attempt; this led to the end of 2018. Following their relentlessness, a great tenacious battle ensued during which the trio finally managed to repel the invasion. Unfortunately, these super-humans emerged weakened and in bad shape.

Of our time

Taking the time to recover their energy and stamina as well as devise a better plan of attack, the trio took refuge in a base camp in the forest. They named their facility Metrocity. This primitive version of town planning around Montreal did not necessarily look like a fortress, but it did have adequate substantial protection away from prying eyes. The Great Trio sent out a magical call to all super-humans in the world to spread the word about the existence of a new base for super-humans. New super-humans heeded this call and showed up at the Metrocity outpost, feeling protected and ready to begin a new life. A source of artifact, which only superhumans can sense,

For two years now, the mini-city of Métrocity, governed by the trio of Greats, has served to protect advanced newcomers and allows them to better understand and master their powers. The three mentors of the trio of Greats gave up their lives as saviors of Earth to help unite the next army against the alien invaders. Métrocity is hidden behind an outpost: an agglomeration of humans in a forest not far from Montreal.

Even today extraterrestrials roam the Earth but use less violence on humans. They're just looking for the super-humans. The extraterrestrial and superhuman forces are severely weakened. A war is not an option now. It is possible to see Alien soldiers wandering the streets looking for superhumans. It is also possible to see super-humans defending their territory. In short, the tension remained even after the Great War of the super-humans against the Extraterrestrials.

The adventure begins after the year 2020 and now it's up to you to make the story of Earth's fate and save it from the alien threat.

# Character creation

#### Character base

Each character is a super-human. Superhumans have 20 HP and 15 EP. Your character must have a name and a "background" of maximum two pages (we don't want a novel either!). Backgrounds and character sheets must be sent as a PDF document to the Sauvons Métrocity email address:[**savemetrocity.gn@gmail.com**](mailto:sauvonsmetrocity.gn@gmail.com)

. The character sheet can be done from the official site[https://sauvonsmetrocitygn.com/](https://sauvonsmetrocitygn.wixsite.com/smcgn). The Background contains your character's backstory and origin and explains how they got their powers. The original concept must also be chosen between Evolved, Techno, and Magick to understand how the character's powers were obtained. It is mandatory to make your file on the character creation application on[http://savemetrocity.epizy.com/](http://sauvonsmetrocity.epizy.com/).

Players start with 15 iridium in the game. Since the presence of the aliens, this material has become the source of income and monetary exchange on earth for trade with the aliens. Iridium is a substance of alien origin. The first trace of iridium was discovered on a meteorite which would be the primary source. One theory state that it would come from the famous meteorite which would have extinguished the dinosaurs. The raw iridium would be silver-grey in color and is now being mined and worked into coins. Since it has become commonplace, it is worth 1 iridium. The gold-colored iridium has been modified and worked to achieve a malleability in energy absorption allowing it to be much more useful at the technological and biotechnological level. It is worth 10 iridium. The purple-colored iridium was brought by the Aliens. This iridium has been infused with extra-terrestrial energy giving the room the odd color. It is worth 100 iridium.

As with any superhero or super villain, costumes are very important. The emblem is something very important, both to inspire hope and despair. The costume can be medieval, futuristic, or very modern (jeans, t-shirt, etc.). It's your choice to have the most sophisticated costume in the world or to be in a dressing gown.

You may decide to play a human. You will then have to ask the animation for permission and an explanation of how your character knew the location of Métrocity and its role. The human has no origin. You could alternate between original as you wish (eg hang out with Techno and sometimes evolved). Humans have 10 HP and 5 EP. In addition, they can only use the "gadget" power. On the other hand, he only needs to buy a role to obtain the 3 roles (example: 5 XP unlocks tank, support, and damage). Also, these can only access the general skill and basic resistance. For level 1-10 skills, they can only go to level 5. For level 1-5 skills and resistance, they can only go to level 3.

You cannot under any circumstances create a character that exists in popular culture (ex: Superman, Batman, Wolverine etc.). However, you were allowed to create a pale imitation of these (ex: a character inspired by Wonderwoman with rainbow clothes and colors.)

#### The origin of your story

Every super-human has a story explaining how they acquired their powers during the great evolution. Whether the transformation took place during a religious prayer, a ritual,

a scientific experiment, etc., the origins are divided into three classes: the evolved, the magicians and the technos.

The evolved have origins related to science or catastrophic phenomena which allowed a mutation of the character. These are characters who received their powers only through evolution. For example: lightning strikes a human which makes it fast, chemical agents spilled which makes the person capable of throwing acid, an explosion has occurred, and the body is falling apart, but making it permanently inflamed, etc. In short, these are people who got their powers from the alien artifacts and debris that pollute the Earth.

The magicians have origins related to magic, superstitions and even religion, which allow the mastery of different powers by the character. These are characters who have received their powers from magical phenomena or objects that have been amplified by evolution in mystical ways. For example: during an amateur ritual, a real appearance of a demon; during a prayer, a divine force helps, not direct descendant of another divinity, etc. In short, they are people who have obtained their powers through the occult and religion and whose powers have been amplified by the contamination of alien artifacts and debris that pollute the Earth. Magick is the evolved form of magic. It could also be that you were a mage even before the big evolution. It is necessary to have an appropriate background.

The Techno have origins related to the technology that allowed the transformation of the character. These are characters who received their powers from technology that was transformed by evolution. For example: a robotic limb amplified by alien technology, technology amplified by artifacts, a brain with a chip that increases mental capacity, a scientific experiment gone wrong, etc. Of course, he doesn't have to have superpowers like some heroes who just use gadgets, so be a human. You must come up with a reason for how you found Metrocity, since only superhumans can perceive the signal.

On the site<https://sauvonsmetrocitygn.com/>, you will be able to find out about the various recognized super-human groups in Canada. If any of these bands interest you, please write an appropriate background. We will get back to you with an acceptance or rejection of your character story. You can only be a recruit before you rank up depending on your role play.

**It is possible to have powers that are not "stereotypical" of your origin**. For example, being a tech who has a chip that helps him harness the mystical veil which allows him to do sorcery. Alternatively, a super-human with evolved origin who possesses a physical deformity and tries to hide it with technology which gives her physical augmentation. The origin exists to group together different super-humans and give them missions suited to their origin.

#### alignment

Your character's alignment is important in building their personality. Alignment serves to guide your character in their moral choices and describes their personality and behavior. As alignment possibilities, you have:

* Hero: The philosophy of: “everyone deserves to be saved and to have a second chance”. This character will do everything in their power to save the person and never kill a person no matter what they may have done.
* Neutral-Hero: The philosophy of "Some people are worth saving, but others are crossing a line that is beyond return and deserve to die." This character saves all people like a good hero. However, it has a limit and those who cross this limit do not get a second chance.
* Neutral: The philosophy of "I won't hurt you if you don't bother me." This character follows his own codes and values. He doesn't seek to save people or kill them, and only wants to live his life the way he wants.
* Neutre-Vilain: The philosophy of “I do what I want when I want. You're in my way so get out, but I won't let this kid get killed for nothing." This character has only one goal: to satisfy himself. As much monetarily as just for his pure pleasure. He has a balance of good and evil but tends to prefer to do evil.
* Vilain: The philosophy of “this is my world; I will control it and kill you if you get in my way”. This character thinks only of himself. The others are only tools to achieve his ends. He has no morals, and only follows his values ​​and his desire for domination.

**Take note: The** alignment must be played by the characters. A player with a villainous alignment must play the role of an antagonistic character in the world of heroes and vice versa for heroes.

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**XP point distribution table for creating a**

**character**

Any character starts at its creation with 35 points of XP. To continue creating your file, please follow this table which explains how much XP is needed to obtain the skills.

|  |  |
| --- | --- |
|  | XP Costs |
| Level 1 | 1 |
| Level 2 | 2 |
| Level 3 | 3 |
| Level 4 | 4 |
| Level 5 | 5 |
| Level 6 | 6 |
| Level 7 | 7 |
| Level 8 | 8 |
| Level 9 | 9 |
| Level 10, includes Level 10 passive and general legendary skills | 10 |
| Level 10 Legendary (A, B, and C) and Legendary Passive | 15 |
| Get a power class | 10 |
| Obtain a role of a power class already unlocked | 5 |

To unlock a level, you must unlock the previous level first. For example, if I want a level 7 skill, but I'm just at level 3, I must go through level 4.5 and 6 before I get to level 7. Note that the level 6 passive must be pay for each role as a normal level. For example, I'm elemental level 7 tank and level 6 support. So, I bought the passive twice.

#### SKILLS

The skills work by levels and some have only 1 level which will be indicated following the name of the skill. Some skills have an effect at each level such as physical resistance which allows you to have 2 more HP at each selected level. However, some only have 5 levels, but there is an effect only at levels 3 and 5. So at level 1-2-4, there is no skill acquired. For example, for the Super Sense general special skill, at level 1 and 2 you will not have acquired the skill yet, but at level 3 you will be able to use an ability of the skill and at level 5 you will be able to do the skill entirely. It may also be that some have 5 levels which will only have an effect at level 5, so from level 1 to 4 no ability is acquired.

##### Basic general skills

General skills can be purchased by all characters.

**Physical Resistance (Level 1 to 10)**

Physical resistance increases your HP permanently. At each level of physical resistance, the character increases by 2 HP.

**Super Stamina (Level 1-10)**

Super endurance allows you to permanently increase your PE. At each level of super endurance, the character increases by 2 EP.

**Agility (Level 1 to 5):** With this skill, at level 3 Agility, the character gets 1 dodge that he can use once per fight and at level 5 agility, the character gets 2 more dodgeswhich he can use once per fight. So at level 5 the user has 3 total dodges.

**Healing Factor (Level 1 to 5)**

The healing factor allows the player to recover their hit points over a certain amount of time. At healing factor level 3, the player can regain 1HP per 5 minutes and at healing factor level 5, the player can regain 1HP per minute.

**Regeneration (Level 5)**

Regeneration is a very important skill for people who want to fight often with their power. By remaining 5 minutes in rest (without moving, shouting, using skills, etc.), the body is ready to be able to regenerate its EP. The user can whisper and watch their surroundings but must be in a calm position without being disturbed. By continuing to remain in concentration after each minute passed, 1 point of EP is regained. For example, if you have 10 EP, you have to regenerate for 15 minutes to recover them all (5 minutes of rest + 10 minutes for 1 EP per minute). After 20 minutes, all SP points are regenerated. At level 3, after the 5-minute rest, the user can regain 2 EP points in concentration instead of 1 EP. At level 5, the user takes back 3 EP instead of 2 EP

**Popularity (Level 1 to 10)**

Like any good superhero or villain, some have stood out in society and become either stars or serial killers. In short, at level 3 popularity, you are recognized in your city, and at level 5 popularity, you are recognized in all of Canada. At 10th level, you are recognized throughout the world and by all superhuman teams. Per game and per level, you receive 10 iridium for level 1 popularity, 20 iridium for level 2 and so on. In addition to being displayed in the news log according to your achievements, you can also be displayed in the SMC wikipedia from level 5.

**Artificians (Level 1 to 10)**

Artificians can understand alien technology and artifacts and integrate and blend them with that of humans. These can create drugs in various forms (food, pill, potion, etc.) to drink, eat, or even inject, and can also mix Alien technologies with armor, weapons, objects, even implants, to to create augmentations that improve certain abilities of a person. See the list of Artifician augmentations below p.57. The more they increase their Artifician level, the more consumables, or augmentations they can make. For more information on how the Arteficians work, see the Arteficians section of the manual (p.57)

**Healing (Level 1 to 5)**

Healing is useful for healing people or bringing them out of the dying state. At level 1 you can heal 4HP after 1 minute, level 2: 8 HP after 1 minute, level 3: 12 HP after 1 minute, and so on. At level 5, you can resurrect a person from a dying status at 1HP after 5 minutes. People using this ability must pretend to heal someone (just petting is not enough).

**Base Resistance (Level 1-5)**

* Bulletproof Resistance: People who take Bullet damage are protected according to their skill level. At level 3 of Bulletproof Resistance, the character only takes half damage and at level 5 Bulletproof Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Critical Resistance: People who receive Critical damage are protected according to their skill level. At level 3 of Critical Resistance, the character only takes half the damage and at level 5 of Critical Resistance, the character only receives 1 damage, regardless of the number of damages received.

##### General Special Skills

General special skills can be purchased by characters who have reached level 5 in one of the powers from the list of powers on p.30 or Level 10 in a skillbasic general.

**Super Senses (Level 1 to 5):** The user can see the invisible in a fuzzy form at level 3 and at level 5 of Super Sense they can completely see or feel the invisible and know who the invisible person is.

The user can understand better from further away and it allows them to get closer to 5 feet per level of Super Sense to better hear a person who is speaking normally on the ground or in flight. For example, Super Tornado flies 10 feet to talk with someone in the air. You have Super Sense at level 2. This allows you to get 10 feet closer to the chat and listen to it without the people chatting noticing. However, it is important to look at the place where you are located "in game" to be able to warn people, who would cross your location "in game" that your body "in game" is there even if "out of game" you are at the place of your listening.

The user can use Super Sens level 3 to detect the theft of objects during the "between-time" which takes place during the transfer of the objects between the victim and the thief, please note that it is too late to stop the theft at the moment. You only received the information that there was a theft at this precise moment. This does not prevent you from denouncing it afterwards.

The user can use Super Sens level 5 to know if a person is transformed level 1 to 3 inclusively.

**Super Strength (Level 1-10)**

Super strength allows you to permanently increase your damage points with a weapon. At each level, the character can hit +1 normal damage. Note that this does not include powers, only physical weapons. In addition, the skill allows you to lift certain objects of different strengths, block a door or any action that requires a certain amount of strength. Example: an enemy tries to break down a door with a super strength of 4 and you decide to hold the door with a super strength of 4, the defender wins, and the door stays in place.

**Flight (Level 1 to 5****):** At level 3, the character can only hover so only from a reasonable height. It can be used to save oneself from high falls by shouting" Glide ". The user must descend gradually: 30 feet, 25 feet, 20 feet, 15 feet, etc. He can only go down. The character can fly only when he reaches level 5. Flight is identified by a white band on which it is written: "Flight" provided by the animation. Players with this headband are in "Flight" and cannot be attacked by melee weapons and can only be hit by ranged weapons and powers. The character can fly as many times as he wants but must announce STRONG when he takes off "FLY" and when he lands.

"LANDING" to allow other players to know his position. At each 5-foot step, the height will need to be spoken to surrounding people to allow other players to see the user's height. For example: Vol 5, Vol 15, Vol 30, etc. A maximum of 50 feetis determined by Metrocity's protective domes. No user can fly higher than 50 feet in Metrocity. However, in other places like the Human Outpost and Montreal, it is not prohibited. However, you have to be careful not to fly higher than 100 feet, because Alien and government radars can identify you. If so, look for the animation to inform them of your flight above safe limits. The effects received in flight such as knockdown, paralysis and sleep will cause the target to descend to the ground in flight and it will lose the number of feet divided by two in critical damage. For example, the Emperor flies 30 feet and receives knockdown status. He falls to the ground and takes 15 critical damage.

**Transformation (Level 1 to 5):** The character can transform at will using a green banner on which it is written: "Transformation" which is provided by the animation. When the character reaches Transformation level 3, the character can disguise himself as a passerby or animal that is not out of the ordinary (eg a dog, cat, but not a tiger in Montreal for example). At Transformation level 5, the character can disguise himself as a known or existing character, or even as an animal that is out of the ordinary. It is recommended to have a costume or items that relate to the animal. For example, if you transform into a demon, horns and a tail are the minimum required costume items. If you transform into a tiger, having ears and a tail would also be required, in addition to telling people you meet what they should see in you. Note that transforming does not give bonus skills (transforming into a bird does not give the flight skill. Flying must be learned).

**Special resistance (Level 1 to 5)**

* Aqua Resistance: People who receive water, ice, snow (Aqua) damage are protected according to their skill level. At level 3 Aqua Resistance, the character only takes half damage and at level 5 Aqua Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Pyro Resistance: People who receive fire, lava, magma (Pyro) damage are protected according to their skill level. At level 3 Pyro Resistance, the character only takes half damage and at level 5 Pyro Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Ventus Resistance: People who receive wind, electric (Ventus) damage are protected according to their skill level. At level 3 Ventus Resistance, the character only takes half damage and at level 5 Ventus Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Terra Resistance: People who receive Sand, Earth, Plant (Terra) damage are protected according to their skill level. At level 3 Terra Resistance, the character only takes half damage and at level 5 Terra Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Resistance Energy: People who take Energy damage are protected according to their skill level. At level 3 Energy Resistance, the character only takes half damage and at level 5 Energy Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Celestial Resistance: People who receive Celestial type damage are protected according to their skill level. At level 3 Celestial Resistance, the character only takes half damage and at level 5 Celestial Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Inferno Resistance: People who receive Inferno damage are protected according to their skill level. At level 3 Inferno Resistance, the character only takes half damage and at level 5 Inferno Resistance, the character only takes 1 damage, regardless of the amount of damage received.
* Status Resistance Block Category: Characters with Level 5 Blocking Category Status Resistance become permanently immune to Blocking Category statuses (Slowdown, Knockdown, Paralysis, Elemental).
* Status Resistance Mental Category: Characters who have level 5 Mental Category status resistance find themselves permanently immune to Mental Category statuses (Sleep, Control, Dying, Fear).
* Status Resistance Category Meaning: Characters with level 5 Sense Category status resistance become permanently immune to Sense Category statuses (Rage, Blind, Stunned).
* Status Resistance Category Degeneration: Characters who have level 5 Degeneration Category status resistance become permanently immune to Degeneration Category statuses (Regression).

##### General Legendary Skills

General Legendary skills can be purchased by characters who have reached level 10 in one of the powers in "power class" on p.30 or level 10 in a special general skill.

**Legendary Super Sense (Lvl 1):** The user can see targets in Ignored status. To obtain this ability, you must have Super Sens Lv. 5 as a prerequisite. The user can also know if someone is using the super sense ability. For example, Kitty Claws eavesdrops on a conversation between a hero and Perfectman. Perfectman possesses legendary super senses and understands that he is being listened to. He decides to go somewhere else. There is only one level for this skill.

**Total Resistance (Level 1):**

There is only one level for each of these resistances. You must have the Lv.5 special resistance as a prerequisite to obtain the total resistance of your prerequisite resistance.

Example: Aqua Resistance Lv.5 leads to Total Aqua Resistance.

* Total Aqua Resistance: People who receive water, ice, snow (Aqua) damage are completely immune.
* Total Pyro Resistance: People who receive fire, lava, magma (Pyro) damage are completely immune.
* Total Ventus Resistance: People who receive wind, electric (Ventus) damage are completely immune.
* Total Terra Resistance: People who receive Sand, Earth, Plant (Terra) damage are completely immune.
* Total Energy Resistance: People who take Energy damage are completely immune.
* Total Celestial Resistance: People who receive Celestial damage are completely immune.
* Total Inferno Resistance: People who receive Inferno damage are completely immune.

# Powers

Like any good hero or villain, a super-human must have something that makes him special, whether through his extraordinary abilities or the heritage of his parents which makes him a multi-billionaire. In this section, a choice will have to be made. This LARP allows you to either choose your powers or… let us choose your power by chance.

For the option of the animation that chooses your power, you will have to tell us the role you prefer, and chance will choose your power. However, it is important that your

"background" leaves a generality that will allow you to slip in your new power. For example: "Alexander had a normal life until the day an accident happened and gave him powers". This excerpt is very general and allows the animation to integrate the drawn power into the character's story. Superhero names should be put on hold while you receive your power (It's a bit ridiculous to have the name Snowman and pick yourself up with the Physique Augment power). At the freelance character, the animation will contact you by email and then you can choose to spend your XP points.

##### Using the power

The operation of the powers is simple. Each power has a level with a certain number of XP which could give you very powerful abilities. The maximum level is the legendary which comes after level 10.

Using a power is different for each person. It will depend on your creativity or your ability to copy your neighbor. Each power must have a movement that lasts a certain number of seconds depending on the level. The movement must be visible. The movement can also be a concentration on the spot. On the other hand, you cannot move at the same time as you are in concentration unlike the movement which allows you to move while walking. If you don't do something else or get interrupted by damage or loss of focus, the power works. For example: a level 7 power must have a movement of 14 seconds and the name of the skill spoken loud and clear. If the targets are not within a radius to hear your power and don't hear it, the power DOES NOT WORK, and the user must start over without losing EPs and disregarding the Cooldown. It is important to note that this is a LARP that will require a lot of common sense on the part of the players and the animation because of the many existing skills. If you see an animator not hearing you through a circle of people tapping them while you shout your power, don't take it the wrong way. He's probably busy trying to count his remaining life points, which are dwindling as the blows from the ruthless players hit him with all their "strength". In this case, save your power for a next monster that will probably appear behind you. It is important to note that this is a LARP that will require a lot of common sense on the part of the players and the animation because of the many existing skills. If you see an animator not hearing you through a circle of people tapping them while you shout your power, don't take it the wrong way. He's probably busy trying to count his remaining life points, which are dwindling as the blows from the ruthless players hit him with all their "strength". In this case, save your power for a next monster that will probably appear behind you. It is important to note that this is a LARP that will require a lot of common sense on the part of the players and the animation because of the many existing skills. If you see an animator not hearing you through a circle of people tapping them while you shout your power, don't take it the wrong way. He's probably busy trying to count his remaining life points, which are dwindling as the blows from the ruthless players hit him with all their "strength". In this case, save your power for a next monster that will probably appear behind you. If you see an animator not hearing you through a circle of people tapping them while you shout your power, don't take it the wrong way. He's probably busy trying to count his remaining life points, which are dwindling as the blows from the ruthless players hit him with all their "strength". In this case, save your power for a next monster that will probably appear behind you. If you see an animator not hearing you through a circle of people tapping them while you shout your power, don't take it the wrong way. He's probably busy trying to count his remaining life points, which are dwindling as the blows from the ruthless players hit him with all their "strength". In this case, save your power for a next monster that will probably appear behind you.

**When a power is cast,** follow these power usage steps to enable smooth gameplay:

1. Make the movements according to the time duration of the level.
2. Scream loud and clear the name of power.
3. Designate the target and MAKE SURE the target has seen you.
4. Say the effects in this order: Number of damages, type of damage, effect, other.

Of course, this technique is not infallible. This is why the player is asked to show fair play and not to do metagaming by saying: "oh I did not see that he targeted me", when it was obvious that the user l targeted.

For targets, multi-target effects must only target different targets. It is impossible to aim 4 times at the same target.

For weapons augmented by effects, the addition is made on the base weapon and therefore on its normal damage. For example, +2 critical damage on my 60cm sword that does 2 normal damage gives a total of 4 critical damage. However, if I add a +4 pyro damage on my weapon, it will do 6 pyro damage (The damage previously put is not addable). Normal damage can be added of only one type at a time and only once, an addition of normal damage on normal damage can be done only once too.

Note that all active skills can be interrupted by receiving damage. For example, if the user does a healing zone and they get interrupted, the zone no longer works. In addition, if there is rounding to be done. It will always be on the rise.

##### Active and passive power

An active power is a skill that requires SP to activate. Among others, levels 1 to 5 and 7 to 10 and the legendary ABC are active skills. Passive skills are skills that do not require EP to activate. They can be used at any time.

Passive Role-Play (RP) powers are powers that can be used during theatrical in-game scenes. For example, during a scene in which the in-game object is there and requires a special skill to interact with. Passive powers CANNOT in any way resemble a pre-existing power in the manual. For example, a player with aqua cannot use ice to freeze their opponent by passive power because of its resemblance to the paralysis effect. The powers can affect the environment, the objects and, depending on the dungeon, the NPCs with the agreement of the game master of the dungeon according to the rank of difficulty A, B or C. To know what you can do with your passive power RP, you can rely on level 6 of your powers list. However, if you haven't reached level 6,

* **Rank A:** the obstacle is very powerful and very hard to handle. It is difficult, even for a super trained, to control this obstacle. (ex: big forest fire, break of time, big atomic explosion, etc.)
* **Rank B:** the obstacle is strong, but not impossible to handle. A well-trained person can control the obstacle with some difficulty. (ex: fire on some trees, medium irradiating zone, cursed place, etc.)
* **Rank C:**the obstacle is low and not very dangerous. A novice person can control the obstacle without too much difficulty. (ex: room full of gas, heavy rain, robot infected with a virus, etc.)

In this world, there are 9 types of powers: Elemental, Mental, Energy, Physical Augmentation, Reality Manipulation, Sorcery, Quantum, Gadgets, Celestial or Infernal. Each of these powers is divided into 3 roles :

* **The tank:** which is used to take care of keeping a team alive by taking the damage suffered, by attracting enemies to protect his teammates.
* **The support:** which is used to heal his allies and revive them when needed. He also helps by controlling his enemies in different ways to delay them while waiting for help.
* **The Damage:** which is used to do as much damage as possible to an enemy in a short time. This role is useful for missions with powerful enemies that have a lot of HP.

**Reminder Sheet for Powers:**

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Duration of movements (seconds) | SP point costing | Cooldown\* (Seconds) |
| 1 | 2 | 1 | 60 |
| 2 | 4 | 2 | 60 |
| 3 | 6 | 3 | 60 |
| 4 | 8 | 4 | 60 |
| 5 | 10 | 5 | 60 |
| 6 | passive power | | |
| 7 | 14 | 7 | 30 |
| 8 | 16 | 8 | 30 |
| 9 | 18 | 9 | 30 |
| 10 | 20 | 10 | 30 |
| Legendary | 30 | 20 | 30 |

\*Cooldowns are rest times to be able to reuse the power. Throwing a fireball takes energy! Your character needs to rest.

##### Legendary Power

Legendary level powers have three abilities: a level 10 passive, a Legendary passive and an active power with a choice: A, B and C (The choice is final and must be noted on the character sheet. It is impossible to buy another active power (A, B and C) of the same role you have already selected Example: I have selected elemental power fire, active power B role Tank, I cannot select rank C active power in paying the same power).

##### Custom Powers

As has been said, this LARP relies on character customization. This includes powers! There are 9 classes of powers, which makes it possible to encompass a large choice of imagined powers. However, there may not be THE power that you picture in your head or that doesn't seem to mesh well with the powers that already exist. In this case, communicate with the animation via email [**savemetrocity.gn@gmail.com**](mailto:savemetrocity.gn@gmail.com)and together we will find a way to adapt your idea with the basic powers without changing the power tree. For example: you wanted to spit acid, but acid power is not in the list. This power can be put into the Pyro Elemental power, including the Pyro Status. However, for each damage done, it will be necessary to say acid Pyro, so that those who are protected against Pyro understand it. Similarly, the power to control shadow could fit into the Mental power if it's something that lets you lift objects, do kinetic attacks, etc. We can also put it in Photon where we would do the opposite, the absence of light. We will discuss together to include your personalized power in one of the classes of powers already established. It is also possible for special powers with conditions, such as all the time being on fire to operate with a penalty that can be discussed with the animation. In short, everything is settled by communication!

##### Accessories to powers

Some powers require totems, mines, marks, etc. It is recommended that you find foam or plastic accessories to designate the areas so that it is visible to others. This is not mandatory, but it gives more.

"decorum" to see a person lay a mine than to pretend to lay a mine or to pretend to aim with an imaginary rifle. However for excavations, it is important to have the appropriate instrument to obtain the object of your wishes. For example, if you wanted the heart of a Wendigo, you would need surgical instruments to get it intact and a container otherwise the object will be unusable.

#### Power Classes

##### The Elemental Power

The Elemental power allows you to control the element spheres Aqua, Pyro, Ventus andEarth. Nature is your universe and your power is at your fingertips. Elementals are spirits that are connected to this source of power, but some are your allies.

The controlled elements are ice, water, snow, fire, magma, lava, electricity, wind, earth, sand, rock, plant, etc.

To call your power, you must shout the name of the power by replacing Elementary with your element. Also for powers with an Elemental Status, you have to say which elemental sphere it is (Aqua, Pyro, Ventus, Terra). Example: Super Fire Blast! You! 8 Pyro! Status (Elementary) Pyro! For the terms where it is written Pyro/Aqua/Ventus/Terra, it is necessary to take the element which you control and not one of your choice.

In this power class, each role wields some type of elemental power.

* The tank role helps with the elemental protection of its user.
* The support role helps with the basic support of its user.
* The damage role helps with the elemental damage caused by its user.

Note: You can only take one item per lane. If you want to be fire support, but you took a water tank, you have to act as if you were buying another path of power and start again at level 1 to raise the tank/support/fire level. At the level of the Excel character sheet, if you decide to take three times the Elemental power, you will have to select in "selection" 3 and indicate the role of each. If you want 5, select the maximum 3 and go down to the table below and click on "selection 2" to have your other two elements. Don't forget to describe your item in the "Type" box.

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 1 | **Armor** elementary:  Gives Elemental Resistance Lv.3 and +10 AP  Distance: Self Duration: 15 minutes | **Healing** Elemental: Heal 6 HP. Distance: hitting a target | **Blast** Elemental: User inflicts 2 elemental damage plus Elemental status  Distance: 15 feet |
| 2 | **Increase** elementary:  +2 elemental damage on a weapon  Distance: Hit a target Duration: 15 minutes | **Pushback** elementary :A target gets Knocked Down status Distance: 15 feet | **Strike** Elemental: User inflicts 2 elemental damage to 4 targets Distance: 15 feet |

|  |  |  |  |
| --- | --- | --- | --- |
| 3 | **Dome** elementary:  Dome Status for the user and 2 people.  Distance: 5 feet radius around the user.  Duration: 15 minutes | **Revitalization**e lementary: Heal 4 HP to user and 2 people. Distance: Touch | **Block** Elemental: The user inflicts 6 elemental damage on a target. Distance: 15 feet |
| Level | Tank | Support | Damage |
| 4 | **Super Armor** elemental: The user obtains Elemental Resistance Lv. 3 and +20AP. Distance: Self  Duration: 15 minutes | **super healing** elementary: Heal 15 HP.  Distance: Hit a target | **Super Blast** Elemental: 8 elemental damage plus elemental status.  Distance: 15 feet |
| 5 | **Physical medium** Elemental: Grants Elemental Resistance Lv. 3, Critical Resistance Lv. 3and +20AP.  Distance: Self Duration: 15 minutes | **Evaporation** elementary: The user obtains the Invisible status.  Duration: 15 minutes Distance: Self | **Will have** Elemental: The user grants Elemental status to anyone in the area and 5 elemental damage.  Distance: 5 feet radius from around the user. |
| 6 | **RP Passive**:  Depending on the dungeon, the user can use their elemental manipulation to interact with B-rank mission obstacles like putting out a fire from a house, blowing wind, making a surface frozen, etc. in addition to controlling and communicating with the beings of the element B rank.  The user can now deal 25% more basic power damage, give 25% more basic power healing, and have 25% more basic power AP.  If the power has no damage, healing or AP, the durations are increased by 25%.Example: 8 damage gives 10 damage. 6 VP gives 7 VP, etc. | | |
| 7 | **Reversal** Elemental: While walking in a direction, the user can hit 5 targets and inflict Knockdown status on them. The power is canceled if the user takes  a damage.  Distance: Touch Duration: 30 minutes | **Regeneration** Elemental: The user gives the Healing Factor skill level 5.  Distance: Touch Duration: 30 minutes | **Blast** Elemental: On the user's next hit, all enemies receive 6 elemental damage.  Distance: 15 feet radius. |
| 8 | **Super Dome** basic: Dome status for the user and 5 people.  Distance: 15 feet radius around the user.  Duration: 30 minutes | **healing zone**  elementary:  The user makes a zone that gives the skill of Healing Factor level 3 as long as he does not receive any damage.  Distance: 15 feet radius from around the user.  Duration: 30 minutes | **Meteor** Elemental: The user inflicts 15 elemental damage on 1 target.  Distance: 30 feet |

|  |  |  |  |
| --- | --- | --- | --- |
| 9 | **Ripe** elemental: The user produces a 30-foot elemental wall  impenetrable as long as the userstay put and focused.  Distance: 30 feet and height 30 feet  Duration 30 minutes | **Prison** Elemental: User grants Paralyzed status to 5 targets.  Distance: 30 feetDuration: 5 minutes | **Rain Trap** elementary: The user marks the ground and must warn victims who walk on it. 10 elemental damage to an area. The mark disappears afterwards.  Distance: 15 feet radius. A sheet of paper explaining the effects can be used as a "mine object" instead of monitoring the mark.  Duration: The mark remains 30minutes on the spot. |
| 10 | **Skin** Elemental: The user chooses two Elemental Resistances Lv. 3 and 40 AP  Distance: Self Duration: 30 minutes | **Summon healing block** elementary:  At a marked location, the living present when the block is invoked receive the level 5 healing factor skill for the time of complete healing and as long as the users remain close to the block. As soon as the block is installed, it cannot accept any more wounded.  Distance: 15 feet radiusfrom around the block  Duration: Until the lastcured character. | **Ray** Elemental: The user deals 15 elemental damage to 5 targets.  Distance: 30 feet. |
| **Passive Lv.10**: The user can now deal 50% additional damage from basic powers, give 50% additional healing from basic powers and have 50% additional AP from basic powers. If the power has no damage, healing or AP, the durations are increased by  50%. Example: 8 damage gives 12 damage. 6 VP gives 9 VP, etc. | | | |
| AT | **Fortress** elementary:  Dome status for all in theDome as long as the user does not move and take damage.  Distance: 25 feet radiusaround the user  Duration: End of fight or 1 hour | **Resurrection of the Elements**: If the wounded remain in thearea for 30 seconds, user can revive and heal full HP while moving. During the 30 second heal, the user should not take damage.  Distance: Within a circle of15 feet radius  Duration: 1 hour. | **Tornado** elemental:  All victims close tothe user at 30 feet have the status of Regressed. The time is according to the number of EP per second and must be shouted. (Example: 1,2,3, etc.) In addition a "Time" must be declared.  Distance: 25 feet radiusaround the user.  Duration: Amount of PE thatmust be consumed  per second. |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| B | **crystallized weapons** Elementals: The user's melee and ranged weapon, possess (upon activation) +10 elemental damage when the user  holds it and +50AP.Distance: Self  Duration: End of fight | **prison wall** elementary: In front of the user, a wallimpenetrable is 30 feet long. Additionally, people on the user's side can launch ranged attacks targeting enemies on the opposite side of the wall.  Distance: 15 feet on each side of user and height50 feet  Duration: As long as the user  stays in place and does not takeof damage. | **Charge** elemental User can do 4 continuous elemental damage (without Cooldown). He has a cooldown of 10 shots that he can use.  Distance: 50 feetDuration: 1 hour |
| VS | **Natural disaster**:  If needed once per fight, the user can inflict a Knockdown status on all enemy people, including those in Flight, by declaring a "Time" and a damage of 10 Critical Elemental damage.  The number of EP is used completely to activate this power  Distance: A 25 foot radius circle | **Mother nature healing**: If needed, once per fight, the user can heal 30 HP and revive at 30 HP by declaring a  “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius | **meteor showers**: Once per fight,  the user can call a  "Time" and do 20 elemental damage to all enemies in the user's area in addition to Elemental Status. The number of SP is used completely to activate this power.  Distance: A 25 foot radius circle |
| **Legendary Passive**: Transformation into the controlled element and skill of Total Resistance Pyro/Aqua/Ventus/Terra, in addition to inflicting the Pyro/Aqua/Ventus/Terra Statuses of its element on touch with the hand in addition to the rank A passive power. | | | |

##### Mind power

Mental power allows the energy of mental strength to be deployed in unimaginable ways. This mental strength can take the form of psionic power and force field, mind and sense control of living beings, and telekinesis which is the force to push or lift objects with mental power.

In this power class, each role wields some type of mind power.

* The tank role controls psionic energy and force fields.
* The support role controls people's minds through telepathy.
* The damage role controls telekinesis.

To call your power, you must shout the name of the power. Example: Telekinetic Sting! You, you, you and you! 2 reviews!

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 1 | **Psionic armor**: Gives Critical Resistance Lv.3 and +10 AP  Distance: Self Duration: 15 minutes | **mental paralysis**: User inflicts Paralyzed status on a target.  Distance: 15 feet  Duration: As long as the user does not move and concentrates on its target without taking any damage. | **Telekinetic Strike**: The user inflicts 2 Critical damage on a target.  Distance: 15 feet |
| 2 | **Psionic weapons**:  +2 Critical damage on a weapon  Distance: Touch Duration: 15 minutes | **soothing aura**:  Heal 6 HP one target. Distance: Touch | **Telekinetic Stinger**: User inflicts 2 Critical damage to 4 targets Distance: 15 feet |
| 3 | **Force field**:  Dome Status for the user and 2 people. Distance: 5 feet radius around  of the user. Duration: 15 minutes | **Hypnosis**:  The user aims at 1 target and gives the Control status. He can only control one person at a time.  Distance: 15 feet Duration: 5 minutes | **Telekinetic Arrow**: The user inflicts 6 Critical damage on a target.  Distance: 15 feet |
| 4 | **Super Psionic Armor**: The user gets Critical Resistance Lv. 3 and  +20AP.  Distance: Self Duration: 15 minutes | **Super Soothing Aura**: Heal 15 HP on a target.  Distance: Touch | **Super Telekinetic Strike**: User inflicts 8 Critical damage plus Knockdown status on a target. Distance: 15 feet |
| 5 | **Psionic Physical Support**: Grants Bulletproof Resistance Lv. 3,  Mental Resistance Lv. 5 and +20AP.  Distance: Self Duration: 15 minutes | **Invisibility**: User gets Invisible status.  Duration: 15 minutes Distance: Self | **Telekinetic Whip**: The user must inflict 2 consecutive hits of 6 Critical damage to one target or 2 targets. Duration: Until all moves are used.  Distance: 15 feet |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 6 | **RP Passive**: Depending on the dungeon, the user can use their telekinesis to move objects, their psionic power to protect an object or block it, or their telepathy to talk to other people from a distance, etc. B-rank | | |
| 7 | **Seismic field**: User inflicts Knockdown status on all people in user's area.  Distance: A 15 foot radius circle around the user. | **Nightmare** :  People around the user's area are granted Fear status.  Distance: 15 feet radius around the user.  Duration: 5 minutes | **telekinetic bomb**:  By touching an object and on its second touch, the object does 10 Critical damage  Distance: Touch Duration: 30 minutes |
| 8 | **Super Force Field**: Dome status for the user and 5 people. Distance: 15 feet radius around the user.  Duration: 30 minutes | **calming zone**: The user gives 1PV every second to a target or 2. The user must not receive any damage.  Distance: Touch Duration: 30 minutes | **Psychic Strike**: The user inflicts 15 Critical damage on a target.  Distance: 30 feet |
| 9 | **mental block zone**: All allies and the user receive Resistance Mental Category Lv. 5.  Distance: 15 feet radius around the user.  Duration: 30 minutes | **mental flogging**: The user inflicts a dying status on a target.  Distance: 30 feet Duration: 5 minutes | **Kinetic shock**:  The user inflicts a status of Reversal for all people in the user's area in addition to dealing 8 damage.  Distance: 15 feet radius around the user. |
| 10 | **Psionic Exoskeleton:** The user obtains Resistance Mental Category Lv. 5, Critical Resistance Lv.5 and 40 AP Distance: Self  Duration: 30 minutes | **Illusion**:  The user gets Ignored status in their zone.  Distance: 15 feet radius around the user.  Duration: 5 minutes | **kinetic beam**: The user can "shoot" in continuous damage, 2 damage on targets, with each damage, the user loses 4 EP. Distance: 30 feet  Duration: 30 minutes |
| **Passive Lv.10:**Permanent total mental resistance in addition to +6 AP which regenerates every 30 minutes | | | |
| AT | **Ultimate Force Field:**Dome Status for the user and 5 people. He can move with the force field  Distance: 15 feet radius around the user.  Duration: 1 hour | **Great invisibility**:  3 people including the user have Invisible status. The status disappears on first  offensive blow. Distance: Touch Duration: 1 hour | **Kinetic Fury**: The user can “shoot”, in continuous damage, 2 Critical damage on a target (without cooldown). He has a cooldown of 10 shots that he can use.  Distance: 50 feet Duration: 1 hour |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| B | **Psionic Blade permanent:**  The user's weapon, have +10 Critical damage when the user is holding it and +50 AP.  Distance: Self  Duration: End of fight | **controlled army**:  If necessary, once per fight, the user targets 4 people and inflicts Control status. A Time can be called if needed.  Distance: 50 feet Duration: 15 minutes | **Kinetic Bazooka**: The user inflicts 60 Critical damage on a target.  Distance: 50 feet |
| VS | **Crusher Force Field**: If needed once per fight, the user can inflict the Dying status on all enemy people, including those in Flight by declaring a “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius.  Duration: 5 minutes | **mass appeasement**:  If necessary, once per combat, all allies ofthe area are revived and healed to 20 HP and 10 SP are restored by declaring a  “Time”. The number of EP is used completely for the user who activates this power. Distance: 25 feet radius. | **Telekinetic Blast**:  If needed, once per fight, the user can inflict 20Critical damage to enemies including those in flight by declaring a "Time". The number of SP is used completely to activate this power.  Distance: 25 feet of radius. |
| **Legendary Passive**: Permanent Critical Resistance and can put force fields on any objects and doors for 10 minutes in addition to the rank A passive power. | | | |

##### Handling energetic

Energy Manipulation allows you to control the energy of molecules and atoms to create explosions, beams, etc. Playing with energy is a dangerous and sometimes unstable science. Energy can take the form of pure essence via surrounding reactions, nuclear energy related to fissions of atomic nuclei and even photon energy related to electromagnetic waves.

In this class of power, each role exerts some type of energy manipulation.

* The tank role controls nuclear energy by making areas of irradiation, nuclear explosion, etc.
* The support role controls the surrounding energy, such as chakra energy, chi, etc.
* The damage role controls photon energy like electromagnetic waves like light.

To call your power, you must shout the name of the power. Example: Photon Burst! Everyone around me within 5 feet is given status blindly!

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 1 | **Nuclear form:**  The user absorbs half of the Energy damage and the other half is converted into HP.  Distance: Self Duration: 15 min | **Energy stability:** Heal 6 HP on a target. Distance: Touch | **Photon Burst:**  The user inflicts 2 Energy damage on a target.  Distance: 15 feet |
| 2 | **Atomic Discharge:**  +2 Energy damage on a weapon.  Distance: Touch Duration: 15 minutes | **Chi Control:**  The target has all beneficial and harmful status effects removed.  Distance: Touch Duration: Instant | **Photonic spectrum:**  The user deals 2 Energy damage to 4 targets.  Distance: 15 feet |
| 3 | **Atomic Blast:**  The user makes the nextshot of a target weapon  +6 energy. Distance: Touch  Duration: Until next successful hit | **Courageous Energy:**  Target grants full Resistance to Fear and Knockdown status.  Distance: Touch Duration: 15 minutes | **Photonic shock:**  Everyone around the user receives the knockdown status.  Distance: 5 feet radius. |
| 4 | **Atomic Armor:**  User gets Resistance Energy Lv. 3 and +20AP.  Distance: Self Duration: 15 minutes | **Meditation :**  Heal 15 HP on a target. Distance: Touch | **Photonic Dark:**  The user must walk in a direction and the first target hit receives 8 Energy damage and Knockdown status.  Distance: 15 feet in one direction |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 5 | **Atomic Zone:**  The user creates an area inflicting the Regress status by not moving.  Distance: 5 feet radius around the user.  Duration: 15 minutes | **Energy Dome:**  Dome Status for the user and 2 people as long as the user does not move or take damage.  Distance: 5 feet radius around the user.  Duration: 15 minutes. | **Photon Burst:**  Everyone around the user receive blind status.  Distance: 5 feet radius. Duration: 5 minutes |
| 6 | **RP Passive:** Depending on the dungeon, the user can control light with Photonic Power or make an object Invisible. He can melt any object with the atomic power or absorb energy from an unstable B-rank source with the energy power. | | |
| 7 | **Atomic radius:**  The user returns a target with the Dying status.  Distance: 30 feet Duration: 5 minutes | **Mass meditation:**  Everyone in the user's area recovers half of their HP and EP  Distance: 15 feet radius around the user.  Duration: Instant | **Photonic Prism:**  User deals 6 Energy damage to 5 targets  Distance: 30 feet |
| 8 | **Blastbodily nuclear:**  User inflicts Regress status for as long as hits  a target. Distance: Touch  Duration: The time of touch | **Revitalizing energy**:  User halves Cooldown times at one target.  Distance: Touch Duration: 30 minutes | **Ray of light :**  The user inflicts 15 Energy damage on a target.  Distance: 30 feet |
| 9 | **Particle radius:**  15 Energy damage and Dying status on a target.  Distance: 30 feet | **Energy drop**:  The user chooses 5 targets and gives them the status Sleep  Distance: 30 feet Duration: 5 minutes | **Photon eruption:**  Everyone around the user receive Knockdown status and 10 energy damage.  Distance: 15 feet radius. |
| 10 | **Gamma Armor:**  The user gets the Healing factor skill Lv. 5, Energy Resistance Lv. 5 and Critical Lv. 5 and the weapon held gains +2 Energy damage  Distance: Self Duration: 30 minutes | **Kinetic energy :**  User allows to remove Cooldown time from a target.  Distance: Touch Duration: 30 minutes | **photon bomb**:  User chooses an area and everyone in that area takes 15 Energy damage  Distance: 30 feet and diameter15 feet  Duration: Instant |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| **Passive Lv.10:**The user gets a Regression Resistance Lv. 5 perms. | | | |
| AT | **Nuclear control:** User’s weapon, possess +10 damage  Energy when the user  holds and +50 AP.  Distance: Self  Duration: End of fight | **Chakra control:**  The user chooses 4 targets and inflicts any status they choose. Only one status must be chosen for the 4 targets.  Distance: 50 feet Duration: 10 minutes | **Photon charge**:  The user can "shoot" continuous damage, 2 Energy damage on a target (without Cooldown). He has a cooldown of 10 shots that he can use.  Distance: 50 feet Duration: 1 hour |
| B | **Nuclear instability:**  The user takes half of all damage types and reflects the other half back at the attacker.  Distance: Self  Duration: End of the fight | **Harmonization of the chakras:**  In an area around the user, all gain full HP and EP healing after spending 3 minutes in the area.  Distance: 5 feet radius around the user.  Duration: 1 hour for the user. | **Photon mass:**  User inflicts 60 Energy damage on a target  Distance: 50 feet |
| VS | **Nuclear explosion :**  If needed once per fight, the user can inflict a Dying status on all enemy people including those in Flight by declaring a “Time”. The number of EP is used completely to activate this power  Distance: 25 feet radius.  Duration: 10 minutes | **The 7 chakra points:**  If necessary, once per fight, all the people in the area are resurrected and healed to 20 HP by declaring a “Time”. They also have a Lv. 5 depending on the user's choice. The number of SP is used completely to activate this power.  Distance: 25 feet radius around the user.  Duration: 1 hour | **Photonic Spin:**  If needed once per fight, the user can inflict 30Energy damage to enemies including those in Flight by declaring a "Time". The number of SP is used completely to activate this power.  Distance: 25 feet radius. |
| **Legendary Passive:** User gets Resistance Energy Lv. 5 permanent and can make a 10m square area in Regressed status for 10 minutes which will cost him 5 EP by keeping his concentration close to the area. (He can only do one zone at a time). In addition to the rank A passive power. | | | |

#### Physical augmentations

Physical Augmentations are modifications to the body that have been done through magick, techno as well as evolved. These augmentations allow for increased human senses and even abilities that humans did not have before. Flying like a bird, the reflexes of a cat, two super strong arms, bionic legs, a cybernetic helmet and much more, are the assets of these people. They are adapted to several situations and some even say that they are adapted to everything: human, animal or bionic adaptation.

If you want to do a bionic elephant augment, you don't have to spend XP points back in a lane to be able to have the animal and bionic adaptation. You only have to indicate in the name of the capacity your adaptation.

It is up to you to change the name of the power to adjust it to your physical increase, but not much! (Animation approval is required). It is essential to guard your power base. For example, physical development can be changed by bionic development, turtle shell development, hardened skin development, etc. This includes superhuman adaptation that copies other powers. For example: light ray (which is a photonic attack) must be converted like this, animal adaptation, firefly light (we find the name superhuman adaptation and the modified name of light ray which is adapted for a person who would have, for example, powers from a firefly).

In this power class, the three roles are matched by your physical augmentation which is either human, animal or technological.

* The tank role allows modification of his body for protection or damage assimilation.
* The support role allows the modification of one's body to heal oneself or help others
* The damage role allows the modification of his body to inflict lethal damage.

To call your power, you must shout the name of the power. Example: Large bone fragment (human adaptation)! You! 6 damage!

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 1 | **Physical Shell:** The user receives half normal damage.  Distance: Self Duration: 15 minutes | **rearrangement member**: Heal 6 HP on a target.  Distance: Touch | **Physical increase in ranged damage:** The user inflicts 4 damage on a target.  Distance: 15 feet |
| 2 | **physical development**:  +4 weapon damage. Distance: Touch Duration: 15 minutes | **Heightened sense:** User gets Super Sens Lv.3  Distance: Self Duration: 15 minutes | **Small Physical Fragment:** The user deals 4 damage to 4 targets.  Distance: 15 feet |
| 3 | **Physical tank:**  The user cannot fight, but absorbs all damage. He is not immunized by the statutes. Cannot use other skills. He must also stay put.  Distance: Self Duration: 15 minutes | **Superhuman Regeneration:** Heal 4 HP to user and 2 people.  Distance: Touch | **Large Physical Fragment**: The user inflicts 8 damage on a target.  Distance: 15 feet |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 4 | **second member**:  The user can inflict double their normal damage.  Distance: Self Duration: 15 minutes | **Hormones / Purifying fumes**:  Heals 4 HP on a target and removes Statuses.  Distance: Touch Duration: Instant | **superhuman claws**: User inflicts 12 damage on a target  Range: 5 feet (melee) |
| 5 | **Increased physical support:** Grants Bulletproof Resistance Lv.3, +3 normal damage and +20AP. Distance: Self  Duration: 15 minutes | **Paralyzing Fluid Spray**: User inflicts status paralyzed to a target.  Distance: 15 feet Duration: 5 minutes | **Attack increased:**  User's next three hits gain +5 normal damage  Distance: Self |
| 6 | **RP Passive**: Depending on the dungeon, the user can adjust their body to B-rank obstacles. For example: their sense of smell can sense someone's presence, their eyes can adapt  darkness, the cold does not reach it, etc. | | |
| 7 | **Superhuman adaptation**:  From level 7, the player must choose another power that he wants to copy from level 7 ex. : (atom tank) | **Superhuman adaptation**: From level 7, the player must choose another power that he wants to copy from the level  7 ex. : (support telepathy) | **Superhuman adaptation**: From level 7, the player must choose another power that he wants to copy from level 7 ex. :  (damage atom) |
| 8 | **Superhuman adaptation**:  From level 8, the player must choose another power that he wants to copy from level 8 ex. : (atom tank) | **Superhuman adaptation**: From level 8, the player must choose another power that he wants to copy from the level  8 ex. : (support telepathy) | **Superhuman adaptation**:  From level 8, the player must choose another power that he wants to copy from level 8 ex. : (damage atom) |
| 9 | **Superhuman adaptation**:  From level 9, the player must choose another power that he wants to copy from level 9 ex. : (atom tank) | **Superhuman adaptation**: From level 9, the player must choose another power that he wants to copy from the level  9 ex. : (support telepathy) | **Superhuman adaptation**:  From level 9, the player must choose another power that he wants to copy from level 9 ex. : (damage atom) |
| 10 | **Armor superhuman/animal/android:** The user gets a Total Resistance of their choice (which must be shouted) and 40 AP Distance: Self  Duration: 30 minutes | **Healer Human/Animal/Android Body Extension**:  The user creates an area of ​​Healing Factor Lv. 5 around him as long as he stays in place.  Distance: 15 feet radius.  Duration: 30 minutes | **Fury superhuman/animal/android**: The user must inflict 4 consecutive hits of 6 damage Distance: 30 feet  Duration: Instant |
| **Passive Lv.10 RP:**The user resists all environmental conditions of rank A. Example: pressure, heat, cold, regression, etc. | | | |
| AT | **Modification of a human/animal/android limb:** The user's weapon, has +15 normal damage when the user is holding it and  +50AP.  Distance: Self  Duration: End of fight | **Connected physical amplification**:  The user can relive and heal allies in its area to full HP.  Distance: 5 feet radiusDuration: Instant | **Sting/Bone Projectiles/Missile:** The user can "shoot" in continuous damage, 4 damage on a target (without Cooldown). He has a cooldown of 10 shots that he can use. Distance: 50 feet  Duration: 1 hour |

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| B | **Adaptation:** The player must choose a special skill A, B or C in the tank role in any power and can use it. On the other hand, you will have to indicate in your sheet which power you choose. | **Adaptation:** The player must choose a special skill A, B or C in the support role in any power and can use it. On the other hand, you will have to indicate in your sheet which power  you choose. | **Adaptation:** the player must choose a special skill A, B orC in the damage role in any power and can use it. On the other hand, you will have to indicate in your sheet which power you choose. |
| VS | **Mass transformation (superhuman/animal/android)**: If necessary once per fight, the user can give to all allies including those in flight by declaring a "Time", +20AP and +5 normal damage. The number of EP is used completely to activate this power  Distance: 25 feet radius. Duration: 1 hour | **The hive mind:**  If necessary, once per fight, all allies in the area are revived and healed to 20 HP by declaring a "Time". In addition, all allies receive Resistance Lv. 5 of Category Blocking, Mental or Senses at the choice of the user. The number of SP is used completely to activate this power.  Distance: 25 feet radius.  Duration: End of the fight | **Physical instability:**  If necessary, once per fight, the user can inflict 30 damage to enemies including those in the air, by declaring a  “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius. |
| **Legendary Passive:**The user has resistance to all forms of Status. For each resisted status, 2 EP must be spent. In addition to the rank A passive power. | | | |

#### Manipulation of reality

What is reality? A human concept that designates a set of existing phenomena, which is proven by facts and by what cannot be perceived. Each reality is different for each person. This power is one of the 9 power classes that is the most unstable. This power relies on the user's mind and imagination. This will be able to modify reality to make objects appear, recreate phenomena or even rewrite reality according to the user's desire.

Matter, perception, everything can be changed by this power.

In this class of power, the three roles are distributed according to the power of perception and creation of matter.

* The tank role allows the creation of imaginary or real objects which will make it possible to protect oneself.
* The support role allows the change of perception of reality to be able to help its allies.
* The damage role allows the creation of objects or its environment to be able to inflict damage.

To call your power, you must shout the name of the power. You have the choice to add your personal touch as for the creation of an object, to name the object in question. Example: Invisible Spear! You! 6 damage and stun status!

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 1 | **Crafting Armor:** Gives critical resistance Lv.3 and +10 AP  Distance: Self Duration: 15 minutes | **Trauma: The** user inflicts the Paralysis status on a target.  Distance: 15 feet Duration: 5 minutes | **Imaginary weapon:** The user inflicts 2 melee critical damage (on a  weapon) or remotely on  a target.  Distance: Weapon or 15 feet Duration: Instant or until next hit |
| 2 | **The weapon isn't what it used to be**:  +2 Critical damage on a weapon  Distance: Touch Duration: 15 minutes | **Your hurt is just an illusion**:  Heal 6 HP on a target.  Distance: Touch | **Imaginary Projectile:** The user inflicts 2 Critical damage to 4 targets.  Distance: 15 feet |
| 3 | **Dome of another reality**: Dome Status for the user and 2 people.  Distance: A 5 foot radius circle around the user.  Duration: 15 minutes | **Terror:**  The user inflicts the Fear status on a target.  Distance: 15 feet Duration: 5 minutes | **This weapon only comes in your head:** User deals 6 damage.  Critics on a target.  Distance: 15 feet |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 4 | **My armor protects me from what I want:** The user obtains Resistance against a type of damage chosen Lv.3 and +20 AP.  Distance: Self Duration: 15 minutes | **Pain has different perceptions:**  Heal 15 HP one target. Distance: Touch | **invisible weapon**: User inflicts 6 critical and status damage  Stun to a target.  Distance: 15 feet Duration: 5 minutes |
| 5 | **My body and my mind are hard as iron:** The user gets  Bulletproof Resistance Lv. 3,  Mental Resistance Lv. 5 and  +20AP.  Distance: Self Duration: 15 minutes | **Unimaginable pain:** The user inflicts the Dying status on a target.  Distance: 15 feet Duration: 5 minutes | **Imaginary weapon:** User inflicts 8 damage of a chosen damage type on  a target.  Distance: 15 feet |
| 6 | **RP Passive**: Depending on the dungeon, the user can create objects or an illusion according to the rank B obstacle. Example: create a diversion with an illusion, create a box to climb on, etc. | | |
| 7 | **My body is my fortress**:  All damage types directed at the user have become basic damage and are halved  Distance: Self Duration: 30 minutes | **Death is only a human concept:**  User can resurrect a half HP target Distance: Touch | **real nightmare**: User deals 4 damage to 5 targets and Paralyzed status to  each.  Distance: 30 feet |
| 8 | **Bunker:**  Dome Status for the user and 6 people. Distance: A circle of  15 foot radius around  of the user.  Duration: 15 minutes | **Time is not real:** User cuts Cooldown times in half.  Distance: Touch Duration: 30 minutes | **Imaginary missile:** User inflicts 10 damage type chosen on 1 target  Distance: 30 feet |
| 9 | **Safety helmet**: The user can designate 5 targets and grants them  Mental Resistance and  Sense Lv.5.  Distance: Touch Duration: 30 minutes | **Perception no longer exists:**User inflicts Blind status on 5 targets.  Distance: 30 feet Duration: 30 minutes | **My weapon is a...**: The user inflicts 15 damage of chosen types in addition to the  Rollover status.  Distance: 30 feet |

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| --- | --- | --- | --- |
| Level | Tank | Support | Damage |
| 10 | **My armor is invincible:** The user gets two Lv. Resistances. 5 to  choice and +40 AP.  Distance: Self Duration: 30 minutes | **I never existed:** The user acquires the Ignored status.  Distance: Self Duration: 30 minutes | **Imaginary rifle:** User can "shoot" in continuous damage, 2 damage on  targets, with each damage,  the user loses 4 EP. Distance: 30 feet |
| **Passive Lvl. 10**: The user has an Immunity Lv 5 of their choice per fight. | | | |
| A | **Ultimate Shield:**  Dome Status for the user and 6 people and can move with the user in  its "Dome". Distance: 15 feet radius around  the user.  Duration: 1 EP per second. | **Existence is only a perception of another person:**  3 people including the user, has status Ignored Distance: Touch  Duration: 5 minutes | **Imaginary submachine gun:** The user can "shoot" in continuous damage, 3 damage from the  type of choice on targets  (without cooldown). He has a cooldown of 10 shots that he can use. Distance: 50 feet  Duration: 1 hour |
| B | **Suitable weapon:**  The weapon the user possesses (upon activation)  +10 sound type damage choice when the user  hold it +50AP.Distance: Self  Duration: End of fight | **What is dead and wounded is not:**  In the area surrounding the user, injured heal to full HP and dying return to full HP after being in the user's area.  Distance: 15 feet radius around the user.  Duration: 1 minute is 1 EP consumed | **Imaginary friend :**  User damage is doubled, and skills only require half EP to activate.  Distance: Self Duration: 1 hour |
| VS | **I am giant**:  If needed once per fight, the user inflicts damage that cannot be blocked or resisted, explaining its effect during its declared "Time". The number of EP is completely used to activate this power  Distance: Self. Duration: 5 minutes | **More injuries:**  If needed once per fight,all allies in the area are revived and healed to full HP by declaring a  “Time”. The number of PE is completely used to activate this power.  Distance: 25 feet radius around the user. | **Rain of …..:**  If necessary, once per combat, the user can inflict 20 damage of two types of their choice (example, fire and ice) to enemies including those in Flight, by declaring a “Time”. The number of SP is completely used to activate this power.  Distance: 15 feet radius around the user. |
| **Legendary Passive**: The user gets two Status Resistances (Block, Mental, Sense and Regress) Lv. 5 perms to choose from. In addition to the rank A passive power. | | | |

#### Witchcraft and magic

Sorcery and magic are powers to access the mystical veil to break the physical laws of the normal world and create anomalies in our reality. Witchcraft involves working with supernatural forces or entities with great powers that bestow abilities on them. Magic is a symbiosis with different forces of the mage and his environment, which allows him to cast spells. Spells or even rituals are followed by incantations that allow one to reach the mystical veil and use this power.

This power engenders the worship of a god, entity, totem, or even nature in order to use this power. These practitioners must have a receptacle object for their spells such as a wand, necklace, grimoire, bracelet, etc. Unlike Celestial/Infernal magic, these practitioners do not need their superior's permission to use their magic and only need the strength of the mystical veil.

In this power class, each role wields some form of magic/sorcery for greater control.

* The tank role controls the magic of the spirit world or demonism which allows the protection of oneself and one's allies.
* The support role invokes the forces of necromancy or spirit force to aid or heal these allies.
* The damage role summons arcane magic and the power of the elements to defeat its foes.

To call your power, you must shout the name of the power. Example: noitcetorp ed emod! Everyone around me 5 feet, dome status!

It is important to pronounce the incantations well and not to flout them. If you make a mistake, you can start over without losing your PE!

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 1 | **sheutirips erumra:** Gives Inferno and Celestial Resistance Lv.3 and +10 AP Distance: Self  Duration: 15 minutes | **nios ed leutir**:  Heal 6 HP on a target. Distance: touch | **eriatnemélé eluob**:  2 elemental damage of your choice plus bound elemental status of  Pyro/Aqua/Ventus/TerraDistance: 15 feet |
| 2 | **euqainomed niam:**  +2 Inferno damage on a weapon  Distance: Touch Duration: 15 minutes | **eitnamorcen:**  Resurrection of a target at 1HPDistance: Touch | **etiduam ehcelf:** The user deals 2 inferno damage to 4 targets.  Distance: 15 feet |
| 3 | **noitcetorp ed emod**: Dome status for the user and 2 people. Distance: A 5 foot radius circle around the user.  Duration: 15 minutes | **ouriréug ed elcrec**: Heal 4 HP to user and 2 people. Distance: Touch | **eigrene ecnal**: The user inflicts 6 energy damage on a target.  Distance: 15 feet |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 4 | **noitcetorp enur**: The user obtains Energy, Inferno and Celestial Resistance Lv. 3 and +20AP. Distance: Self  Duration: 15 minutes | **noicidelam:**  The user inflicts the Dying status on a target.  Distance: 15 feet Duration: 5 minutes | **nonac**: User inflicts 8 elemental damage plus Elemental Status  who was chosen. Distance: 15 feet |
| 5 | **leutirips reilcuob:** Grants Celestial, Inferno, and Elemental Resistance Lv. 3,  Mental Resistance Lv. 5 and +20AP.  Distance: Self Duration: 15 minutes | **tirpse emrof:** The user gets Invisible status.  Distance: Self Duration: 15 minutes | **etiduam eigrene**: User deals 4 Inferno damage and Rage status to a target.  Distance: 15 feet  Duration: 5 minutes for status |
| 6 | **RP Passive**: Depending on the dungeon, the user can use their ritual spells such as necromancy (talking to the dead), locating objects or people, undoing a weak rank B curse. | | |
| 7 | **noitatumsnart troS**:  The player must choose another power that he wants to copy from level 7 of another power that must be written on the sheet ex: (atom tank) | **motivationsnart troS:**  The player must choose another power that he wants to copy from level 7 of another power that must be written on the sheet ex: (telepathy support) | **motivationsnart troS:**  The player must choose another power that he wants to copy from level 7 of another power must be written on the sheet ex: (damage atom) |
| 8 | **noitcetorp ed elcrec**: Dome status for the user and 6 people.  Distance: 15 feet radius around the user. Duration: 30 minutes | **Elative ed elcrec**: The user heals his target 1EP per second. The user  must not be touched and  bother. If the user changes target, they must reactivate the skill.  Distance: Touch  Duration: For 30 minutes | **Emma Rialce:**  The user inflicts 15 Celestial damage on a target.  Distance: 15 feet |
| 9 | **Ema egarab**:  As long as the user stays in place by "holding" the wall, they create an impenetrable soul wall. No type of damage can pass through it. The wall at a distance of 30 feet and must be announced.  Distance: 30 feet and height 30 feet Duration: Both and also  long as the user  not moving. | **essam ed noitcidelam**: The user inflicts the Dying status on 5 targets.  Distance: 30 feet Duration: 5 minutes | **tros ed eiulp**:  The user inflicts 6 damage and Stun status to 5 targets.Distance: 30 feet  Duration: 5 minutes for status |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 10 | **eneleS ed erumrA:**  The user has the ability to absorb ranged attacks completely without taking damage and redirect them 100%. Melee hits do not count.  Distance: Self Duration: 30 minutes | **nosiréug ed metot:**  The user must make or take an object and put it in a place marked by him. The living in the area of ​​the marked object will get the skill Healing Factor Lv. 5 by staying in the area. The skill disappears when leaving the area.  Distance: 15 foot radius circle  Duration: 30 minutes | **name ud egar:**  The user inflicts 15 Inferno damage on two targets 2 targets. Distance: 30 feet. |
| **Passive Lvl. 10:**The user can store a spell in their magic item (necklace, bracelet, etc.) and use it instantly for later. One item per wizard can be enchanted this way. Note that the same number of activation SPs must be used to store it. After the spell has been stored in the item, you do not need to repay SP points to use it, but you must at least shout the name of the power to cast the spell and does not count towards the Cooldown . | | | |
| AT | **noitcetorp ed elcrec emitlu:**  Dome Status for the user and all people around.  Distance: 25 feet radius around the user. Duration: 1 hour | **eicnamorcén lievé:**  The user resurrects anyone in their area with full HP and gains Resistance of the user's choice Lv5.  Distance: 15 feet radius Duration: One hour for  resistance | **euqigam elcatnep:**  The user deals 50 Inferno, Celestial, or Energy damage. Distance: 50 feet |
| B | **nitsed ud riorim:**  The user has the ability to absorb ranged attacks in full without taking damage and redirect them 150%. Melee hits do not count. Example: The user receives 10 Pyro, this one sends back 15 Pyro.  Distance: Self Duration: 1 hour | **ema'l ed nohpis:**  The user can target 3 dying targets and target 3 other living targets and exchange their vitality. A  "Time" must be announced for the activation of this effect. Note that some NPCs are stronger than this ability and this spell would not work on them.  Distance: 50 feet Duration: Instantaneous | **reilimaf noitacovni:**  User damage is doubled and skills only require half EP to activate.  Distance: Self Duration: 1 hour |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| VS | **The Spiritual Path**:  If necessary, once per combat, the user can give all allies, including those in Flight, by declaring a "Time", the ability to absorb ranged attacks once and redirect them and +10 AP. The number of EP is used completely to activate this power  Distance: 25 feet radius.  Duration: 1 hour | **The necromantic path nosireug**:  If necessary, once per fight, all allies in the area are revived and healed to 20 HP and +20 AP by declaring a “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius. | **The Arcane Noitargalfed Way**:  If needed once per fight, the user can inflict 20 Energy damage in addition to an Elemental Status of their choice to enemies including those in Flight by declaring a  “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius. |
| **Legendary Passive:**The user can now increase their conjuration time by 20 seconds and reduce the EP cost by half. In addition to the rank A passive power. | | | |

#### Quantum

The quantum is the minimum quantity of any physical entity involved in an interaction. It is the smallest indivisible measure of energy, momentum or mass. Those who control this power control gravity, the manipulation of time, and even space. The laws of physics do not apply to these users and they can change them at will.

This power allows you to slow down your enemies, change the density of objects, manipulate gravity and even teleport.

In this power class, each role wields some power quantum

* The tank role controls space. Both what is cosmic and the void that is between each atom. He uses it to protect himself against damage and can dematerialize to rematerialize elsewhere.
* The support role controls the time. Going back to prevent an injury or freezing his enemies, this one can heal and help his allies in the fight.
* The damage role controls severity. Gravity is a destructive force that can crush people or, with the right amount of pressure, create pressure points that can inflict great damage on enemies.

To call your power, you must shout the name of the power. Example: Mass time stop! You, you, you and you! Paralyzed status!

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 1 | **cosmic form**: The user only takes half the normal damage received from weapons with no special effects. (Energy, pyro, etc.).  Distance: On oneself Duration: 15 min | **Return of vitality**: Healing of out of 6 HP. Distance: Touch | **Gravitational shock**: User inflicts 2 Energy damage plus Knockdown status  Distance: 15 feet |
| 2 | **Dimensional Distortion:** The user cannot be touched until they interact with the physical world voluntarily. It therefore cannot be targeted. However, area effects work on the user.  Distance: Self Duration: 15 minutes | **Time stop:** User inflicts Paralyzed status on a target Distance: 15 feet | **Blast tachyon**: The user deals 2 Energy damage to 4 targets.  Distance: 15 feet |
| 3 | **Dimensional Implosion:** THE next hit of one target weapon will have +6 Energy Distance: Touch  Duration: 15 minutes | **Time Loop:** The user and two targets heal themselves for 4 HP. Distance: Touch | **Newton's radius:** User inflicts Dying status on 4 targets.  Distance: 15 feet |
| 4 | **Pocket Dimensional Armor:**  The user gets a | **Backtrack**: The user gets 2 dodges. Distance: Self | **gravity bomb**: The user deals 6 Energy damage to 4 targets. |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
|  | Resistance of Lv. 3 of his choice and +20 AP Distance: Self  Duration: 15 minutes | Duration: 15 minutes | Distance: 15 feet |
| 5 | **Teleportation :**  The user gets the Teleport status.  Distance: Self Duration: 5 seconds | **Time bubble:**  Dome Status for the user and 2 people.  Distance: 5 feet radius around the user.  Duration: 15 minutes | **Gravitational pressure:** The user inflicts 4 Energy and Slow status damage to 4 targets. Distance: 15 feet  Duration: 5 minutes |
| 6 | **RP Passive**: According to the rank B dungeon:  Tank: Can teleport a small object, person, and use pocket dimension. Support: Stop, slow down and advance time.  Damage: Can change the gravity of medium objects and people, one at a time | | |
| 7 | **Negation of space:**  User surrenders a weapon  +6 Energy. Distance: Touch Duration: 30 minutes | **Temporal Extortion:** User grants healing of PV and PE half in  his area. Once per fight.  Distance: 15 feet radiusDuration: Instant | **Overwhelming pressure:** The user inflicts Slow status and 6 energy damage to 5 targets.  Distance: 30 feet Duration: 5 minutes |
| 8 | **Alcubierre explosion:** Everyone around the user has the status of Overthrown.  Distance: 15 feet radius. | **Time advancement:** User cuts Cooldown times in half.  Distance: Touch Duration: 30 minutes | **Compressed Particle Disc:**  The user inflicts 15 Energy damage.  Distance: 30 feet |
| 9 | **Dimensional Armor**: The user obtains a Resistance to the Status of his choice Lv.5, Critical Resistance Lv.5 and +3 Energy damage.  Distance: Self Duration: 30 minutes | **Mass time stop:** User inflicts Paralyzed status on 5 targets.  Distance: 30 feet Duration: 5 minutes | **Oblivion :**  The user deals 8 Energy damage to 5 targets.  Distance: 30 feet |
| 10 | **Mass Teleport:** User and 3 people can be in Teleport status for  5 seconds Distance: Touch Duration: 5 seconds | **Rejuvenation:**  User can heal a target1PV per second while in contact with a target. As long as the user does not perform an offensive action or receive any damage, they can continue to do the skill.  Distance: Touch Duration: 30 minutes | **Gravity well:** The user calls a “Time” and all people in the indicated area move closer to the center. This is part of the Blocked status and can be resisted.  Distance: Circle of radius 15 feet  Duration: Instant |
| **Passive Lv.10:**The user obtains a Resistance to the permanent Lv.5 Blocked status. | | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| AT | **Dimensional body:** All damage received by the user is absorbed and converted into HP. He cannot fight or be offensive. Distance: Self  Duration: 5 minutes | **Time return:**  At a user-designated area, everyone in the area can regain full HP and EP within 5 minutes.  Distance: Circle radius of 5 feetDuration: 5 minutes | **Quantum Bombardment:** User can "shoot" in continuous damage, 4 Energy damage (no cooldown). He has a cooldown of 10 shots that he can use.  Distance: 50 feet Duration: 1 hour |
| B | **Dimension Weapons of pocket :**  The user can alternate between two chosen damage types in addition to benefiting from +5 damage and +50AP. Distance: Self  Duration: End of the fight | **Time advancement:** User and 5 targets no longer have Cooldown  Distance: Touch Duration: 5 minutes | **Quantum mass:** The user inflicts 50 Energy damage on a target.  Distance: 50 feet |
| VS | **Massive Teleport:** If necessary, once per fight, the user chooses 5 targets in a declared "Time". Him and his  “chosen” gain Teleport status and move to their destination. The number of SP is used completely to activate this power.  Distance: 25 feet radius. | **Breaking the first rule of time:**  If necessary, once per fight, the user calls a "Time" and chooses two targets that can move when time stops. All damage will be felt after time stops. The number of SP is used completely to activate this power.  Distance: 25 feet radius. Duration: 2 minutes | **Black hole**:  If needed once per fight, the user can inflict 20 damage and a Knockdown status on enemies including those in Flight by declaring a "Time". The number of SP is used completely to activate this power.  Distance 25 feet radius. |
| **Legendary Passive**: The user can teleport at will using 1EP per second they move and can stop the time space of a dying object or person by maintaining physical contact (touch). In addition to the rank A passive power. | | | |

##### Gadget

Being a hero or villain doesn't require having superpowers, but being smart and cunning. Some great heroes defeat villains using nothing but gadgets and high intelligence, like a hero who uses bats to represent himself. The user will use technological weapons and tools to be able to get out of certain difficulties. Gadgets will be used to control the fate of combat by benefiting you. The greatest power of gadgets is the intelligence of the user.

In this power class, each role has control over different aspects of combat.

* The tank role has the advantage over his body. He uses gadgets to augment his body temporarily.
* The support role has the advantage over the effectiveness of its allies in combat by controlling the field of combat and the vitality of its friends.
* The damage role has the advantage over mass control of the enemy. The use of bombs, guns, etc. to take down the enemy in the most effective way possible.

To call your power, you must shout the name of the power. Example: Multiple Grenade! You, you, you and you! 6 damage!

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 1 | **Robotic protection:** User gets resistanceEnergy Lv.3 and +10 AP Distance: Self  Duration: 15 minutes | **Life support:**  The user offers a healing of 6 HP on a target.  Distance: Touch | **Elemental charge**: User inflicts 2 elemental damage of choice plus Elemental status.  Distance: 15 feet |
| 2 | **Cybernetic weapon:** User targets weapon for +2 Electric Ventus damage on Ranged weapon: Hit  Duration: 15 minutes | **Soporific Smoke:** User inflicts Sleep status on 1 target.  Distance: 15 feet Duration: 5 minutes | **Multiple Projectile:** The user deals 4 damage to 4 targets.  Distance: 15 feet |
| 3 | **Stasis field:**  Dome Status for the user and 2 people. Distance: 5 feet radius around the user.  Duration: 15 minutes | **Revitalizing Smoke**: The user and two targets heal themselves by 4 HP. Distance: Touch | **Laser ray :**  The user inflicts 6 Energy damage on a target.  Distance: 15 feet |
| 4 | **Cybernetic Exoskeleton:** The user obtains Critical Resistance and Bulletproof Lv.3 and +20 AP. Distance: Self  Duration: 15 minutes | **Smoke bomb:** The user gets Invisible status.  Distance: Self Duration: 5 minutes | **Proximity mine:**  The user has implanted a  " mine ". The target is on the mine if it moves, it receives 8 damage.Distance: 15 feet |
| 5 | **Cybernetic Super Exoskeleton**: Grants resistance  Bulletproof and Critical Lvl. 3and +20AP and +2 normal damage.  Distance: Self Duration: 15 minutes | **Protective Gadget:** The user targets 3 people to immunize them to ONE status category of the user's choice.  Distance: Touch Duration: 15 minutes | **Multi Grenade**: The user deals 6 damage to 4 targets.  Distance: 15 feet |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 6 | **PassiveRP**: Depending on the dungeon, the user can use their hacking and scientific knowledge abilities to defuse a bomb, enter a building, disable the cameras of  rank B security. | | |
| 7 | **Cybernetic Adaptation:** User Resists all Status Categories.  Distance : Self Duration: 30 minutes | **Defibrillator:** User resurrects a half HP person. Distance: Touch | **electric bomb**: User inflicts 6 Ventus Electric damage to 5 targets. Distance: 30 feet |
| 8 | **Electromagnetic force field:** Dome status for the user and 6 people. Distance: 5 feet radius around the user.  Duration: 15 minutes | **Pepper spray**: User inflicts Dying status on 5 targets.  Distance: 30 feet Duration: 5 minutes | **Spear -… (elementary)**: The user inflicts 15 Elemental damage of their choice on a target.  Distance: 30 feet |
| 9 | **Vitality Exoskeleton:** The user acquires Healing Factor Lv.5 and Block Category Status Resistance Lv. 5. Distance: 30 feet  Duration: 30 minutes | **Healing Drone:**  In the area surrounding the user, the wounded get Healing Factor Lv. 5 and the dying come back to life with 1 HP with Healing Factor Lv.5 after being in the user's area.  Distance: 15 feet radius Duration: 1 minute is 1 EP  consumes. | **Paralyzing Net:** User inflicts Paralysis status on 4 targets.  Distance: 30 feet Duration: 5 minutes |
| 10 | **Cybernetic Armor:** User gets Bulletproof Resistance Lv. 5 and Critical Lv. 5 and +400 AP. Distance: Self  Duration: 30 minutes | **Support drone:** The user gives Healing Factor Lv.5 to 5 targets in addition to giving 1EP per 5 minutes.  Distance: Touch Duration: 30 minutes | **Missile:**  The user deals 15 damage to 5 targets.  Distance: 15 feet |
| **Passive Lv.10**: The user can perform repairs, hacks and have scientific knowledge of rank A | | | |
| A | **Nanite Force Field:**Dome Status for the user and all people around.  Distance: 25 feet radius around the user. Duration: 1 hour | **Angelic Drone:**  The user can revive 6 chosen targets with 15 HP. In addition to giving them Healing Factor Lv. 5.  Distance: 25 feet radius. Duration: 1 hour | **Improved Rifle:**  User can "shoot" continuous damage, 6 damage (no cooldown). He has a cooldown of 10 shots that he can use.  Distance: 50 feet Duration: 1 hour |
| B | **Nanite Weapon:**  The weapon the user possesses (upon activation)  +10 sound type damage choice when the user  holds it +50 AP.  Distance: Self  Duration: End of fight | **Escape Drone:** The user chooses 6 targets and gives them 5 dodges.  Distance: Touch Duration: 1 hour | **Improved Bazooka:** User inflicts 50 Critical damage on a target Distance: 50 feet |

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| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| VS | **Nanites**:  If necessary once per combat, the user can inflict the Regression status and the Slowdown status in the area, all enemy people including those in Flight by declaring a "Time". The number of SP is used completely to activate this power.  Distance: A circle of  15 foot radius Duration: 5 minutes | **Drone help**s:  If necessary once per fight, all allies in the area obtain the Healing Factor Lv.5 and are healed with 20 HP by declaring a  “Time”. The number of SP is used completely to activate this power.  Distance: A 25 foot radius circle  Duration: 1 hour | **Improved Satellite**:  If needed once per fight, the user can inflict 20 Critical damage to enemies including those in Flight by declaring a  “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius. |
|  | **Legendary Passive**: A nanosuit is constantly integrated on the body of the user, it allows him the Invisible status at the number of SP/second and can deal melee blows without losing his Invisible status. In addition to the rank A passive power. | | |

##### Celestial or Infernal

Since the dawn of time, humans have prayed to entities, gods and others to reassure themselves about what they did not understand and to find an explanation for phenomena not understood. The gods are separated by the celestial or infernal way. The celestials are those who are represented in the heavens, the "good", the creation, etc. The infernals are represented by the depths, "evil, destruction, etc. Unlike magic with its mystical veil, the celestials have their celestial world and the infernals have their infernal world.

This power allows praying requests to their entities to receive favors and benefits in battles. It is important to have a symbol or a totem of their god on you.

Take note that you will have to choose between celestial or infernal. If you want to have both, you will have to buy the power again and specify celestial or infernal.

You can change the name of some Catholic references to something that would be appropriate for your character, for example: Sword of Michael = Sword of Ares.

In this class of powers, each role wields a certain power at the heavenly or hellish level:

* The tank role requires self-protection or to be made more resistant in combat.
* The support role asks for help healing allies and controlling enemies.
* The damage role requires the fury of entities to inflict as much damage as possible.

To call your power, you must shout the name of the power. Example: Celestial Arrow! You! 2 Celestial damage!

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 1 | **Celestial/Hellish Aura**: Gives Celestial/Inferno resistance Lv.3 and +10  PA  Distance: Self Duration: 15 minutes | **Revitalizing song:**  Heal 6 HP on a target.  Distance: Touch | **Celestial/Infernal Arrow**: The user inflicts 2 Celestial/Inferno damage.  Distance: 15 feet |
| 2 | **Celestial sigil/inferno:** Dome Status for the user and 2 people.  Distance: A 5 foot radius circle around the user.  Duration: 15 minutes | **Passage from heaven/hell**: User resurrects a person to 10 HP.  Distance: Touch | **Celestial Harmony/Inferno**: The user deals 2 Celestial/Inferno damage to 4 targets.  Distance: 15 feet |
| 3 | **Celestial/Infernal Blade:** User targets weapon for +2 Celestial/Inferno damage on a weapon.  Distance: Touch Duration: 15 minutes | **Celestial song/cry/inferno:** User grants resistance against Fear status  and Reversal.  Duration: 15 minutes | **Light/dark ray:** The user inflicts the Blind status in his area.  Distance: Circle radius 5 feetDuration: 5 minutes |

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| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| 4 | **Celestial/Infernal Anoint:** User gets Celestial Resistance/Inferno Lv. 3 and +20AP.  Distance: Self Duration: 15 minutes | **Confessional:** The user can force a target to tell the truth. To activate this power, you must mention your entity before.  Distance: Facing the person during the discussion.  Duration: 15 minutes | **Pestilence:**  User inflicts 2 Celestial/Inferno damage plus  Regression status. Distance: 15 feet Duration: 30 seconds |
| 5 | **Celestial Cross / Infernal Pentagram:** Grants Celestial/Inferno Resistance at Lv.3, Mental Lv. 5 and +20AP Distance: Self  Duration: 15 minutes | **Holy/cursed ground**: Dome status for the area. Distance: 5 feet radius around the user.  Duration: 15 minutes | **Vadreretro Satanas/Yahvé**: People in the area have the Knockdown status and 2 Celestial/Inferno damage.  Distance: 5 feet radius around the user. |
| 6 | **RP Passive**: Depending on the dungeon, the user can ask for help from angels or demons to answer questions, help them, etc. by performing a rank B prayer. | | |
| 7 | **Angelic/demonic faith:** The user obtains Mental Resistance Lv.5 Distance: Self  Duration: 30 minutes | **Punishment: angelic/demonic:** The user inflicts the Dying status.  Distance: 30 feet  Duration: 5 minutes | **Sacred/profane light:** User inflicts 6 Celestial/Inferno damage to 5 targets Distance: 15 feet |
| 8 | **Angelic / Demonic Spear**:  User returns a +6 weapon Celestial/Inferno damage.  Distance: Touch Duration: 30 minutes | **Retribution/punishment**: User revives 5 targets with 10 HP.  Distance: Touching | **Virtuous/impure light:** The user deals 15 Celestial/Inferno damage.  Distance: 30 feet |
| 9 | **Flogging angelic/demonic**: User has the ability to ignore all Status Categories Distance : Self  Duration: 30 minutes | **Angelic/demonic voice**: User inflicts Sleep status on 5 targets.  Distance: 30 feet Duration: 5 minutes | **Drain Life:**  The user deals 10 Celestial/Inferno damage to a living target and regains 10 HP. Distance: 30 feet |
| 10 | **Angelic / Demonic Armor:** The user gets  Mental Resistance, Celestial and Inferno Lv. 5 and +40 AP. Distance: Self  Duration: 30 minutes | **Angelic/demonic sigil:**The living present when the sigil is invoked receive the Level 5 Healing Factor skill as long as the users remain close to the sigil.  Distance 15 feet radius from around the sigil.  Duration: Until the last healed character. | **Angelic / Demonic Purge**  The user deals 30 Celestial/Inferno damage to a target. Distance: 30 feet |
| **Passive Lvl. 10**: The user obtains Celestial/Inferno resistance Lv. 5 standing. | | | |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tank | Support | Damage |
| AT | **Divine/Satanic Lands:** Dome Status for the user and anyone around.  Distance: 25 feet radius around the user.  Duration: 1 hour | **Divine/Satanic Light:** The user inflicts Blind status in their area.  Distance: 25 feet radius around the user.  Duration: 5 minutes | **Divine/Satanic Force:** The user inflicts the Knocked Down and Dying status in the area.  Distance: 25 feet radius around the user. Duration: 5 minutes |
| B | **Michael/Lucifer's Sword**: The weapon the user possesses (upon activation)  +10 Celestial/Inferno damagewhen the user holds it  +50AP.  Distance: Self  Duration: End of fight | **Divine command/profaning sin:**  If necessary, once per fight, the user targets 4 people andinflicts Control status. A  "Time" can be called if necessary.  Distance: 50 feet  Duration: 15 minutes | **Divine/Satanic Avalanche**: The user inflicts 50 Celestial/Inferno damage on a target. Distance: 50 feet |
| VS | **Divine/Satanic Consecration:**  If needed once per fight, the user can inflict Paralysis status in the area, and on their next hit inflicts +10 Celestial/Inferno on all enemy people including those in Flight, by declaring a  “Time”. The number of SP is used completely to activate this power.  Distance: 25 feet radius.  Duration: 5 minutes | **Opening the Gate of Heaven/Hell:**  If needed once per fight, the user calls a "Time" resurrects dying allies in the area with full HP.  The number of SP is used completely to activate this power.  Distance: A 25 foot radius circle | **Divine/Satanic Purge:**  If needed once per fight, the user can inflict 20 Celestial/Inferno damage to enemies including those in Flight, by declaring a “Time”. The number of SP is used completely to activate this power.  Distance: A 25 foot radius circle |
| **Legendary Passive**: The user has an angelic/demonic form which allows them to make any weapon held in the hand to inflict Celestial/Inferno damage, but also to emit light or remove light from a 30 foot radius spot that inflicts Blind status,  except for the user, for 5 minutes costing 4 EP. In addition to the rank A passive power. | | | |

# Artifician

Artificians are people who are able to understand alien technology and artifacts and integrate and blend them with that of humans. These can create drugs in various forms (food, pill, potion, etc.) to drink, eat, inject, and can also mix Alien technologies with armor, weapons, objects and implants, in order to create augmentations that improve certain abilities of a person. See the list of Artifician augmentations below. The more they increase their Artefician level, the more consumables or augmentations they can make.

**armor repair**: At level 5, the Artefician learns to repair all types of armor and will have to take 1 minute per piece of armor to repair as well as pay 1 iridium.

**Armor Upgrade**:

Creation time: 30 minutes

Installation time on the subject: instantaneous

Ingredients: 6 iridiums and 1 osmium per piece of armor By improving the armor, the number of AP of the armor is doubled. Note that upgrading a piece of armor can only be done once.

The preparation time is the same principle as the concentration time. The user must concentrate to have its effect. If it is interrupted by a damage or status, the preparation must be started again. Additionally, Artificians must have an Artifician Kit which cannot be smaller than a box of tissues.

Augments must be visible whether they are a robotic arm, or a chip implanted behind the neck, the proxy must be on the player's body at all times in addition to the "tag" provided by the animation. A yellow stripe should be visible on the Artifians and Augmentation Holders, as Artifician Kits and Augmentations are stealable. The animation team can REFUSE a proxy that does not meet the requirements of the game masters (example: jet pack which is made of a plastic bottle which obviously has no explanation of its jet pack effect unlike to an elaborate jet pack or a jet pack made of a plastic bottle, but decorated with chips, tubes, LEDs, etc.)

Take note that augmentations can also be stolen, regardless of their form. The player who is being robbed can choose not to give the costume item that belongs to him but will have to give the yellow headband and the tag, and will lose the increase. It takes 5 minutes and an Artifact kit to be able to take a boost on a character. Without an artifician and proper instrument kit, the augmentation will be damaged and not usable.

#### Accumulation

Starting at 5th level, the Artifician can accumulate consumable augments, which does not include device augments. At level 5, 2 can be stacked and at level 10, 3. Stacking only works for augments that grant +1 to grant +2 or +3. For physical resistance and super endurance, accumulation grants x2 or x3 (physical resistance gives 5PV, it gives 10PV at a level 5 accumulation and 15PV at a level 10 accumulation). Accumulation allows a single capsule to be used for consumables. For example, the level 5 Artifician must spend 1 hour and use 2 medicine powders, as well as a single empty capsule to create a Super Endurance pill that would give +10 EP instead of +5. Note that time does not accumulate.

#### Number of increases on the same person

It is important to note that a character cannot have more than 5 boosts in total (Head, Arms (all), Waist/Torso, and Legs (all). Each boost stacks and therefore, any combinations of 5 will vary the desired bonuses, accumulating them or offering different benefits Increases cannot be accumulated on a single member due to the excessive stress caused by the device.

#### Materials found

Materials are needed for creating pills or for augmentation. They are found on missions, on the bodies of dying or dead people. Here are the different materials found:

|  |  |  |
| --- | --- | --- |
| Kind | Material | Description |
| Pills | medicine powderlow quality | Powder containing certain chemical components allowing certain effects. |
| medicine powder high quality | Powder containing several chemical components allowing several effects. |
| empty capsule | Envelope containing the pill material. |
| Powder from alien artifact | Special powder coming from an alien artifact, as much by the destruction of this one as by a rejection of the artifact. |
| Increases | Titanium | Resistant metal, used for various objects. It has good thermal and mechanical resistance. |
| Osmium | Strongest metal known on earth. Used for high strength weapons and armor. |
| Electronic components  Military | Component allowing to link the energy and a component which can reproduce one or more  Complex electronic functions. |
| Alien Artifact Fragment | Special fragment from an alien artifact,  As much by the destruction of it as by a rejection of the artifact. |

#### increases

**Base Augment Consumable**:

Creation time: 30 minutes

Installation time on the subject: Must be consumed or injected.

Ingredients: Low quality medicine powder and empty capsule

Duration: 15 minutes.

The artifician knows how to create/cook/produce/ or other, a potion, a pill, a biscuit, a venom or any other edible product, injected, coated, or other, which will have an increase effect or which will produce an effect any. See the list of increases below. A Regeneration Pill would thus have no effect and therefore cannot be done due to the time limit. However, a Super Stamina cookie will grant 5 EP to whoever consumes it, or an injection of an Agility Serum will grant Evasion if used within 30 minutes of the injection.

**Advanced Augment Consumable**:

Creation time: 30 minutes

Installation time on the subject: Must be consumed or injected.

Ingredients: Advanced Medicine Powder and Empty Capsule

Duration: 60 minutes.

The artifician knows how to create/cook/produce/ or other, a potion, a pill, a biscuit, a venom or any other edible product, injected, coated, or other, which will have an increase effect, or which will produce an effect any. See the list of increases below.

**Augmentation device:**

Creation time: 120 minutes

Installation time on the subject: 5 minutes and can only be done by the Artefician.

Ingredients: Titanium and military electronic components

The artifician to create a device that allows to physically increase the one who wears it or uses it. The device confers a bonus, a power, an advantage, an increase according to the list of possible increases below.

**Advanced Augmentation Device:**

Creation time: 240 minutes

Installation time on the subject: 15 minutes and can only be done by the Artefician.

Ingredients: Osmium and military electronic components

Same as the Base physical augmentation, but the effect received is doubled or is Level 5 rather than Level 3 for any augmentation that is based on one of these two levels. This increase only counts as one increase out of the 5 maximum. For example, Physical Resistance gives +10 HP, +2 Super Strength, Level 5 Flight, Level 5 Pyro Resistance, etc.

#### List of possible basic and advanced augmentations:

Each Augmentation makes it possible to produce/simulate/grant one of the following advantages, whether it is a consumable which grants it temporarily or a device which allows it to be had or used at all times.

1. Physical Resistance : +5 HP
2. Super Stamina: +5 SP
3. Super Sense: As the power of the same name level 3
4. Super strength: Like the power of the same name. +1 Super Strength or Grant 1 Super Strength.
5. Regeneration: Like the power of the same name level 3
6. Agility: Like the power of the same name level 3
7. Healing factor: Like the power of the same name level 3
8. Flight: Like the power of the same name level 3
9. Transformation: Like the power of the same name level 3
10. Healing: Like the power of the same name level 3
11. Resistance: Same as the Level 3 power of the same name. Each of the following 13 resistance types counts as 1 selection in the Artifian's knowledge repertoire.
    * Bulletproof, Critical, Aqua, Pyro, Ventus, Terra, Energy, Celestial, Inferno, Block, Mental, Sense, Degeneration.

Powers that grant a bonus and not an Efficiency Level are cumulative, and several increases of this same type can be worn/used. So, 3 Super Strength Increase would give a +3 Super Strength bonus. The other powers which give either Level 3 or 5 do not benefit from being able to be added or cumulated. Only 1 always applies, but nothing prevents having several, if one stops working for any reason.

#### Artifact Augments:

The Artifician can produce effects that copy or duplicate a power effect. However, each power, whatever it is, counts as 2 selections in his repertoire of knowledge and he cannot choose a power of higher level than his level of artifician divided by two, rounded up, therefore at the level 2 he can choose and produce a level 1 power, at level 7 he can choose a level 4 power, etc.)

**Artifact Augment Consumable:**

Creation time: 30 minutes

Installation time on the subject: Must be consumed or injected.

Ingredients: 2 Basic Medicine Powder, 2 Advanced Medicine Powder, 1 Alien Artifact Powder and 1 Empty Capsule

Duration: Depending on the chosen power.

The Artifician knows how to create/cook/produce/ or otherwise, a potion, a pill, a cookie, a venom or any other edible product, injected, coated, or otherwise, which will reproduce an effect identical to an existing power of equal level or less than half his Artificer Level. Power usage ends after the consumable is used.

**Artifact Augmentation Device:**

Creation time: 300 minutes

Installation time on the subject: 30 minutes and can only be done by the Artefician.

Ingredients: 2 Osmium, 2 Titanium, (X\*) Military Electronic Components and 1 Alien Artifact Fragment

Duration: Depending on the chosen power.

The Artifician to create a device that can produce/simulate/grant an existing power of a level equal to or less than half of his Artificer Level. It is a technological device that reproduces an effect similar to a power. The user can now use this power permanently by using the required stamina points.

(X\*) The Artefician will need 1 Military Electronic Component per power level.

# Weapons

Weapons are essential for dealing melee damage. All weapons must be entertainment approved and reserves the right to refuse a weapon if it is too dangerous. The weapons are classified in this table and their number of damage too. Normal damage is the damage caused by the user without power and effect. A character with 3 super strength and a 60cm weapon would do a normal damage number of 5. The normal damage can be increased with augmentations or powers for example.

|  |  |
| --- | --- |
| Type of weapons | Number of damage |
| Weapon less than 50 cm | 1 |
| Weapon between 50 cm and 70 cm | 2 |
| Weapon between 70 and 120cm | 3 |
| Weapon of 120 and more | 4 |
| Handgun | 1 |
| Throwing weapon | 4 reviews |
| small throwing weapon | 1 reviews |
| Gun (one hand) | 5 bullets |
| Riffles or firearms two hands | 10 bullets |

#### The handguns

Handguns are melee weapons and should be used with EXTREME CAUTION. They came into the system to give the player the chance to be the type of super-human who uses "no weapon" in combat and just his fists. All effects that apply to a weapon also apply to handguns.

There are two categories for these weapons: bare hands or fists.

Bare-knuckle combat must be performed with the palms. These are light touchdowns that require a fair amount of power to avoid hurting the opponent and yourself. If the user decides to fight with his bare hands and injures himself, it means that he has used too much force with his hands. The palms of the hands are compulsory and the back of the hand and the fist are strictly prohibited.

Fists are foam weapons like "boxing gloves" or latex claws. Fists can block hits and can only hit the target's chest and arms. Its damage is critical and must be done in front of the target and not behind. Do NOT hit with all your might. Just touching her target gently so that she understands that she has just received a blow is enough. Foam shields are in the category of handguns.

The fist or claw should have a 5 inch foam distance before surface decoration. Regardless of the design, this distance must be respected.

#### throwing weapons

Throwing weapons are bows, throwing spears and crossbows. Bows and crossbows must be checked by the weapon master and have a pressure of around 30 lbs. The arrows must also be validated by the fencing master and homologated. Both round and flat headed arrows are accepted.

Small throwing weapons are throwing daggers, shurikens, (foam) rocks, etc. The only restriction for these weapons is the interior of them. There should be no metal, wood, plastic inside that could cause injury.

#### The guns

Pistols are bullet weapons and do great damage. However, they have restrictions to follow. Pistols, rifles or other firearms must work by firecracker. Rifles with darts (like nerfs) are not accepted. The shooting distance is 25 feet for pistol or revolver style weapons (one handed) and 50 feet for rifle or shotgun style weapons (two handed). The reload time of a rifle is 1 minute. Note that the time is designated for reloading the weapon. It is not possible to fire several times with the same firearm without doing the 1 minute. However, it is possible to fire several different weapons if they have already been loaded. It is important to target the person and ensure that the person being targeted is aware of being targeted. If the firecracker did not explode, the shot did not work. In addition, players are responsible for bringing firecrackers and returning used firecrackers to their homes. We don't want to pick up your used firecrackers everywhere. Bullets cannot be purchased in-game. They are provided by the players.

Nerfs™ type weapons can be used as an in-game “prop” to use a power, but never fire actual projectiles. For example, a player has a flamethrower or a bazooka, he can use Gadget's improved flamethrower or bazooka power, if he has the required gadget power and level. The player must therefore spend his Endurance Points and wait for the related Cooldown to continue using it again, like all other powers.

The reason why it takes so long to reload a gun now is that following the Trudeau government and the several alien and super-human attacks, the Trudeau government passed an anti-gun law in Canada, so possession is prohibited and obtaining firearms is very difficult, the government has tightened control on firearms smuggled from the USA. It therefore becomes illegal to have it in one's possession. The only firearms that are permitted to date are muzzleloaders. Hence the reason why it takes 1 minutes to reload his pistol.