



# SAVE METROCITY

A LARP SUPERHERO

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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 similar to 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 creation 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 doesn't become a real chaos and leads to tears 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 too big a 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

- ❖ The waste goes in the bins or in the bags you used.
- ❖ Respect the field. Avoid breaking field 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 "really angry" please step back from the fight for a relaxing meditation before returning to the fight.
- ❖ 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. Every weapon will be checked by the weapon master. Keep in mind that you will be aimed at by fake weapon that will have the orange tip by the law of Quebec at a distance of minimum 2 feet.
- ❖ 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.

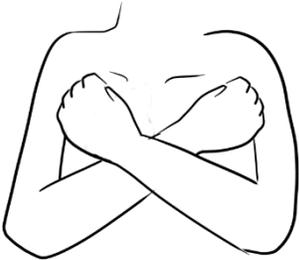
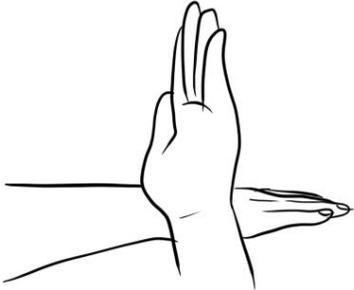
## Fight rules

- ❖ 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.
- ❖ Rapid fire shots are prohibited. Shots should be chambered behind the shoulder for both long and short weapons, then fists should return to defense mode in order to land a shot again. Repeated shots "without stopping" are considered rapid fire shots.
- ❖ It is forbidden to squat behind your shield.
- ❖ The receiving damage must be simulated, for example moanings of pain, to prevent the "invincible effect", unless different skills.

- ❖ Physical contact is not accepted.
- ❖ Hits need to be controlled, because we're all people who want to have fun.

## THE BASICS

### SYMBOLS:

<b>Off-game</b>		<p>The off game 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 have to raise your fist upwards to signify off game.</p>
<b>Dying state</b>		<p>The dying symbol means you are at 0 HP. You must stay on the ground and not move. The dying do not speak either. You should cross your arms over your chest.</p>
<b>Teleportation</b>		<p>The teleport symbol is used for the teleport ability. See this capacity in the table for this purpose p.13.</p> <p>The arms should be crossed in front of the chest.</p>
<b>Invisible</b>		<p>The invisible symbol is for the invisible status. The open hand should be placed close to the ear.</p>

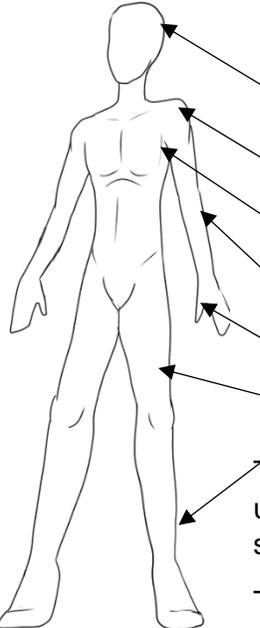
<b>Ignored</b>		<p>The ignored symbol is used for the ignored status. The hand should have the index and middle fingers bent and touching while the other fingers are straight beside the ear.</p>
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## HEALTH POINTS (HP) AND STAMINA POINTS (SP)

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 in the dying state. 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 "life barstamp" 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 Artifician can repair armor that is broken (AP depleted).

	<b>Locations</b>	<b>Leather</b>	<b>Plastic</b>	<b>Metal</b>
	Head	2 AP	3 AP	4 AP
	Shoulders	2 AP	3 AP	4 AP
	Chest	3 AP	4 AP	5 AP
	Arms	1 AP	2 AP	3 AP
	Gloves	1 AP	2 AP	3 AP
	Thigh	2 AP	3 AP	4 AP
	Tibia	1 AP	2 AP	3 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: sport gear.

The Weapon 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 Artifician.

## DAMAGE

The damage must be mentioned with each hit. The more damage characters receive, the closer they get of zero HP and approaching 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
<b>Critical</b>	A Critical attack allows you to pass through armor protections
<b>bullet</b>	Bullets damage is only done with firearms. They pass through the armor protections.
<b>Aqua:</b> water, ice, etc.	Aqua type damage includes damage from ice, snow, cold, etc. They are strong against Pyro elementals.
<b>pyro:</b> fire, magma, etc.	Pyro type damage encompasses fire, magma, lava, acid, etc. They are powerful against Aqua elementals.
<b>Ventus:</b> wind, electric, etc.	Ventus type damage includes wind, electric, etc. damage. They are powerful against Terra elementals.
<b>Terra:</b> sand, plant, etc.	Terra type damage includes sand, plants, rocks, etc. They are strong against Ventus elementals.
<b>Energy</b>	Energy type damage is damage that is powerful universally, sometimes more than the opposite element. Energy beings are weak to Energy damage.
<b>Celestial</b>	Celestial damage is damage that comes from the light of good. They are effective against infernal creatures, but weak against this one.
<b>Infernos</b>	Inferno-type damage is damage that comes from the flames of evil. They are effective against Celestial creatures, but weak against this one.

## 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 his life points, the character collapses on the ground and is 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.

To the healing of a person who was in a dying state, she remembers the last moments before 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 waiting. 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.

When a character dies, they can have all their Artifician physical augmentations on the body. The time for this is the same as a full search, i.e. 5 minutes.

## THE STATUSES

The statuses represent much of the special skills. They are given either by an item or by a special skill. IT IS IMPORTANT THAT EACH OF THESE STATUS ARE MEMORIZED TO ALLOW THE FLUIDITY OF THE GAME. The description and the time must be acquired before entering the field, since there is no TIME OUT in play to explain the effects.

Category	Status	Duration	Description	
<b>Blocking</b>	<b>Overthrow</b>	5 seconds	The character should fall to the ground and try to regain their senses for 5 seconds.	
	<b>Slow-down</b>	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.	
	<b>Elements Statuses</b>	<b>Aqua</b>	1 minute	The character should act semi-slowed as if a snowstorm were hitting him.
		<b>pyro</b>	1 minute	The character should act semi-panicked as if putting out his fire.
		<b>Ventus</b>	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.
		<b>Terra</b>	1 minute	The character should act semi-paralyzed, as if the body were becoming increasingly petrified.
	<b>Paralysis</b>	5 minutes, unless different instructions	The character must freeze in place and cannot speak or move with his body. Upon receiving damage, the status dissipates.	
<b>Mind</b>	<b>Sleep</b>	5 minutes	The character must "fall asleep" on the ground at the location where it was targeted and wake up when receiving damage.	
	<b>Fear</b>	5 minutes	The character is terrified and wants to get as far away from the user as possible and should not come near as long as the status is in effect.	

Category	Status	Duration	Description
	<b>Control</b>	Depends on skill	The character is under the control of the user. He must fulfill all the requests that are dictated to him to the best of his ability. The controller cannot access its victim's memory. The control dissipates when the duration ends or the target dies. It should be noted that the command to kill himself is not possible and if the target is not comfortable carrying out the command, it is his right to refuse. Allies are prohibited from killing the target under the guise of removing the status.
	<b>Agonizing</b>	1 minutes	The character must stop doing whatever they were doing and act as if they are dying on the ground (extreme pain) until the duration ends or damage is taken.
<b>Senses</b>	<b>Rage</b>	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.
	<b>Blind</b>	5 minutes	Blind status removes the target's sight. 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.
	<b>Dizzy</b>	5 minutes	The character loses semi-consciousness 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.
<b>Degeneration</b>	<b>Regression</b>	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. The effect disappears when the caster uses another power, fights or received damage.

Category	Status	Duration	Description
	<b>Dome</b>	As long as the user stays in place, focused without taking damage, and unless otherwise instructed	This effect creates a protection zone that cannot be crossed physically (does not include teleportation) and no damage can reach the protected except zone damage. No damage can exit the dome. The user must announce "dome" to notify those around them of the status.
	<b>Ignored</b>	5 minutes	The character gets ignored no matter what they do. People don't remember his passing and pay no attention to that person unless he hits a target or received damage. In this case, the ignored effect is dispelled. See status symbol p.7.
	<b>Invisible</b>	15 minutes or 30 minutes depending on power level	The character cannot be seen but can be heard. The objects that the character takes after the activation of the power remain visible. The status disappears when the user a power, fights or receive damage.
	<b>Dodge</b>		The dodge status cancels power 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.
	<b>Teleportation</b>	Duration depends on power level	From where the user is located, he can move to a location X in a certain amount of time by doing the teleport symbol. During the status, no skills can be activated.

## SEARCH

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 "looterr" must indicate which place is being searched (head, neck, torso, belt, right and left leg, right and left arm, right and left foot). 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 search lasts 30 seconds. To search a complete body, it will be necessary to search for 5 minutes.

## **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 Magye. These mentors will be in their respective Headquarter 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 origins missions for the weekend. Mentors and their sidekicks 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 5 XP is distributed automatically after each game. XP are points used to progress your character. The character can use them to increase their general or special abilities. XP points can also be acquired during missions. The amount of XP depends on the rank of the mission: A (hardest), B (medium) and C (easy). A table of XP distribution points can be found in the Character Creation section below on p.17.

## **TIME**

Times are game Time-out. 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".

# HISTORY OF METROCITY

## 2010 - The Great Evolution

One autumn evening, the sky turned purple and, invisible to our eyes, metallic fragments followed 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 in order 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 the Earth. 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 High Three continued their attempt; this led to the end of 2018. Following their relentlessness, a great tenacious battle ensued during which the High Three finally managed to repel the invasion. Unfortunately, these super-humans emerged weakened and in bad shape.

## Nowadays

Taking the time to recover their energy and stamina as well as devise a better plan of attack, the High Three 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 High Three 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 High Three, has served to protect advanced newcomers and allows them to better understand and master their powers. The three mentors of the High Three 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 super-human forces are severely weakened. A war is not an option at the moment. It is possible to see Alien soldiers wandering the streets looking for super-humans. 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

## THE BASE OF YOUR CHARACTER

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:savemetrocity.gn@gmail.com). The character sheet can be done from the official site <https://sauvonsmetrocitygn.com/>. 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 Magye 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/>.

Players start with 15 iridiums 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 states 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 origins 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.

In no way can you create a character that exists in popular culture (eg Superman, Batman, Wolverine etc.) However, you had the right to create a pale imitation of these (eg 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 magye and the techno.

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 by evolution. For example: lightning strikes a human that makes it fast, spilled chemical agents that make 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 Magye have origins related to magic, superstitions and even religion, which allow the character to master different powers. 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 demon appears for real; 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. Magye 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 have to come up with a reason for how you found Metrocity, since only superhumans can perceive the signal.

On the website <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 new 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 you 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.

## XP POINT DISTRIBUTION CHART FOR CHARACTER CREATION

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.

### 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 dodges that 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 1)**

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 must 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.

### **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 level 10, you are recognized in the world and by all teams of super-humans. Per game and per level, you receive 10 iridium for level 1 popularity, 20 iridium for level 2 and so on. As well as being posted in the news log.

### **Artificians (Level 1 to 10)**

Artificians are people who are able to understand and apply Earth technology and apply alien artifacts to it. These can create small pills or augmentations that increase a person's ability. See the list of Artifician augmentations below [p.56](#). The more they increase their Artifician level, the more pills or augmentations they can do. So at level 3 the Artifician can do 3 boosts/pills or 2 pills and 1 boost. They are the only ones able to repair armor.

### **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**

Special General Skills can be purchased by characters who have reached Level 5 in one of the powers listed on p.27 or Level 10 in a Basic General Skill.

**Super Senses (Level 1 to 5):** With this skill, at level 3 the character can see fuzzy shapes and at level 5 Super Sense they can see or feel the invisible completely.

## **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 base 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):** 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 it LOUDLY when he takes off "FLY" and when he lands "LANDING" to let the other players 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: Flight 5, Flight 15, Flight 30, etc. A maximum of 50 feet is 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 must 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.

**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 is 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 is 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 is 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 is 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 receive Energy damage is 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 is 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 is 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, Overthrow, Paralysis, Elemental).
- ❖ Status Resistance Category Mind: Characters who have level 5 Mental Category status resistance find themselves permanently immune to Mental Category statuses (Sleep, Control, Dying, Fear).
- ❖ Status Resistance Category Senses: 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.27 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. 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 is completely immune.
- ❖ Total Pyro Resistance: People who receive fire, lava, magma (Pyro) damage is completely immune.
- ❖ Total Ventus Resistance: People who receive wind, electric (Ventus) damage is completely immune.
- ❖ Total Terra Resistance: People who receive Sand, Earth, Plant (Terra) damage is completely immune.
- ❖ Total Energy Resistance: People who take Energy damage is completely immune.
- ❖ Total Celestial Resistance: People who receive Celestial damage is completely immune.
- ❖ Total Inferno Resistance: People who receive Inferno damage is 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 your new power to slip into it. 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.

## USE HIS 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. As long as 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.

**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 I 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 base damage. For example, +2 critical damage on my 60cm sword which does 2 base 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). The normal damage can be added with one type of effect one at a time et one time only, a addition of normal damage on normal damage counts for one time only.

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.

## **ACTIVE AND PASSIVE POWER**

An active power is a skill that requires SP to activate. Levels 1-5 and 7-10 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, depending on its difficulty rank A, B and C, passive RP powers are required. To know what you can do with your RP passive power, you can rely on level 6 of your powers list. However, if you haven't reached level 6, you can only interact with rank C obstacles.

- ❖ **Rank A:** the obstacle is very powerful and very hard to handle. It is difficult, even for a super trained, to control this obstacle. (eg 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. (eg 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. (eg 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 are 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 in order 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.

### Cheat 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 BIG 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 [savemetocity.qn@gmail.com](mailto:savemetocity.qn@gmail.com) and together we will find a way to adapt your idea with the basic powers. For example: you wanted to spit acid, but acid power is not in the list. No problem! 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. 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.

## POWER CLASSES

### THE ELEMENTAL POWER

The Elemental power allows you to control the Aqua, Pyro, Ventus and Terra element spheres. 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 Elemental 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 (Elemental) 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 choices.

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	<b>Elemental Armor:</b> Gives Elemental Resistance Lv.3 and +10 AP Distance: Self Duration: 15 minutes	<b>Elemental Healing:</b> Heal 6 HP. Distance: hitting a target	<b>Elemental Blast:</b> User deals 2 elemental damage plus Elemental status Distance: 15 feet
2	<b>Elemental Increase:</b> +2 elemental damage on a weapon Distance: Hit a target Duration: 15 minutes	<b>Elemental Push:</b> A target gets Knocked Down status Distance: 15 feet	<b>Elemental Strike:</b> User deals 2 elemental damage to 4 targets Distance: 15 feet

Level	Tank	Support	Damage
3	<p><b>Elemental Dome:</b>  <u>Dome Status</u> for the user and 2 people.  Distance: 5 feet radius around the user.  Duration: 15 minutes</p>	<p><b>Elemental Revitalization:</b>  Heal 4 HP to user and 2 people.  Distance: Touch</p>	<p><b>Elemental Block:</b>  The user deals 6 elemental damage to a target.  Distance: 15 feet</p>
4	<p><b>Elemental Super Armor:</b> The user obtains Elemental Resistance Lv. 3 and +20AP.  Distance: Self  Duration: 15 minutes</p>	<p><b>Elemental super healing:</b>  Heal 15 HP.  Distance: Hit a target</p>	<p><b>Elemental Super Blast:</b>  8 elemental damage plus elemental status.  Distance: 15 feet</p>
5	<p><b>Elemental Physical Support:</b>  Grants Resistance Elemental Lvl. 3, Critical Resistance Lv. 3 and +20AP.  Distance: Self  Duration: 15 minutes</p>	<p><b>Elemental Evaporation:</b>  The user gets Invisible status.  Duration: 15 minutes  Distance: Self</p>	<p><b>Elemental Aura:</b>  The user grants Elemental status to anyone in the area and 5 elemental damage.  Distance: 5 feet radius from around the user.</p>
6	<p><b>Passive RP:</b> 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 B-rank element beings. 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 damages gives 10 damages. 6 VP gives 7 VP, etc.</p>		
7	<p><b>Elemental Overthrow:</b> While walking in a direction, the user can hit 5 targets and inflict Overthrow status on them. The power is canceled if the user takes a damage.  Distance: Touch  Duration: 30 minutes</p>	<p><b>Elemental Regeneration:</b>  The user gives the Healing Factor skill level 5.  Distance: Touch  Duration: 30 minutes</p>	<p><b>Elemental Blast:</b>  On the user's next hit, all enemies receive 6 elemental damage.  Distance: 15 feet radius.</p>
8	<p><b>Elemental Super Dome:</b>  <u>Dome Status</u> for the user and 5 people.  Distance: 15 feet radius around the user.  Duration: 30 minutes</p>	<p><b>Elemental healing zone:</b>  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</p>	<p><b>Elemental Meteor:</b>  The user deals 15 elemental damage to 1 target.  Distance: 30 feet</p>

Level	Tank	Support	Damage
9	<p><b>Elemental Wall:</b> The user produces a 30-foot elemental wall that is impenetrable as long as the user remains in place and focused. Distance: 30 feet and height 30 feet Duration 30 minutes</p>	<p><b>Elemental Jail:</b> User grants Paralyzed status to 5 targets. Distance: 30 feet Duration: 5 minutes</p>	<p><b>Elemental Rain Trap:</b> The user marks the ground and must warn victims who step 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 30 minutes on the place.</p>
10	<p><b>Elemental Skin:</b> The user chooses two Elemental Resistances Lv. 3 and 40 AP Distance: Self Duration: 30 minutes</p>	<p><b>Elemental Summon Healing Block:</b> 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 radius from around the block Duration: Until the last healed character.</p>	<p><b>Elemental Ray:</b> The user deals 15 elemental damage to 5 targets. Distance: 30 feet.</p>
<p><b>Passive Lv.10:</b> 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.</p>			
A	<p><b>Elemental Fortress:</b> Dome status for everyone in the Dome as long as the user does not move and take damage. Distance: 25 feet radius around the user Duration: End of fight or 1 hour</p>	<p><b>Resurrection of the Elements:</b> If the injured remain in the area for 30 seconds, the user can revive and heal full HP by moving. During the 30 second heal, the user should not take damage. Distance: Within a 15 feet radius circle Duration: 1 hour.</p>	<p><b>Elemental Tornado:</b> All victims close to the 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 radius around the user. Duration: Amount of EP that must be consumed per second.</p>
B	<p><b>Elemental Crystallized Weapons:</b> The user's melee and ranged weapon has (upon activation) +10</p>	<p><b>Elemental prison wall:</b> In front of the user, an impenetrable wall is made with a length of 30 feet. Additionally,</p>	<p><b>Elemental Charge:</b> User can do 4 continuous elemental damage (without Cooldown). He has a</p>

Level	Tank	Support	Damage
	<p>elemental damage when the user is holding it and 50AP.  Distance: Self  Duration: End of fight</p>	<p>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 the user and height 50 feet  Duration: As long as the user remains in place and takes no damage.</p>	<p>cooldown of 10 shots that he can use.  Distance: 50 feet  Duration: 1 hour</p>
C	<p><b>Natural disaster:</b>  If needed once per combat, the user can inflict a Overthrow 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 feet radius circle</p>	<p><b>Mother nature healing:</b>  If necessary, 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</p>	<p><b>meteor showers:</b>  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 feet radius circle</p>
<p><b>Passive</b> Legendary: 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.</p>			

## 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	<b>Psionic armor:</b> Gives Critical Resistance Lv.3 and +10 AP Distance: Self Duration: 15 minutes	<b>Mental paralysis:</b> The user inflicts the Paralyzed status on a target. Distance: 15 feet Duration: As long as the user does not move and focuses on their target without taking damage.	<b>Telekinetic Strike:</b> The user inflicts 2 Critical damage on a target. Distance: 15 feet
2	<b>Psionic weapons:</b> +2 Critical damage on a weapon Distance: Touch Duration: 15 minutes	<b>soothing aura:</b> Heal 6 HP one target. Distance: Touch	<b>Telekinetic Stinger:</b> User inflicts 2 Critical damage to 4 targets Distance: 15 feet
3	<b>Force field:</b> <u>Dome Status</u> for the user and 2 people. Distance: 5 feet radius around the user. Duration: 15 minutes	<b>Hypnosis:</b> 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	<b>Telekinetic Arrow:</b> The user inflicts 6 Critical damage on a target. Distance: 15 feet
4	<b>Super Psionic Armor:</b> The user gets Critical Resistance Lv. 3 and +20AP. Distance: Self Duration: 15 minutes	<b>Super Soothing Aura:</b> Heal 15 HP on a target. Distance: Touch	<b>Super Telekinetic Strike:</b> The user inflicts 8 Critical damage plus Overthrow status on a target. Distance: 15 feet
5	<b>Psionic Physical Support:</b> Grants Bulletproof Resistance Lv. 3, Mental Resistance Lv. 5 and +20AP. Distance: Self Duration: 15 minutes	<b>Invisibility:</b> The user gets Invisible status. Duration: 15 minutes Distance: Self	<b>Telekinetic Whip:</b> 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

Level	Tank	Support	Damage
6	<b>Passive RP:</b> Depending on the dungeon, the user can use their telekinesis to move objects, their psionic power to shield an object or block it, or their telepathy to talk to other people from a distance, etc. B-rank		
7	<b>Seismic field:</b> The user inflicts a overthrow status for all people in the user's area. Distance: A 15 foot radius circle around the user.	<b>Nightmare:</b> People around the user's area are granted Fear status. Distance: 15 feet radius around the user. Duration: 5 minutes	<b>telekinetic bomb:</b> By touching an object and on its second touch, the object does 10 Critical damage Distance: Touch Duration: 30 minutes
8	<b>Super Force Field:</b> Dome status for the user and 5 people. Distance: 15 feet radius around the user. Duration: 30 minutes	<b>calming zone:</b> The user gives 1PV every second to a target or 2. The user must not take any damage. Distance: Touch Duration: 30 minutes	<b>Psychic Strike:</b> The user inflicts 15 Critical damage on a target. Distance: 30 feet
9	<b>mental block zone:</b> All allies and the user receive Resistance Mental Category Lv. 5. Distance: 15 feet radius around the user. Duration: 30 minutes	<b>mental flogging:</b> The user inflicts a agonizing status on a target. Distance: 30 feet Duration: 5 minutes	<b>Kinetic Shock:</b> The user inflicts a Overthrow status for all people in the user's area in addition to dealing 8 damage. Distance :15 feet radius around the user.
10	<b>Psionic Exoskeleton:</b> The user obtains Resistance Mental Category Lv. 5, Critical Resistance Lv.5 and 40 AP Distance: Self Duration: 30 minutes	<b>Illusion:</b> The user gets Ignored status in their zone. Distance :15 feet radius around the user. Duration: 5 minutes	<b>kinetic beam:</b> 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
<b>Passive Lv.10:</b> Permanent total mental resistance in addition to +6 AP which regenerates every 30 minutes			
A	<b>Ultimate Force Field:</b> <u>Dome Status</u> for the user and 5 people. He can move with the force field Distance: 15 feet radius around the user. Duration: 1 hour	<b>Great invisibility:</b> 3 people including the user have Invisible status. The status disappears on the first offensive move. Distance: Touch Duration: 1 hour	<b>Kinetic Fury:</b> 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

Level	Tank	Support	Damage
B	<p><b>Permanent Psionic Blade:</b> The user's weapon possesses +10 Critical damage when the user is holding it and 50 AP. Distance: Self Duration: End of fight</p>	<p><b>controlled army:</b> If needed, 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</p>	<p><b>Kinetic Bazooka:</b> The user inflicts 60 Critical damage on a target. Distance: 50 feet</p>
C	<p><b>Crusher Force Field:</b> 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. Range: 25radius feet. Duration: 5 minutes</p>	<p><b>mass appeasement:</b> If necessary, once per combat, all friendly people in the area are revived and healed to 20 HP and 10 EP are restored by declaring a "Time". The number of EP is used completely for the user who activates this power. Range: 25radius feet.</p>	<p><b>Telekinetic Blast:</b> If necessary, 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. Range: 25radius feet.</p>
<p><b>Legendary Passive:</b> Permanent Critical Resistance and can put force fields on any objects and doors for 10 minutes</p>			

## ENERGY MANIPULATION

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!

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

Level	Tank	Support	Damage
5	<p><b>Atomic Zone:</b> The user creates an area inflicting the Regress status by not moving. Distance: 5 feet radius around the user. Duration: 15 minutes</p>	<p><b>Energy Dome:</b> <u>Dome Status</u> 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.</p>	<p><b>Photon Burst:</b> Everyone around the user receives Blind status. Distance: 5 feet radius. Duration: 5 minutes</p>
6	<p><b>RP Passive:</b> 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.</p>		
7	<p><b>Atomic radius:</b> The user returns a target with the agonizing status. Distance: 30 feet Duration: 5 minutes</p>	<p><b>Mass meditation:</b> Everyone in the user's area recovers half of their HP and EP Distance: 15 feet radius around the user. Duration: Instant</p>	<p><b>Photonic Prism:</b> User deals 6 Energy damage to 5 targets Distance: 30 feet</p>
8	<p><b>Body Nuclear Deflagration:</b> The user inflicts the Regress status for as long as it touches a target. Distance: Touch Duration: The time of touch</p>	<p><b>Revitalizing Energy:</b> User halves Cooldown times at one target. Distance: Touch Duration: 30 minutes</p>	<p><b>Ray of light :</b> The user inflicts 15 Energy damage on a target. Distance: 30 feet</p>
9	<p><b>Particle radius:</b> 15 Energy damage and Dying status on a target. Distance: 30 feet</p>	<p><b>Energy drop:</b> The user chooses 5 targets and gives them the status Sleep Distance: 30 feet Duration: 5 minutes</p>	<p><b>Photon eruption:</b> Everyone around the user receives the Overthrow status and 10 energy damage. Distance: 15 feet radius.</p>
10	<p><b>Gamma Armor:</b> 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</p>	<p><b>Kinetic energy :</b> User allows to remove Cooldown time from a target. Distance: Touch Duration: 30 minutes</p>	<p><b>photon bomb:</b> User chooses an area and everyone in that area takes 15 Energy damage Distance: 30 feet and diameter 15 feet Duration: Instant</p>
<p><b>Passive Lv.10:</b> The user gets a Regression Resistance Lv. 5 perms.</p>			

Level	Tank	Support	Damage
A	<p><b>Nuclear control:</b> The user's weapon possesses +10 Energy damage when the user is holding it +50 AP.</p> <p>Distance: Self Duration: End of fight</p>	<p><b>Chakra control:</b> The user chooses 4 targets and inflicts any status they choose. Only one status must be chosen for the 4 targets.</p> <p>Distance: 50 feet Duration: 10 minutes</p>	<p><b>Photon charge:</b> 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.</p> <p>Distance: 50 feet Duration: 1 hour</p>
B	<p><b>Nuclear instability:</b> The user takes half of all damage types and reflects the other half back at the attacker.</p> <p>Distance: Self Duration: End of the fight</p>	<p><b>Harmonization of the chakras:</b> In an area around the user, all gain full HP and EP healing after spending 3 minutes in the area.</p> <p>Distance: 5 feet radius around the user. Duration: 1 hour for the user.</p>	<p><b>Photon mass:</b> User inflicts 60 Energy damage on a target</p> <p>Distance: 50 feet</p>
C	<p><b>Nuclear explosion:</b> 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</p> <p>Distance: 25 feet radius. Duration: 10 minutes</p>	<p><b>The 7 chakra points:</b> 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.</p> <p>Distance: 25 feet radius around the user. Duration: 1 hour</p>	<p><b>Photon Spin:</b> If necessary, once per fight, the user can inflict 30 Energy damage to enemies, including those in Flight, by declaring a "Time". The number of SP is used completely to activate this power.</p> <p>Distance: 25 feet radius.</p>
<p><b>Legendary Passive:</b> 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 area at a time)</p>			

## PHYSICAL AUGMENTATIONS

Physical Augmentations are modifications to the body that have been done through Magye, 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!

Level	Tank	Support	Damage
1	<b>Physical Shell:</b> The user receives half normal damage. Distance: Self Duration: 15 minutes	<b>Membrane rearrangement:</b> Heal 6 HP on a target. Distance: Touch	<b>Physical increase in ranged damage:</b> The user inflicts 4 damage on a target. Distance: 15 feet
2	<b>physical development:</b> +4 weapon damage. Distance: Touch Duration: 15 minutes	<b>Heightened sense:</b> User gets Super Sens Lv.3 Distance: Self Duration: 15 minutes	<b>Small Physical Fragment:</b> The user deals 4 damage to 4 targets. Distance: 15 feet
3	<b>Physical tank:</b> The user cannot fight but absorbs all damage. He is not immune by the statutes. Cannot use other skills. He must also stay put. Distance: Self Duration: 15 minutes	<b>Superhuman Regeneration:</b> Heal 4 HP to user and 2 people. Distance: Touch	<b>Large Physical Fragment:</b> The user inflicts 8 damage on a target. Distance: 15 feet
4	<b>second member:</b> The user can deal double their base damage. Distance: Self	<b>Hormones / Purifying fumes:</b> Heals 4 HP on a target and removes Statuses.	<b>superhuman claws:</b> User deals 12 damage to a target Range: 5 feet (melee)

Level	Tank	Support	Damage
	Duration: 15 minutes	Distance: Touch Duration: Instant	
5	<b>Increased physical support:</b> Grants Bulletproof Resistance Lv. 3, +3 basic damage and +20AP. Distance: Self Duration: 15 minutes	<b>Paralyzing Fluid Spray:</b> The user inflicts the Paralyzed status on a target. Distance: 15 feet Duration: 5 minutes	<b>Attack increased:</b> User's next three hits gain +5 base damage Distance: Self
6	<b>Passive RP:</b> Depending on the dungeon, the user can adjust their body to rank B obstacles. For example: their sense of smell allows them to sense someone's presence, their eyes adapt to darkness, the cold does not reach them not, etc.		
7	<b>Superhuman adaptation:</b> From level 7, the player must choose another power that he wants to copy from level 7 eg (atom tank)	<b>Superhuman adaptation:</b> From level 7, the player must choose another power that he wants to copy from level 7 eg (support telepathy)	<b>Superhuman adaptation:</b> From level 7, the player must choose another power that he wants to copy from level 7 eg (damage atom)
8	<b>Superhuman adaptation:</b> From level 8, the player must choose another power that he wants to copy from level 8 eg (atom tank)	<b>Superhuman adaptation:</b> From level 8, the player must choose another power that he wants to copy from level 8 eg (support telepathy)	<b>Superhuman adaptation:</b> From level 8, the player must choose another power that he wants to copy from level 8 eg (damage atom)
9	<b>Superhuman adaptation:</b> From level 9, the player must choose another power that he wants to copy from level 9 eg (atom tank)	<b>Superhuman adaptation:</b> From level 9, the player must choose another power that he wants to copy from level 9 eg (support telepathy)	<b>Superhuman adaptation:</b> From level 9, the player must choose another power that he wants to copy from level 9 eg (damage atom)
10	<b>Superhuman/Animal/Android Armor:</b> The user gets a Total Resistance of their choice (which must be shouted) and 400 AP Distance: Self Duration: 30 minutes	<b>Healer</b> <b>Human/Animal/Android Body Extension:</b> 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	<b>Superhuman/Animal/Android Fury:</b> The user must inflict 4 consecutive hits of 6 damage Distance: 30 feet Duration: Instant
<b>Passive Lv.10 RP:</b> The user resists all environmental conditions of rank A. Example: pressure, heat, cold, regression, etc.			
A	<b>Modification of a human/animal/android limb:</b> The user's weapon, has +15 normal damage when the user is holding it. Distance: Self Duration: End of fight	<b>Connected physical amplification:</b> The user can revive and heal allies in their area to full HP. Distance: 5 feet radius Duration: Instant	<b>Sting/Bone Projectiles/Missile:</b> 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

Level	Tank	Support	Damage
			Duration: 1 hour
B	<b>Adaptation:</b> 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.	<b>Adaptation:</b> 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.	<b>Adaptation:</b> The player must choose a special skill A, B or C 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.
C	<b>Mass transformation (superhuman/animal/android):</b> If necessary, once per fight, the user can give to all allies including those in flight by declaring a "Time", +20AP and +5 base damage. The number of EP is used completely to activate this power Distance: 25 feet radius. Duration: 1 hour	<b>The hive mind:</b> 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	<b>Physical instability:</b> If necessary, once per fight, the user can inflict 30 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.
<b>Legendary Passive:</b> The user has resistance to all forms of Status. For each resisted status, 2 EP must be spent.			

## 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!

Level	Tank	Support	Damage
1	<b>Crafting Armor:</b> Gives critical resistance Lv.3 and +10 AP Distance: Self Duration: 15 minutes	<b>Trauma:</b> The user inflicts the Paralysis status on a target. Distance: 15 feet Duration: 5 minutes	<b>Imaginary weapon:</b> The user inflicts 2 melee (weapon) or ranged critical damage on a target. Distance: Weapon or 15 feet Duration: Instant or until next hit
2	<b>The weapon isn't what it used to be:</b> +2 Critical damage on a weapon Distance: Touch Duration: 15 minutes	<b>Your wound is just an illusion:</b> Heal 6 HP on a target. Distance: Touch	<b>Imaginary Projectile:</b> The user inflicts 2 Critical damage to 4 targets. Distance: 15 feet
3	<b>Dome of another reality:</b> <u>Dome Status</u> for the user and 2 people. Distance: A 5 feet radius circle around the user. Duration: 15 minutes	<b>Terror:</b> The user inflicts the Fear status on a target. Distance: 15 feet Duration: 5 minutes	<b>This weapon only comes in your head:</b> The user inflicts 6 Critical damage on a target. Distance: 15 feet
4	<b>My armor protects me from what I want:</b> The user obtains a Resistance	<b>Pain has different perceptions:</b> Heal 15 HP one target.	<b>invisible weapon:</b>

Level	Tank	Support	Damage
	against a type of damage chosen Lv.3 and +20 AP. Distance: Self Duration: 15 minutes	Distance: Touch	The user inflicts 6 Critical damage and Stun status to a target. Distance: 15 feet Duration: 5 minutes
5	<b>My body and my mind are hard as iron:</b> User gets Bulletproof Resistance Lv. 3, Mental Resistance Lv. 5 and +20AP. Distance: Self Duration: 15 minutes	<b>Unimaginable pain:</b> The user inflicts the agonizing status on a target. Distance: 15 feet Duration: 5 minutes	<b>Imaginary weapon:</b> The user inflicts 8 damage of a chosen damage type on a target. Distance: 15 feet
6	<b>RP Passive:</b> 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	<b>My body is my fortress:</b> All damage types directed at the user have become basic damage and are halved Distance: Self Duration: 30 minutes	<b>Death is only a human concept:</b> User can resurrect a half HP target Distance: Touch	<b>real nightmare:</b> The user deals 4 damage to 5 targets and Paralyzed status to each. Distance: 30 feet
8	<b>Bunker:</b> <u>Dome Status</u> for the user and 6 people. Distance: A 15 feet radius circle around the user. Duration: 15 minutes	<b>Time is not real:</b> User cuts Cooldown times in half. Distance: Touch Duration: 30 minutes	<b>Imaginary missile:</b> User deals 10 damage of chosen type to 1 target Distance: 30 feet
9	<b>Safety helmet:</b> The user can designate 5 targets and grants them Mental Resistance and Sense Lv.5. Distance: Touch Duration: 30 minutes	<b>Perception no longer exists:</b> User inflicts Blind status on 5 targets. Distance: 30 feet Duration: 30 minutes	<b>My weapon is a...:</b> The user deals 15 damage of chosen types in addition to the Overthrow status. Distance: 30 feet
10	<b>My armor is invincible:</b> The user gets two Lv. Resistances. 5 of your choice and +40 AP. Distance: Self Duration: 30 minutes	<b>I never existed:</b> The user acquires the Ignored status. Distance: Self Duration: 30 minutes	<b>Imaginary rifle:</b> The user can "shoot" in continuous damage, 2 damage on targets, with each damage, the user loses 4 EP. Distance: 30 feet
<b>Passive</b> Lvl. 10: The user has a choice of Lv 5 Immunity per fight.			

Level	Tank	Support	Damage
A	<p><b>Ultimate Shield:</b>  <u>Dome Status</u> for the user and 6 people and can move with the user in his "Dome".  Distance: 15 feet radius around the user.  Duration: 1 EP per second.</p>	<p><b>Existence is only a perception of another person:</b>  3 people including user, has Ignored status  Distance: Touch  Duration: 5 minutes</p>	<p><b>Imaginary submachine gun:</b>  The user can "shoot" continuous damage, 3 damage of the type of their choice on targets (without cooldown). He has a cooldown of 10 shots that he can use.  Distance: 50 feet  Duration: 1 hour</p>
B	<p><b>Suitable weapon:</b>  The user's weapon, has (upon activation) +10 damage of the type of choice when the user is holding it and 50 AP.  Distance: Self  Duration: End of fight</p>	<p><b>What is dead and wounded is not:</b>  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</p>	<p><b>Imaginary friend :</b>  User damage is doubled, and skills only require half EP to activate.  Distance: Self  Duration: 1 hour</p>
C	<p><b>I am giant:</b>  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</p>	<p><b>More injuries:</b>  If necessary, once per fight, all allies in the area are revived and healed to full HP by declaring a "Time". The number of SP is completely used to activate this power.  Distance: 25 feet radius around the user.</p>	<p><b>Rain of .....:</b>  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.</p>
<p><b>Legendary Passive:</b> The user gets two Status Resistances (Block, Mental, Sense and Regress) Lv. 5 perms to choose from.</p>			

## 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	<b>sheutirips erumra:</b> Gives Inferno and Celestial Resistance Lv.3 and +10 AP Distance: Self Duration: 15 minutes	<b>nios ed leutir:</b> Heal 6 HP on a target. Distance: touch	<b>eriatnemélé eluob:</b> 2 elemental damage of your choice plus bound elemental status of Pyro/Aqua/Ventus/Terra Distance: 15 feet
2	<b>euqainomed niam:</b> +2 Inferno damage on a weapon Distance: Touch Duration: 15 minutes	<b>eitnamorcen:</b> Resurrection of a target at 1HP Distance: Touch	<b>etidum ehcelf:</b> The user deals 2 inferno damage to 4 targets. Distance: 15 feet
3	<b>noitcetorp ed emod:</b> <u>Dome Status</u> for the user and 2 people. Distance: A 5 feet radius circle around the user. Duration: 15 minutes	<b>ouriréug ed elcrec:</b> Heal 4 HP to user and 2 people. Distance: Touch	<b>eigrene ecnal:</b> The user inflicts 6 energy damage on a target. Distance: 15 feet
4	<b>noitcetorp enur:</b> User gets Energy, Inferno and Celestial Resistance Lv. 3 and +20AP. Distance: Self Duration: 15 minutes	<b>noicidelam:</b> The user inflicts the Dying status on a target. Distance: 15 feet Duration: 5 minutes	<b>nonac:</b> User deals 8 elemental damage plus Elemental Status that was chosen. Distance: 15 feet

	Tank	Support	Damage
5	<p><b>leutirips reilcuob:</b> Grants Celestial, Inferno, and Elemental Resistance Lv. 3, Mental Resistance Lv. 5 and +20AP. Distance: Self Duration: 15 minutes</p>	<p><b>tirpse emrof:</b> The user gets Invisible status. Distance: Self Duration: 15 minutes</p>	<p><b>etiduum eigrene:</b> The user deals 4 Inferno damage and Rage status to a target. Distance: 15 feet Duration: 5 minutes for status</p>
6	<p><b>RP Passive:</b> 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.</p>		
7	<p><b>noitatumsnart troS:</b> 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)</p>	<p><b>noitatumsnart troS:</b> 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)</p>	<p><b>noitatumsnart troS:</b> 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)</p>
8	<p><b>noitcetorp ed elcrec:</b> <u>Dome Status</u> for the user and 6 people. Distance: 15 feet radius around the user. Duration: 30 minutes</p>	<p><b>Elative ed elcrec:</b> The user heals their target 1EP per second. The user must not be touched and disturbed. If the user changes target, they must reactivate the skill. Distance: Touch Duration: For 30 minutes</p>	<p><b>Emma Rialce:</b> The user inflicts 15 Celestial damage on a target. Distance: 15 feet</p>
9	<p><b>Ema egarab:</b> 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: As long as the user does not move.</p>	<p><b>essam ed noitcidelam:</b> The user inflicts the Dying status on 5 targets. Distance: 30 feet Duration: 5 minutes</p>	<p><b>tros ed eiulp:</b> The user inflicts 6 damage and Stun status to 5 targets. Distance: 30 feet Duration: 5 minutes for status</p>
10	<p><b>eneleS ed erumrA:</b> The user has the ability to absorb ranged attacks completely without taking damage and redirect them 100%. Melee hits do not count.</p>	<p><b>nosiréug ed metot:</b> 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.</p>	<p><b>name ud egar:</b> The user inflicts 15 Inferno damage on two targets 2 targets. Distance: 30 feet.</p>

	Tank	Support	Damage
	Distance: Self Duration: 30 minutes	The skill disappears when leaving the area. Distance: 15 foot radius circle Duration: 30 minutes	
<p><b>Passive Lvl. 10:</b> 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 don't need to repay SP points to use it, but you must at least shout the name of the power to cast the spell and doesn't count towards the Cooldown .</p>			
A	<p><b>noitcetorp ed elcrec emitlu:</b></p> <p><u>Dome Status</u> for the user and all people around. Distance: 25 feet radius around the user. Duration: 1 hour</p>	<p><b>eicnamorcén lievér:</b></p> <p>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</p>	<p><b>euqigam elcatnep:</b></p> <p>The user deals 50 Inferno, Celestial, or Energy damage. Distance: 50 feet</p>
B	<p><b>nitsed ud riorim:</b></p> <p>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</p>	<p><b>ema'l ed nohpis:</b></p> <p>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: Instant</p>	<p><b>reilimaf noitacovni:</b></p> <p>User damage is doubled and skills only require half EP to activate. Distance: Self Duration: 1 hour</p>
C	<p><b>The Spiritual Path:</b></p> <p>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</p>	<p><b>The necromantic path nosireug:</b></p> <p>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.</p>	<p><b>The Arcane Noitargalfed Way:</b></p> <p>If necessary, 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.</p>

	Tank	Support	Damage
<b>Legendary Passive:</b> The user can now increase their conjuration time by 20 seconds and reduce the EP cost by half.			

## 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	<b>cosmic shape:</b> The user takes only half of the base damage received by a weapon with no effects. Distance: On oneself Duration: 15 mins	<b>Return of vitality:</b> Healing of out of 6 HP. Distance: Touch	<b>Gravitational shock:</b> User inflicts 2 Energy damage plus overthrow status Distance: 15 feet
2	<b>Dimensional Distortion:</b> 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	<b>Time stop:</b> User inflicts Paralyzed status on a target Distance: 15 feet	<b>Blast tachyon:</b> The user deals 2 Energy damage to 4 targets. Distance: 15 feet
3	<b>Dimensional Implosion:</b> The next hit of a target weapon will have +6 Energy Distance: Touch Duration: 15 minutes	<b>Time Loop:</b> The user and two targets heal themselves for 4 HP. Distance: Touch	<b>Newton's radius:</b> User inflicts Dying status on 4 targets. Distance: 15 feet
4	<b>Pocket Dimensional Armor:</b> The user gets a Resistance of Lv. 3 of his choice and 20 AP Distance: Self Duration: 15 minutes	<b>Backtrack:</b> The user gets 2 dodges. Distance: Self Duration: 15 minutes	<b>gravity bomb:</b> The user deals 6 Energy damage to 4 targets. Distance: 15 feet

	Tank	Support	Damage
5	<b>Teleportation:</b> The user gets the Teleport status. Distance: Self Duration: 5 seconds	<b>Time bubble:</b> <u>Dome Status</u> for the user and 2 people. Distance: 5 feet radius around the user. Duration: 15 minutes	<b>Gravitational pressure:</b> The user inflicts 4 Energy and Slow status damage to 4 targets. Distance: 15 feet Duration: 5 minutes
6	<b>PassiveRP:</b> 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	<b>Negation of space:</b> The user returns a weapon +6 Energy. Distance: Touch Duration: 30 minutes	<b>Temporal Extortion:</b> The user grants half HP and EP healing in their area. Once a battle Distance: 15 feet radius Duration: Instant	<b>Overwhelming pressure:</b> The user inflicts Slow status and 6 energy damage to 5 targets. Distance: 30 feet Duration: 5 minutes
8	<b>Alcubierre explosion:</b> Everyone around the user has the status of Overthrown. Distance: 15 feet radius.	<b>Time advancement:</b> User cuts Cooldown times in half. Distance: Touch Duration: 30 minutes	<b>Compressed Particle Disc:</b> The user inflicts 15 Energy damage. Distance: 30 feet
9	<b>Dimensional Armor:</b> The user gets a Status Resistance of their choice Lv.5, Critical Resistance Lv.5 and +3 Energy damage. Distance: Self Duration: 30 minutes	<b>Mass time stop:</b> User inflicts Paralyzed status on 5 targets. Distance: 30 feet Duration: 5 minutes	<b>Oblivion :</b> The user deals 8 Energy damage to 5 targets. Distance: 30 feet
10	<b>Mass Teleport:</b> User and 3 people can be in Teleport status for 5 seconds Distance: Touch Duration: 5 seconds	<b>Rejuvenation:</b> The user can heal a target for 1HP 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	<b>Gravity well:</b> 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
<b>Passive Lv.10:</b> The user obtains a Resistance to the permanent Lv.5 Blocked status.			
A	<b>Dimensional body:</b> All damage received by the user is absorbed and converted into HP. He cannot fight or be offensive. Distance: Self Duration: 5 minutes	<b>Time return:</b> At a user-designated area, everyone in the area can regain full HP and EP within 5 minutes. Distance: Circle radius of 5 feet Duration: 5 minutes	<b>Quantum Bombardment:</b> 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	<b>Pocket Dimension Weapons:</b> The user can alternate between two chosen damage	<b>Time advancement:</b> User and 5 targets no longer have Cooldown Distance: Touch	<b>Quantum mass:</b> The user inflicts 50 Energy damage on a target. Distance: 50 feet

	Tank	Support	Damage
	types in addition to gaining +5 damage and 50 AP. Distance: Self Duration: End of the fight	Duration: 5 minutes	
C	<b>Massive Teleport:</b> If necessary, once per fight, the user chooses 5 targets in a declared "Time". He and his "chosen ones" gain Teleport status and move to their destination. The number of SP is used completely to activate this power. Distance: 25 feet radius.	<b>Breaking the first rule of time:</b> 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	<b>Black hole:</b> If needed once per fight, the user can inflict 20 damage and a Overthrow 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.
<b>Legendary Passive:</b> 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).			

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

	Tank	Support	Damage
6	<b>RP Passive:</b> Depending on the dungeon, the user can use their hacking and scientific knowledge skills to defuse a bomb, enter a building, disable rank B security cameras.		
7	<b>Cybernetic Adaptation:</b> User Resists all Status Categories. Distance: Self Duration: 30 minutes	<b>Defibrillator:</b> User resurrects a half HP person. Distance: Touch	<b>electric bomb:</b> The user deals 6 Ventus Electric damage to 5 targets. Distance: 30 feet
8	<b>Electromagnetic force field:</b> <u>Dome Status</u> for the user and 6 people. Distance: 5 feet radius around the user. Duration: 15 minutes	<b>Pepper spray:</b> The user inflicts the Dying status on 5 targets. Distance: 30 feet Duration: 5 minutes	<b>Spear -... (elemental):</b> The user inflicts 15 Elemental damage of their choice on a target. Distance: 30 feet
9	<b>Vitality Exoskeleton:</b> The user acquires Healing Factor Lv.5 and Block Category Status Resistance Lv. 5. Distance: 30 feet Duration: 30 minutes	<b>Healing Drone:</b> 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 consumed.	<b>Paralyzing Net:</b> User inflicts Paralysis status on 4 targets. Distance: 30 feet Duration: 5 minutes
10	<b>Cybernetic Armor:</b> User gets Bulletproof Resistance Lv. 5 and Critical Lv. 5 and +40 AP. Distance: Self Duration: 30 minutes	<b>Support drone:</b> The user gives Healing Factor Lv.5 to 5 targets in addition to giving 1EP per 5 minutes. Distance: Touch Duration: 30 minutes	<b>Missile:</b> The user deals 15 damage to 5 targets. Distance: 15 feet
<b>Passive Lv.10:</b> The user can perform repairs, hacks and have scientific knowledge of rank A			
HAS	<b>Nanite Force Field:</b> <u>Dome Status</u> for the user and all people around. Distance: 25 feet radius around the user. Duration: 1 hour	<b>Angelic Drone:</b> 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	<b>Improved Rifle:</b> User can "shoot" continuous damage, 6 damage (no cooldown). He has 10 shots in recharge that he can use. Distance: 50 feet Duration: 1 hour
B	<b>Nanite Weapon:</b> The user's weapon has (upon activation) +10 damage of the type of choice when the user is holding it + 50 AP. Distance: Self Duration: End of fight	<b>Escape Drone:</b> The user chooses 6 targets and gives them 5 dodges. Distance: Touch Duration: 1 hour	<b>Improved Bazooka:</b> User inflicts 50 Critical damage on a target Distance: 50 feet
VS	<b>Nanites:</b> If necessary, once per combat, the user can inflict	<b>Drone helps:</b> If necessary, once per fight, all the allies in the area obtain the	<b>Improved Satellite:</b> If necessary, once per fight, the user can inflict 20 Critical

	Tank	Support	Damage
	<p>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.</p> <p>Distance: One 15 foot radius circle</p> <p>Duration: 5 minutes</p>	<p>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.</p> <p>Distance: A 25 foot radius circle</p> <p>Duration: 1 hour</p>	<p>damage to enemies including those in Flight by declaring a "Time". The number of SP is used completely to activate this power.</p> <p>Distance: 25 feet radius.</p>
	<p><b>Legendary Passive:</b> 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.</p>		

## 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	<b>Celestial/Hellish Aura:</b> Gives Celestial/Inferno resistance Lv.3 and +10 AP Distance: Self Duration: 15 minutes	<b>Revitalizing song:</b> Heal 6 HP on a target. Distance: Touch	<b>Celestial/Infernal Arrow:</b> The user inflicts 2 Celestial/Inferno damage. Distance: 15 feet
2	<b>Celestial sigil/inferno:</b> <u>Dome Status</u> for the user and 2 people. Distance: A 5 foot radius circle around the user. Duration: 15 minutes	<b>Passage from heaven/hell:</b> User resurrects a person to 10 HP. Distance: Touch	<b>Celestial Harmony/Inferno:</b> The user deals 2 Celestial/Inferno damage to 4 targets. Distance: 15 feet
3	<b>Celestial/Infernal Blade:</b> The user targets a weapon for +2 Celestial/Inferno damage on a weapon. Distance: Touch Duration: 15 minutes	<b>Celestial song/cry/inferno:</b> The user grants resistance against the Fear and Overthrow status. Duration: 15 minutes	<b>Light/dark ray:</b> The user inflicts the Blind status in his area. Distance: Circle radius 5 feet Duration: 5 minutes
4	<b>Celestial/Infernal Anoint:</b> User gets Celestial	<b>Confessional:</b> The user can force a target to tell the truth. To activate this	<b>Pestilence:</b> User inflicts 2 Celestial/Inferno damage plus Regress status.

	Tank	Support	Damage
	Resistance/Inferno Lv. 3 and +20AP. Distance: Self Duration: 15 minutes	power, you must mention your entity before. Distance: Facing the person during the discussion. Duration: 15 minutes	Distance: 15 feet Duration: 30 seconds
5	<b>Celestial Cross / Infernal Pentagram:</b> Grants Celestial/Inferno Resistance at Lv.3, Mental Lv. 5 and +20AP Distance: Self Duration: 15 minutes	<b>Holy/cursed ground:</b> <u>Dome Status</u> for the area. Distance: 5 feet radius around the user. Duration: 15 minutes	<b>Vadreretro Satanas/Yahvé:</b> People in the area have Overthrow status and 2 Celestial/Inferno damage. Distance: 5 feet radius around the user.
6	<b>RP Passive:</b> 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	<b>Angelic/demonic faith:</b> User gets Mental Resistance Lv.5 Distance: Self Duration: 30 minutes	<b>Punishment:</b> <b>angelic/demonic:</b> The user inflicts the Dying status. Distance: 30 feet Duration: 5 minutes	<b>Sacred/profane light:</b> User deals 6 Celestial/Inferno damage to 5 targets Distance: 15 feet
8	<b>Angelic / Demonic Spear:</b> User returns weapon +6 Celestial/Inferno damage. Distance: Touch Duration: 30 minutes	<b>Retribution/punishment:</b> User revives 5 targets with 10 HP. Distance: Touch or by touching	<b>Virtuous/impure light:</b> The user deals 15 Celestial/Inferno damage. Distance: 30 feet
9	<b>Angelic/Demonic Lashing:</b> User has the ability to ignore all Status Categories Distance: Self Duration: 30 minutes	<b>Angelic/demonic voice:</b> User inflicts Sleep status on 5 targets. Distance: 30 feet Duration: 5 minutes	<b>Drain Life:</b> The user deals 10 Celestial/Inferno damage to a living target and regains 10 HP. Distance: 30 feet
10	<b>Angelic / Demonic Armor:</b> The user gets Mental Resistance, Celestial and Inferno Lv. 5 and +40 AP. Distance: Self Duration: 30 minutes	<b>Angelic/demonic sigil:</b> 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.	<b>Angelic / Demonic Purge</b> The user deals 30 Celestial/Inferno damage to a target. Distance: 30 feet
<b>Passive Lvl. 10:</b> The user obtains Celestial/Inferno resistance Lv. 5 standing.			
HAS	<b>Divine/Satanic Lands:</b> <u>Dome Status</u> for the user and anyone around. Distance: 25 feet radius around the user.	<b>Divine/Satanic Light:</b> The user inflicts Blind status in their area. Distance: 25 feet radius around the user.	<b>Divine/Satanic Force:</b> The user inflicts the Knocked Down and Dying status in the area.

	Tank	Support	Damage
	Duration: 1 hour	Duration: 5 minutes	Distance: 25 feet radius around the user. Duration: 5 minutes
B	<p><b>Michael/Lucifer's Sword:</b> The user's weapon, has (upon activation) +10 Celestial/Inferno damage when the user is holding it +50 AP. Distance: Self Duration: End of fight</p>	<p><b>Divine command/profaning sin:</b> If necessary, once per fight, the user targets 4 people and inflicts the Control status. A "Time" can be called if necessary. Distance: 50 feet Duration: 15 minutes</p>	<p><b>Divine/Satanic Avalanche:</b> The user inflicts 50 Celestial/Inferno damage on a target. Distance: 50 feet</p>
C	<p><b>Divine/Satanic Consecration:</b> If needed once per fight, the user can inflict the Paralysis status in the area, and on his next hit inflicts +10 Celestial/Inferno on any enemy person 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</p>	<p><b>Opening the Gate of Heaven/Hell:</b> 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 feet radius circle</p>	<p><b>Divine/Satanic Purge:</b> 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 feet radius circle</p>
<p><b>Legendary Passive:</b> The user possesses 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 location 30 feet in radius that inflicts Blind status, except for the user, for 5 minutes costing 4 EP.</p>			

# ARTIFICIAN

Artificians are people who are able to understand and apply Earth technology and apply alien artifacts to it. Some use pills and some use bionic body or weapon augments. Artificians need materials to create their solution or augmentation. Depending on the difficulty of creation, the time may vary and the material also changes. Artificians must have a set of tools with which to work on their material. This kit will be labeled as an in-game item by the animation with a yellow banner written "ARTIFICIAN" which will be provided by the animation. This headband can be stolen and used by another person or even sold. If the Artifician set no longer has a headband, it can no longer be used.

From level 5 Artifician, an Artifician can repair armor in 1 minute with a gel from their craft and access to their specialized tools.

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.

## MATERIALS FOUND

The materials are needed for the creation of pills or for the increase. They are found on missions, on the bodies of dying or dead people. Here are the different materials found:

Kind	Material	Description
Pills	Low quality drug powder	Powder containing certain chemical components allowing certain effects.
	High quality medicinal powder	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.
	Military electronic components	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, both by destroying it and by rejecting the artifact.

## **PILLS**

Pills are temporary supports for your characters. Depending on their effects, they can heal you, give you more strength, etc. Artificians need pill-like materials to assemble them.

### healing pill

Preparation time: 30 minutes

Ingredients: Low quality drug powder and empty capsule

This pill regenerates 10 HP instantly.

### stamina pill

Preparation time: 30 minutes

Ingredients: Low quality drug powder and empty capsule

This pill can regenerate 10PE instantly.

### control pill

Preparation time: 30 minutes

Ingredients: High quality medicine powder and empty capsule

This pill allows control status to be inflicted on a target for 10 minutes.

### Artifact Pill

Preparation time: 60 minutes

Ingredients: High Quality Medicine Powder, Alien Artifact Powder and Empty Capsule

This pill regenerates 20 HP and 20 EP or resurrects a dying status person at 20 HP.

## **INCREASES**

Augmentations are permanent supports built into your body or weapon that can be visible or invisible. Depending on their effects, they can heal you, give you more strength, etc. A person can have several augmentations on his body. Artificians need augmentation-type materials to assemble them. These are permanent and cumulative increases.

### Vital increase

Preparation time: 60 minutes

Ingredients: Titanium and military electronic components

The person getting the boost gets 2 more VPs than those base VPs.

### Increase in stamina

Preparation time: 60 minutes

Ingredients: Titanium and military electronic components.

The person getting the boost gets 2 more EPs from those base EPs.

### Super strength increase

Preparation time: 60 minutes

Ingredients: Titanium and military electronic components.

The person getting the boost gets 1 super strength which increases their punch strength by 1.

### Increase weapons

Preparation time: 60 minutes

Ingredients: Osmium and military electronic components.

The weapon getting the boost gets a chosen damage type and will do that damage type permanently. Example: After completing the Weapon Augment, the Artifian, who chose the Ice/Aqua element, will cause his weapon to permanently cause Ice/Aqua damage. It is possible to make a raise on a pistol. For example, you want to make a flamethrower. A "prop" is required with a tag stuck on the weapon indicating its increase. The shots work like the example powers: you, 6 pyro fires.

### Artifact Vital Augmentation

Preparation time: 90 minutes

Ingredients: Osmium, Military Electronic Components and Alien Artifact Fragment

The person getting the boost gets 5 more VPs to their VP base.

### Artifact Endurance Boost

Preparation time: 90 minutes

Ingredients: Osmium, Military Electronic Components and Alien Artifact Fragment

The person getting the boost gets 5 more EPs to their base EP.

### Artifact Super Strength Increase

Preparation time: 90 minutes

Ingredients: Osmium, Military Electronic Components, and Alien Artifact Fragment

The person getting the boost gets 2 super strengths, which increases their punch strength by 2.

### Augment Artifact Weapons

Preparation time: 120 minutes

Ingredients: Osmium, Military Electronic Components and Alien Artifact Fragment

The weapon getting the boost gets two chosen damage types and will do those damage types permanently. Example: After completing the Weapon Augment, the Artifian, who chose the Ice/Aqua element and the Fire/Pyro element, will cause his weapon to permanently cause Ice/Pyro damage. Aqua or Fire/Pyro. He can then inflict an Ice/Aqua blow and subsequently inflict a Fire/Pyro blow. It's one type of damage at a time. It is possible to make a raise on a pistol. For example, you want to make a flamethrower. A "prop" is required with a tag stuck on the weapon indicating its increase. The shots work like the powers example: you, 6 pyro fire.

# ARMS

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 damages too. Base damage is damage done by the user without power and effect. A character with 3 superstrength and a 60cm weapon would do a base damage number of 3. The base 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
Hand weapon	1
Throwing weapon	4 reviews
small throwing weapon	1 reviews
Gun	5 bullets

## THE HAND WEAPON

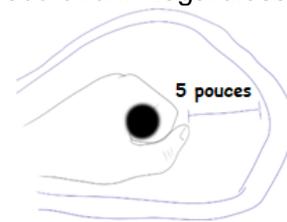
Hand weapon are melee weapons and should be used with EXTREME CAUTION. They came into the system to give the player the chance to be the type of super-human who uses "no weapon" in combat and just his fists. All effects that apply to a weapon also apply to hand weapon.

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

Bare-knuckle combat must be performed with the palms. These are touchdowns with little force that require a good dose of power to avoid injuring 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 caps (firecracker for toy gun). Rifles with darts (like nerfs) are not accepted. The shooting distance is 25 feet. The reload time of a rifle is 1 minute. It is important to target the person and ensure that the person being targeted is aware of being targeted. If the firecracker/CAP 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.

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.